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This updated 7th edition examines fundamental issues that both vendors and customers may confront in the negotiation of a software license and a cloud computing agreement, including related issues such as software development, professional services, maintenance and support. Included are four new chapters and 41 new forms, checklists, and policies. The cloud computing chapter has been expanded.

Ship It! is a collection of tips that show the tools

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and techniques a successful project team has to use, and how to use them well. You'll get quick, easy-to-follow advice on modern practices: which to use, and when they should be applied. This book avoids current fashion trends and marketing hype; instead, readers find page after page of solid advice, all tried and tested in the real world. Aimed at beginning to intermediate programmers, Ship It! will show you: Which tools help, and which don't How to keep a project moving Approaches to scheduling that work How to build developers as well as product What's normal on a project, and what's not How to manage managers, end-users and sponsors Danger signs and how to fix them Few of the ideas presented here are controversial or extreme; most experienced programmers will agree that this stuff works. Yet 50 to 70 percent of all project teams in the U.S. aren't able to use even these simple, well-accepted practices effectively. This book will help you get started. Ship It! begins by introducing the common technical infrastructure that every project needs to get the job done. Readers can choose from a variety of recommended technologies according to their skills and budgets. The next sections outline the necessary steps to get software out the door reliably, using well-accepted, easy-to-adopt, best-of-breed practices that really work. Finally, and most importantly, Ship It! presents common problems that teams face, then offers real-world advice on how to solve them.

Updated and expanded, this sixth edition is an essential resource for lawyers who work with clients and conduct business transactions in this area. The guide includes new chapters on types of licenses, software development agreements, and software development kits and application program interfaces. New and updated model forms are available on an accompanying website that you can access



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This new third edition is revised and updated with three new chapters and numerous forms. It examines the fundamental issues that both licensors and licensees confront in the negotiation of a software license and, where appropriate, looks at relevant ancillary issues such as software development as well as maintenance and support. It primarily focuses on non-mass market agreements, since most retail or mass market off-the-shelf software is governed by non-negotiable shrinkwrap and clickwrap licenses. The book is accompanied by and cross-referenced to an annotated software license. A companion CD-ROM is also included for customization of the software license and related forms.

Rev. ed of: A practical guide to software licensing for licensees and licensors / H. Ward Classen. 3rd ed. c2008.

The amount of software used in safety-critical systems is increasing at a rapid rate. At the same time, software technology is changing, projects are pressed to develop software faster and more cheaply, and the software is being used in more critical ways. Developing Safety-Critical Software: A Practical Guide for Aviation Software and DO-178C Compliance equips you with the information you need to effectively and efficiently develop safety-critical, life-critical, and mission-critical software for aviation. The principles also apply to software for automotive, medical, nuclear, and other safety-critical domains. An international authority on safety-critical software, the author helped write DO-178C and the U.S. Federal Aviation Administration 's policy and guidance on safety-critical software. In this book, she draws on more than 20 years of experience as a

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certification authority, an avionics manufacturer, an aircraft integrator, and a software developer to present best practices, real-world examples, and concrete recommendations. The book includes: An overview of how software fits into the systems and safety processes Detailed examination of DO-178C and how to effectively apply the guidance Insight into the DO-178C-related documents on tool qualification (DO-330), model-based development (DO-331), object-oriented technology (DO-332), and formal methods (DO-333) Practical tips for the successful development of safety-critical software and certification Insightful coverage of some of the more challenging topics in safety-critical software development and verification, including real-time operating systems, partitioning, configuration data, software reuse, previously developed software, reverse engineering, and outsourcing and offshoring An invaluable reference for systems and software managers, developers, and quality assurance personnel, this book provides a wealth of information to help you develop, manage, and approve safety-critical software more confidently.

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Written by an intellectual property attorney who is also a programmer, Intellectual Property and Open Source helps you understand patents, copyrights, trademarks, trade secrets, and licenses, with special focus on the issues surrounding open source development and the GPL. This book answers questions such as: How do open source and intellectual property work together? What are the most important intellectual property-related issues when starting a business or open source project? How should you handle copyright, licensing and other issues when accepting a patch from another developer? How can you pursue your own ideas while working for someone else? What parts of a patent should be reviewed to see if it applies to your work? When is your idea a trade secret? How can you reverse engineer a product without getting into trouble? What should you think about when choosing an open source license for your project? Most legal sources are too scattered, too arcane, and too hard to read. Intellectual Property and Open Source is a friendly, easy-to-follow overview of the law that programmers, system administrators, graphic designers, and many others will find essential.

Software development consultant Wieggers describes various formal and informal methods for conducting a peer review program, such as pair programming, team reviews, the "walkthrough," and the ad hoc review. The main part of the text is devoted to the various stages of the technique of inspection. Coverage extends to the social issues involved in critiquing the work of others and overcoming resistance to reviews. c. Book News Inc.

David A. Sykes is a member of Wofford College's faculty.

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