

Muller, R: PRODUCTIVE OBJECTS

The increasing popularity of object-oriented programming languages, design methods, database managers, and other technologies has challenged software development project managers with a new set of rules. Project managers need to reexamine their standard methods for planning and controlling projects to adapt to the new rules for development. This book combines the perspectives of project management and systems theory to provide a unique look at managing object-oriented projects. Software engineers and project managers working with object technology will obtain essential tools for managing any software project and will learn how to apply those tools specifically to managing object-oriented software projects. This guidebook provides an integrated, cohesive system of project management that aligns directly with the technology it manages. Organized into self-contained sections, this book permits you to access the project management objects you need. In addition, it provides examples of what to do and what not to do using real-life examples from the author's experience.

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