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In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated Those facts and fallacies are what this book is about There's a problem with those facts—and, as you might imagine, those fallacies Many of these fundamentally important facts are learned by a software engineer, but over the

Facts & Fallacies of Software Measurement

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Facts and Fallacies of Software Engineering

Facts and Fallacies of Software Engineering By Robert L Glass The practice of building software is a “new kid on the block” technology Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software builders are relative

Facts and Fallacies of Software Engineering

Facts and Fallacies of Software Engineering by Robert L Glass, Addison-Wesley, Boston, MA, 2003 195 pp, \$2999(paper) ISBN 0-321-11742-5
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FACTS AND FALLACIES OF SOFTWARE ENGINEERING

FACTS AND FALLACIES OF SOFTWARE ENGINEERING By Robert L Glass Publisher: Addison Wesley Pub Date: October 25, 2002 ISBN: 0-321-11742-5 FACT 49 Errors tend to cluster Cindee Madison UC Berkeley Tuesday, May 7, 2013

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software costs, it is probably the most important life cycle phase of software... Old hardware becomes obsolete; old software goes into production every night Robert Glass, Facts & Fallacies of Software Engineering (fact #41) How do we understand and safely modify legacy code? 1

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software costs, it is probably the most important life cycle phase of software ! "Old hardware becomes obsolete; old software goes into production every night"" Robert Glass, Facts & Fallacies of Software Engineering (fact #41)! How do we understand and safely modify legacy code?" 2"

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