

Rapid Development

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To ensure the ongoing accuracy of this book and its companion content, we've reviewed and confirmed the errors listed below. If you find a new error, we hope you'll report it to us on our website: www.microsoftpressstore.com/contact-us/errata.

Page	Location	Description	Date corrected
41	"4: Heroics" paragraph, first line	<p>Reads: Some software developers place a high emphasis on project heroics (Bach 1995). But I think that they do more harm than good.</p> <p>Should read: Some developers place a high emphasis on project heroics and think that the certain kinds of heroics can be beneficial (Bach 1995). But I think that emphasizing heroics in any form usually does more harm than good.</p>	
55	"Estimation and Scheduling" section, second line	<p>Reads: They first estimate the size of the project,...</p> <p>Should read: They first estimate the size of the product,...</p>	
60	Last paragraph	<p>Reads: This is the same kind of chart that I presented in the "Classic Mistakes" chapter, and it describes the same lesson.</p> <p>Should read: This is the same chart that I presented in the "Classic Mistakes" chapter, and it provides a specific example of the general classic mistakes lesson.</p>	
128	Second paragraph, second sentence	<p>Reads: Look at how much of the curve in Figure 6-10...</p> <p>Should read: Look at how much of the curve in Figure 6-11...</p>	

Page	Location	Description	Date corrected
168	Figure 8-2 labels	The labels on the right side of Figure 8-2 are incorrect. From top to bottom, the labels should read: 1.6x 1.25x 1.15x 1.1x 1.0x 0.9x 0.85x 0.8x 0.6x	
186	"Efforts" section, first sentence	Reads: The efforts are given in developer man-months to two or three significant digits. Should read: The efforts are given in development-team man-months (including management and QA) to two or three significant digits.	
572	First cross-reference in margin	Reads: For more on using prototyping time effectively, see "Inefficient use of prototyping time" in Section 20.2. Should read: For more on using prototyping time effectively, see "Inefficient use of prototyping time" in Section 21.2.	
613	After "DeMarco, Tom. 1982...." citation	The following citation should be added to the page: DeMarco, Tom. 1995. Why Does Software Cost So Much? New York: Dorset House.	
618	Bibliography	Reads: Millington, Don, and Jennifer Stapleton. 1995. "Developing a RAD Standard." IEEE Software, January: 54-55. Should read: Millington, Don, and Jennifer Stapleton. 1995. "Developing a RAD Standard." IEEE Software, September: 54-55.	