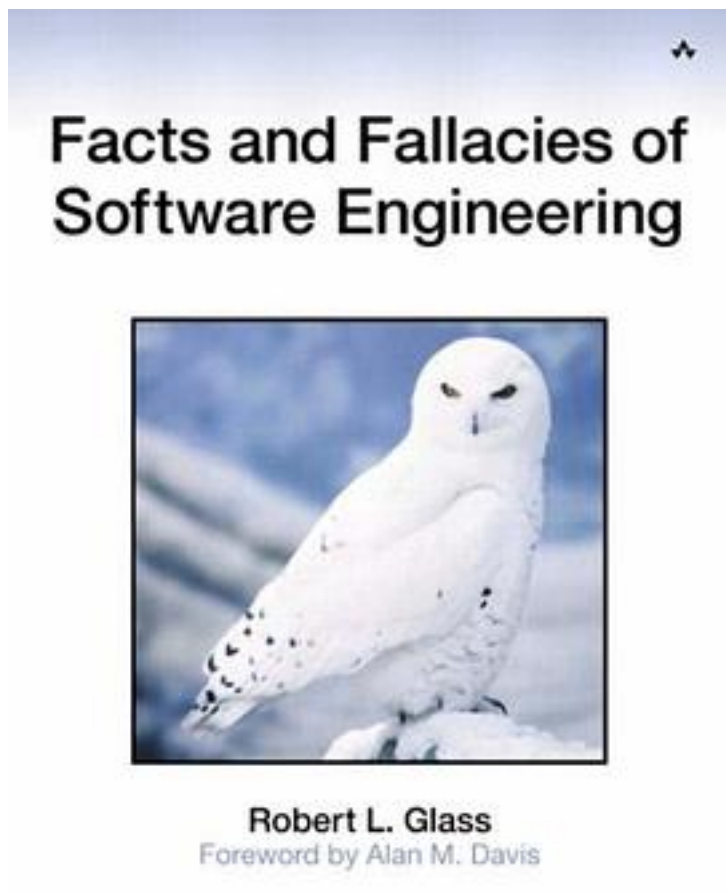# Facts and Fallacies of Software Engineering

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著者:Robert L. Glass

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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 "newbies."

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 short lifespan of the software field, all too many of them have been forgotten. While reading Facts and Fallacies of Software Engineering, you may experience moments of "Oh, yes, I had forgotten that," alongside some "Is that really true?" thoughts.

The author of this book doesn't shy away from controversy. In fact, each of the facts and fallacies is accompanied by a discussion of whatever controversy envelops it. You may find yourself agreeing with a lot of the facts and fallacies, yet emotionally disturbed by a few of them! Whether you agree or disagree, you will learn why the author has been called "the premier curmudgeon of software practice."

These facts and fallacies are fundamental to the software building field–forget or neglect them at your peril!

作者介绍:

格拉斯（Robert Glass）是Computing Trends的创始人。他写过数十本关于软件工程和软件研发失败教训方面的书。许多人，特别是阅读过《Communications of the ACM》和《IEEE Software》中他的专栏文章的人，相信Robert是软件工程界的一位重要的作者。Robert还发行自己的通讯稿《The Software Practitioner》，并经常就软件工程方面的事件发表评论

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标签

软件工程

软件开发

计算机

非必读

计算机技术

管理

技术

工具教程

评论

看过大半的 Facts 之后就看不下去了. 年轻人看这种书, 要么就创业去, 要么余下的职业生涯就以看 Dilbert 为乐直到转行吧.

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55 facts and 10 fallacies就姑且称之为"常识"吧，比如"不同人的工作效率差异可以达到数以十倍记"，软件life circle的各个方面都有谈到。不过问题就是很多人常常忽视它们的存在，至少作者这样认为，所以就有了这本书，温故而知新。

要想管好项目首先要了解项目管理的本质，此书对项目管理的一些基本事实和错误做了非常好的总结。

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书评

作者以自己几十年的实际软件开发经验，总给出软件工程中的55个事实和5＋5个谬误，并对每项给出的分析，以及业界对其支持和反对的意见。
虽然我也不全盘同意作者的观点，但不能不承认，其中绝大部分观点确实是无比正确。
它们每天发生的软件开发人员身边，如此基本，如此重要，却...

好书。

Glass阐述了一些事实，都是领域里的基本问题。每一个事实，先讨论，再列出围绕这个事实的争议，最后提出这个事实的信息来源，以及参考文献。

对于列出大量的争议，Glass相当自信自己的选择。

激烈的争议非常有助于行业的健康发展，可遗憾的是，很多事实没有争议，甚至，...

这本是看完code
complete之后，按照他后边的书单，找来看的一本书。让我印象非常深刻的是作者采用的discussion-controversy-sources的方式来组织每个论点，可谓有理有据头头是道。另外比较有趣的是他老人家在描述自己没听说一件事的时候老是说i'm not aware什么什么，另外还喜...

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http://wjason.javaeye.com/blog/280777 扫了一眼，忘记了不少。要温故知新啊

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