

Dreaming In Code Two Dozen Programmers Three Years 4732 Bugs And One Quest For Transcendent Software Scott Rosenberg

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"Dreaming on Code" are two books mixed together into one. One of the books is the observation of the author of a multi-year high-profile software development project. The project eventually failed, but that wasn't clear yet at the end of the book. The second book is the authors search for better ways of developing software.

Dreaming in Code: Two Dozen Programmers, Three Years, 4 ...

Yet the art of creating it continues to be a dark mystery, even to the experts, and the greater our ambitions, the more spectacularly we seem to fail. Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software sets out to understand why, through the story of one software project -- Mitch Kapor's Chandler, an ambitious, open-source effort to rethink the world of e-mail and scheduling.

Dreaming in Code

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Dreaming in Code: Two Dozen Programmers, Three Years ...

"Dreaming in Code is the first true successor to Tracy Kidder's Soul of a New Machine, and is written with a combination of technical sophistication and narrative skill not seen in many years.

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Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software. Scott Rosenberg. Crown, Jan 16, 2007 - Business & Economics - 416 pages ...

Dreaming in Code: Two Dozen Programmers, Three Years ...

Dreaming in Code : Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software by Scott Rosenberg (2008, Trade Paperback) The lowest-priced brand-new, unused, unopened, undamaged item in its original packaging (where packaging is applicable).

Dreaming in Code : Two Dozen Programmers, Three Years ...

Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software is a (2007) Random House literary nonfiction book by Salon.com editor and journalist Scott Rosenberg. It documents the workers of Mitch Kapor 's Open Source Applications Foundation as they struggled with collaboration and the software development task of building the open source calendar application Chandler .

Dreaming in Code - Wikipedia

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Dreaming in Code: Two Dozen Programmers, Three Years ...

Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software: Amazon.in: Rosenberg, Scott: Books

Dreaming in Code: Two Dozen Programmers, Three Years ...

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Dreaming in Code: Two Dozen Programmers, Three Years ...

His first book was the bestselling Dreaming in Code:Two Dozen programmers, Three Years, 4,732 Bugs and One Quest for Transcendent Software.Recent article about Scott:Salon Co-Founder Receives Knight Grant to Create Forum for Journos to Admit Their ErrorsBayNewser - San Francisco, CA, USAHe's the author of two books: Dreaming in Code and Say Everything: How ...

Dreaming in Code: Two Dozen Programmers, Three years ...

Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software. Scott Rosenberg. Our civilization runs on software. Far more than most people understand, it has seeped into every cranny of our lives. It is in our kitchen gadgets and cars, toys and buildings.

Dreaming in Code: Two Dozen Programmers, Three Years ...

Not just for technophiles but for anyone captivated by the drama of invention, Dreaming in Code offers a window into both the information age and the workings of the human mind. Praise For Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software ...

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Dreaming in Code : Two Dozen Programmers, Three Years ...

Dreaming in code : two dozen programmers, three years, 4,732 bugs, and one quest for transcendent software. [Scott Rosenberg] -- Why is software so hard? Hard to make well.

Dreaming in code : two dozen programmers, three years ...

Dreaming in Code - Scott Rosenberg's software epic. Chapter 0: SOFTWARE TIME. It was winter 1975. I hunched over the teletype in the terminal room, a hulking console that shook each time its typewriter head whammed leftward to begin a new line.

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