Facts And Fallacies Of Software Engineering Agile Software Development

Drawing on 20+ years helping software teams succeed in nearly 150 organizations, Karl Wiegers presents 60 concise lessons and practical recommendations students can apply to all kinds of projects, regardless of application domain, technology, development lifecycle, or platform infrastructure. Embodying both wisdom for deeper understanding and guidance for practical use, this book represent an invaluable complement to the technical nuts and bolts software developers usually study. Software Development Pearls covers multiple crucial domains of project success: requirements, design, project management, culture and teamwork, quality, and process improvement. Each chapter suggests several first steps and next steps to help you begin immediately applying the author's hard-won lessons--and writing code that is more successful in every way that matters.

Betrayal! Corruption! Software engineering? Industry experts Johann Rost and Robert L. Glass explore the seamy underbelly of software engineering in this timely report on and analysis of the prevalance of subversion, lying, hacking, and espionage on every level of software project management. Based on the authors' original research and augmented by frank discussion and insights from other well-respected figures, The Dark Side of Software Engineering goes where other management studies fear to tread -- a corporate environment where schedules are fabricated, trust is betrayed, millions of dollars are lost, and there is a serious need for the kind of corrective action that this book ultimately proposes.

Debunks popular beliefs and reveals the facts about political, cultural, scientific, and technological misconceptions, addressing such topics as Napoleon's stature, the danger of quicksand, and caffeine's effects on the body.

"You might have trouble imagining life without your social media accounts, but virtual reality pioneer Jaron Lanier insists that we're better off without them. In Ten Arguments for Deleting Your Social Media Accounts Right Now, Lanier, who participates in no social media, offers powerful and personal reasons for all of us to leave these dangerous online platforms"--

The Truth Behind Hundreds of Common Misbeliefs about the Grand Canyon State

Arizona Myths, Fallacies, and Misconceptions

Fabulous Fallacies

Your Code as a Crime Scene

The Impact of the Highly Improbable
Software Creativity 2.0
Keeping Afloat in the Age of Technology

This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

The #1 New York Times bestseller that has all America talking—with a new afterword on expanding your range—as seen on CNN's Fareed Zakaria GPS, Morning Joe, CBS This Morning, and more. "The most important business—and parenting—book of the year." —Forbes "Urgent and important. . . an essential read for bosses, parents, coaches, and anyone who cares about improving performance." —Daniel H. Pink Shortlisted for the Financial Times/McKinsey Business Book of the Year Award Plenty of experts argue that anyone who wants to develop a skill, play an instrument, or lead their field should start early, focus intensely, and rack up as many hours of deliberate practice as possible. If you dabble or delay, you'll never catch up to the people who got a head start. But a closer look at research on the world's top performers, from professional athletes to Nobel laureates, shows that early specialization is the exception, not the rule. David Epstein examined the world's most successful athletes, artists, musicians, inventors, forecasters and scientists. He discovered that in most fields—especially those that are complex and unpredictable—generalists, not specialists, are primed to excel. Generalists often find their path late, and they juggle many interests rather than focusing on one. They're also more creative, more agile, and able to make connections their more specialized peers can't see. Provocative, rigorous, and engrossing, Range makes a compelling case for actively cultivating inefficiency. Failing a test is the best way to learn. Frequent quitters end up with the most fulfilling careers. The most impactful inventors cross domains rather than deepening their knowledge in a single area. As experts silo themselves further while computers master more of the skills once reserved for highly focused humans, people who think broadly and embrace diverse experiences and perspectives will increasingly thrive.

Fair, witty appraisal of cranks, quacks, and quackeries of science and pseudoscience: hollow earth, Velikovsky, orgone energy, Dianetics, flying saucers, Bridey Murphy, food and medical fads, and much more.

Jack the Ripper and legacy codebases have more in common than you'd think. Inspired by forensic psychology methods, you'll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that's constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixes ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you'll learn forensic psychology techniques

to successfully maintain your software. You'll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You'll also measure the effectiveness of your code improvements. You'll learn how to apply these techniques on projects both large and small. For small projects, you'll get new insights into your design and how well the code fits your ideas. For large projects, you'll identify the good and the fragile parts. Large-scale development is also a social activity, and the team's dynamics influence code quality. That's why this book shows you how to uncover social biases when analyzing the evolution of your system. You'll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you'll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code! What You Need: You need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

It's Complicated

Facts and Fallacies

Here Be Dragons

Facts and Fallacies of Software Engineering

The Leprechauns of Software Engineering

Why the Internet Is No Substitute for a Library

How to Think, Read, and Write in the Twenty-First Century

It's common knowledge that Eve gave Adam an apple. Everyone knows that George Washington was the first president of the United States. And when your mother told you not to go swimming right after you ate, you took it as a matter of life and death. But you've been myth-informed by legend, by history . . . even by your mother! The truth is: * Milk chocolate may actually help prevent tooth decay! * If you "eat like a bird," you may eat up to one-half your body weight every single day! * The largest city in America is not New York or Los Angeles, it's Jacksonville, Florida! Now you can face the facts -- on everything from aphrodisiacs to zip codes -- in this alphabetically arranged collection of more than 590 fabulous fallacies and memorable misconceptions. You won't know what you're missing until you've mastered MYTH INFORMATION.

Addressing general readers as well as software practitioners, "Software and Mind" discusses the fallacies of the mechanistic ideology and the degradation of minds caused by these fallacies. Mechanism holds that every aspect of the world can be represented as a simple hierarchical structure of entities. But, while useful in fields like mathematics and manufacturing, this idea is generally worthless, because most aspects of the world are too complex to be reduced to simple hierarchical structures. Our software-related affairs, in particular, cannot be

represented in this fashion. And yet, all programming theories and development systems, and all software applications, attempt to reduce real-world problems to neat hierarchical structures of data, operations, and features. Using Karl Popper's famous principles of demarcation between science and pseudoscience, the book shows that the mechanistic ideology has turned most of our software-related activities into pseudoscientific pursuits. Using mechanism as warrant, the software elites are promoting invalid, even fraudulent, software notions. They force us to depend on generic, inferior systems, instead of allowing us to develop software skills and to create our own systems. Software mechanism emulates the methods of manufacturing, and thereby restricts us to high levels of abstraction and simple, isolated structures. The benefits of software, however, can be attained only if we start with low-level elements and learn to create complex, interacting structures. Software, the book argues, is a non-mechanistic phenomenon. So it is akin to language, not to physical objects. Like language, it permits us to mirror the world in our minds and to communicate with it. Moreover, we increasingly depend on software in everything we do, in the same way that we depend on language. Thus, being restricted to mechanistic software is like thinking and communicating while being restricted to some ready-made sentences supplied by an elite. Ultimately, by impoverishing software, our elites are achieving what the totalitarian elite described by George Orwell in "Nineteen Eighty-Four" achieves by impoverishing language: they are degrading our minds.

Arranged by subjects--including famous people, Americana, war, religion, the arts, famous sayings, politics, and word definition--this list for would-be iconoclasts sets straight many myths

Falsehood and Fallacy emphasizes that in our politically divided landscape, we all need to be able to read and research more critically in order to make well-reasoned arguments.

Use Forensic Techniques to Arrest Defects, Bottlenecks, and Bad Design in Your Programs

Encyclopedia of Kosher Foods : Facts & Fallacies

Computer Organization and Design RISC-V Edition

The Art and Science of Software Engineering

The Indo-European Controversy

Range

Evil on Computing Projects

There is abundant evidence that most people, often in spite of their conscious beliefs, values and attitudes, have implicit biases. 'Implicit bias' is a term of art referring to evaluations of social groups that are largely outside conscious awareness or

control. These evaluations are typically thought to involve associations between social groups and concepts or roles like 'violent,' 'lazy,' 'nurturing,' 'assertive,' 'scientist,' and so on. Such associations result at least in part from common stereotypes found in contemporary liberal societies about members of these groups. Implicit Bias and Philosophy brings the work of leading philosophers and psychologists together to explore core areas of psychological research on implicit (or unconscious) bias, as well as the ramifications of implicit bias for core areas of philosophy. Volume I: Metaphysics and Epistemology is comprised of two sections: 'The Nature of Implicit Attitudes, Implicit Bias, and Stereotype Threat,' and 'Skepticism, Social Knowledge, and Rationality.' The first section contains chapters examining the relationship between implicit attitudes and 'dual process' models of the mind; the role of affect in the formation and change of implicit associations; the unity (or disunity) of implicit attitudes; whether implicit biases are mental states at all; and whether performances on stereotype-relevant tasks are automatic and unconscious or intentional and strategic. The second section contains chapters examining implicit bias and skepticism; the effects of implicit bias on scientific research; the accessibility of social stereotypes in epistemic environments; the effects of implicit bias on the self-perception of members of stigmatized social groups as rational agents; the role of gender stereotypes in philosophy; and the role of heuristics in biased reasoning. This volume can be read independently of, or in conjunction with, a second volume of essays, Volume II: Moral Responsibility, Structural Injustice, and Ethics, which explores the themes of moral responsibility in implicit bias, structural injustice in society, and strategies for implicit attitude change.

Regarding the controversial and thought-provoking assessments in this handbook, many software professionals might disagree with the authors, but all will embrace the debate. Glass identifies many of the key problems hampering success in this field. Each fact is supported by insightful discussion and detailed references.

So you think the theory of disastrous climate change has been proven? You believe scientists are united in their efforts to affect a reduction in carbon emissions? You trust that scientists are far too professional to overstate their case? Maybe we should all think again. In The Climate Caper, written with a light touch and a readable manner, Garth Paltridge shows that the case for action against climate change is not nearly so clear cut after all. He leads us through the inherent problems of the climate modeling process, as well as the uncertainties associated with economic forecasts of climatic doom. Paltridge uncovers the conscious and subconscious forces that hide skepticism within the scientific community from the public eye and submit governments to a scientific and technological elite-an elite that achieves its ends by manipulating the public through fear of climate change, creating the world's greatest example of a religion for the politically correct.

The nearly 60 essays in this book--always easily digestible, often profound, and never too serious--take up large themes and important questions, never shying away from controversy. (Computer Books)

Productive Projects and Teams

Falsehoods, Misconceptions, Flawed Facts, and Half-Truths That Are Ruining Your Life

Economic Facts and Fallacies
Facts and Fallacies of Fitness
Intellectuals and Race
Software and Mind
Issues, Facts & Fallacies--the Realities of Law Enforcement's Use of Deadly Force

An essential work for every Jewish home! Proclaimed as the 'Encyclopedia of Kosher Foods, Facts, and Fallacies,' this handy volume will fill you in on everything you need to know about the kosher food industry. Includes a list of reliable hashgachos (kashrus symbols), background on how kashrus organizations operate, lists of kosher fish, and little-known facts that will open your eyes to things you never knew before. Also features a section on Passover products. A completely revised and updated edition.

The 20th century saw an unprecedented rate of technological development, and no slowdown is in sight. On the contrary, it is highly likely that changes in the 21st century will be even more revolutionary than those of the 20th, due to advances in science, technology and medicine. Particular areas where extraordinary and perhaps disruptive advances can be expected include biotechnology, nanotechnology, machine intelligence, and various ways to enhance humancognitive and other abilities using, e.g., pharmaceuticals, genetic engineering or machine-brain interfaces. The potential benefits are enormous, but so are the risks, including the possibility of humanextinction. This book is an attempt at a balanced discussion of these various technologies and their potential consequences. At the same time, it is a passionate plea for acting with foresight.

For the Arizona native or newcomer. One of the best ways to learn about Arizona by discovering the truth behind the misinformation and misconceptions that surround the state, its diverse wildlife, and its rich history. Presented in Q & A format.

This new edition of Friedman's landmark book explains the flattening of the world better than ever- and takes a new measure of the effects of this change on each of us.

In Defense of Self and Others--
Science, Technology and the Future of Humanity
Lessons from Fifty Years of Software Experience
Swimming Lessons
Software Development Pearls
FoolÕs Gold
Myth Information

Never in history has life been so complicated and full of sudden changes. Technology, the environment, and the way we work and relate to one another are all in upheaval. With wit, humor, a calm voice, and great authority, Swimming Lessons gives a clear view of what our world has become - not just our successes, but also the destruction set loose by our own genius and inventions. In addition, it offers practical, non-utopian suggestions

for keeping afloat in the dangerous waters of the 21st century's globalized civilization. Whether it is describing a comical brainstorming session in a Washington boardroom or a close encounter with an Alaskan grizzly and her cubs, Swimming Lessons is a delight to read. Trained in history, medicine, and zoology, David Ehrenfeld brings a grand perspective to his challenging task. He writes not just as a scientist, but as one who values and understands the social sciences and humanities as well. In the first half of Swimming Lessons, we learn to recognize the lies we live: about education, new military weapons systems, biotechnology, electronic pseudocommunities, and accelerated obsolescence. We also learn about the deadly corporate economics that affect every aspect of our lives, even environmental conservation. The second half reveals the pitfalls and opportunities in the main tasks we face: relating to nature in a manmade world and restoring our damaged communities.

The software profession has a problem, widely recognized but which nobody seems willing to do anything about; a variant of the well known ""telephone game,"" where some trivial rumor is repeated from one person to the next until it has become distorted beyond recognition and blown up out of all proportion. Unfortunately, the objects of this telephone game are generally considered cornerstone truths of the discipline, to the point that their acceptance now seems to hinder further progress. This book takes a look at some of those ""ground truths"" the claimed 10x variation in productivity between developers; the ""software crisis""; the cost-of-change curve; the ""cone of uncertainty""; and more. It assesses the real weight of the evidence behind these ideas - and confronts the scary prospect of moving the state of the art forward in a discipline that has had the ground kicked from under it.

Glass explores a critical, yet strangely neglected, question: What is the role of creativity in software engineering and computer programming? With his trademark easy-to-read style and practical approach, backed by research and personal experience, Glass takes on a wide range of related angles and implications. (Computer Books)

Surveys the online social habits of American teens and analyzes the role technology and social media plays in their lives, examining common misconceptions about such topics as identity, privacy, danger, and bullying.

An Illustrated Book of Bad Arguments

The Social Lives of Networked Teens

More Than 300 Popular Beliefs that are Not True

Is it Kosher

Implicit Bias and Philosophy, Volume 1

Think More, Think Better

Ten Arguments for Deleting Your Social Media Accounts Right Now

Basics of Software Engineering Experimentation is a practical guide to experimentation in a field which has long been underp suppositions, assumptions, speculations and beliefs. It demonstrates to software engineers how Experimental Design and An to validate their beliefs and ideas. The book does not assume its readers have an in-depth knowledge of mathematics, speci essence of the techniques to use in the design and analysis of experiments and keeping the mathematical calculations clear of Software Engineering Experimentation is practically oriented and is specially written for software engineers, all the exam on real and fictitious software engineering experiments.

The Black Swan is a standalone book in Nassim Nicholas Taleb's landmark Incerto series, an investigation of opacity, luck, un probability, human error, risk, and decision-making in a world we don't understand. The other books in the series are Fooled Antifragile, and The Bed of Procrustes. A black swan is a highly improbable event with three principal characteristics: It is u carries a massive impact; and, after the fact, we concoct an explanation that makes it appear less random, and more predic The astonishing success of Google was a black swan; so was 9/11. For Nassim Nicholas Taleb, black swans underlie almost our world, from the rise of religions to events in our own personal lives. Why do we not acknowledge the phenomenon of b they occur? Part of the answer, according to Taleb, is that humans are hardwired to learn specifics when they should be fo generalities. We concentrate on things we already know and time and time again fail to take into consideration what we do therefore, unable to truly estimate opportunities, too vulnerable to the impulse to simplify, narrate, and categorize, and not rewarding those who can imagine the "impossible." For years, Taleb has studied how we fool ourselves into thinking we kno actually do. We restrict our thinking to the irrelevant and inconsequential, while large events continue to surprise us and sh this revelatory book, Taleb explains everything we know about what we don't know, and this second edition features a new empirical essay, "On Robustness and Fragility," which offers tools to navigate and exploit a Black Swan world. Elegant, start universal in its applications, The Black Swan will change the way you look at the world. Taleb is a vastly entertaining writer, irreverence, and unusual stories to tell. He has a polymathic command of subjects ranging from cognitive science to busines theory. The Black Swan is a landmark book—itself a black swan. Praise for Nassim Nicholas Taleb "The most prophetic voice Praise for The Black Swan "[A book] that altered modern thinking."—The Times (London) "A masterpiece."—Chris Anderson, e Wired, author of The Long Tail "Idiosyncratically brilliant."—Niall Ferguson, Los Angeles Times "The Black Swan changed my vie world works."—Daniel Kahneman, Nobel laureate "[Taleb writes] in a style that owes as much to Stephen Colbert as it does Montaigne. . . . We eagerly romp with him through the follies of confirmation bias [and] narrative fallacy."—The Wall Street J enjoyable—compelling . . . easy to dip into."—Financial Times "Engaging . . . The Black Swan has appealing cheek and admirable ambition."—The New York Times Book Review From the Hardcover edition.

Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

From the Publisher: In Defense of Self and Others-is one of the few books addressing the use of deadly force by law enforc
is the first to do so comprehensively. It thoroughly and objectively examines and explains the law governing the use of dead
physical realities of these critical, dangerous incidents. The text is comprehensively documented, footnoted and interspersed
examples and explanatory asides.

Software Conflict 2.0

Making Software

The Hardware Software Interface

Why Generalists Triumph in a Specialized World

Peopleware

More Than 590 Popular Misconceptions, Fallacies, and Misbeliefs Explained!

Basics of Software Engineering Experimentation

Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

A valuable guide on creativity and critical thinking to improve reasoning and decision-making skills Critical thinking skills are essential in virtually any field of study or practice where individuals need to communicate ideas, make decisions, and analyze and solve problems. An Introduction to Critical Thinking and Creativity: Think More, Think Better outlines the necessary tools for readers to become critical as well as creative thinkers. By gaining a practical and solid foundation in the basic principles that underlie critical thinking and creativity, readers will become equipped to think in a more systematic, logical, and imaginative manner. Creativity is needed to generate new ideas to solve problems, and critical thinking evaluates and improves an idea. These concepts are uniquely introduced as a unified whole due to their dependence on each other. Each chapter introduces relevant theories in conjunction with real-life examples and findings from cognitive science and psychology to illustrate how the theories can be applied in numerous fields and careers. An emphasis on how theoretical principles of reasoning can be practical and useful in everyday life is featured, and special sections on presentation techniques, the analysis of meaning, decision-making, and reasoning about personal and moral values are also highlighted. All chapters conclude with a set of

exercises, and detailed solutions are provided at the end of the book. A companion website features online tutorials that further explore topics including meaning analysis, argument analysis, logic, statistics, and strategic thinking, along with additional exercises and multimedia resources for continued study. An Introduction to Critical Thinking and Creativity is an excellent book for courses on critical thinking and logic at the undergraduate and graduate levels. The book also serves as a self-contained study guide for readers interested in the topics of critical thinking and creativity as a unified whole.

In this major theoretical statement, the author offers a new and provocative interpretation of the institutional transformations associated with modernity. We do not as yet, he argues, live in a post-modern world. Rather the distinctive characteristics of our major social institutions in the closing period of the twentieth century express the emergence of a period of 'high modernity,' in which prior trends are radicalised rather than undermined. A post-modern social universe may eventually come into being, but this as yet lies 'on the other side' of the forms of social and cultural organization which currently dominate world history. In developing an account of the nature of modernity, Giddens concentrates upon analyzing the intersections between trust and risk, and security and danger, in the modern world. Both the trust mechanisms associated with modernity and the distinctive 'risk profile' it produces, he argues, are distinctively different from those characteristic of pre-modern social orders. This book build upon the author's previous theoretical writings, and will be of fundamental interest to anyone concerned with Gidden's overall project. However, the work covers issues which the author has not previously analyzed and extends the scope of his work into areas of pressing practical concern. This book will be essential reading for second year undergraduates and above in sociology, politics, philosophy, and cultural studies.

Economic Facts and Fallacies exposes some of the most popular fallacies about economic issues-and does so in a lively manner and without requiring any prior knowledge of economics by the reader. These include many beliefs widely disseminated in the media and by politicians, such as mistaken ideas about urban problems, income differences, male-female economic differences, as well as economics fallacies about academia, about race, and about Third World countries. One of the themes of Economic Facts and Fallacies is that fallacies are not simply crazy ideas but in fact have a certain plausibility that gives them their staying power-and makes careful examination of their flaws both necessary and important, as well as sometimes humorous. Written in the easy-to-follow style of the author's Basic Economics, this latest book is able to go into greater depth, with real world examples, on specific issues.

Software Engineering
The Black Swan
The Book of Common Fallacies
The Dark Side of Software Engineering
What Really Works, and Why We Believe It
Metaphysics and Epistemology
The World Is Flat [Further Updated and Expanded; Release 3.0]

Intellectuals and Race is a radical book in the original sense of one that goes to the root of the problem. The role of intellectuals in racial strife is explored in an international context that puts the American experience in a wholly new light. The views of individual intellectuals

have spanned the spectrum, but the views of intellectuals as a whole have tended to cluster. Indeed, these views have clustered at one end of the spectrum in the early twentieth century and then clustered at the opposite end of the spectrum in the late twentieth century. Moreover, these radically different views of race in these two eras were held by intellectuals whose views on other issues were very similar in both eras. Intellectuals and Race is not, however, a book about history, even though it has much historical evidence, as well as demographic, geographic, economic and statistical evidence-- all of it directed toward testing the underlying assumptions about race that have prevailed at times among intellectuals in general, and especially intellectuals at the highest levels. Nor is this simply a theoretical exercise. The impact of intellectuals' ideas and crusades on the larger society, both past and present, is the ultimate concern. These ideas and crusades have ranged widely from racial theories of intelligence to eugenics to "social justice" and multiculturalism. In addition to in-depth examinations of these and other issues, Intellectuals and Race explores the incentives, the visions and the rationales that drive intellectuals at the highest levels to conclusions that have often turned out to be counterproductive and even disastrous, not only for particular racial or ethnic groups, but for societies as a whole.

This work skeptically explores the notion that the internet will soon obviate any need for traditional print-based academic libraries. It makes a case for the library's staying power in the face of technological advancements (television, microfilm, and CD-ROM's were all once predicted as the contemporary library's heir-apparent), and devotes individual chapters to the pitfalls and prevarications of popular search engines, e-books, and the mass digitization of traditional print material.

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be

used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud

"A flawless compendium of flaws." —Alice Roberts, PhD, anatomist, writer, and presenter of The Incredible Human Journey The antidote to fuzzy thinking, with furry animals! Have you read (or stumbled into) one too many irrational online debates? Ali Almossawi certainly had, so he wrote An Illustrated Book of Bad Arguments! This handy guide is here to bring the internet age a much-needed dose of old-school logic (really old-school, a la Aristotle). Here are cogent explanations of the straw man fallacy, the slippery slope argument, the ad hominem attack, and other common attempts at reasoning that actually fall short—plus a beautifully drawn menagerie of animals who (adorably) commit every logical faux pas. Rabbit thinks a strange light in the sky must be a UFO because no one can prove otherwise (the appeal to ignorance). And Lion doesn't believe that gas emissions harm the planet because, if that were true, he wouldn't like the result (the argument from consequences). Once you learn to recognize these abuses of reason, they start to crop up everywhere from congressional debate to YouTube comments—which makes this geek-chic book a must for anyone in the habit of holding opinions.

Facts and Fallacies of Global Warming
Second Edition
The Second Media Age
The Consequences of Modernity
The Climate Caper
A Brief History of the Twenty-first Century
Fads and Fallacies in the Name of Science

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!

This book challenges media-celebrated evolutionary studies linking Indo-European languages to Neolithic Anatolia, instead defending traditional practices in historical linguistics.

An Introduction to Critical Thinking and Creativity

Falsehood and Fallacy

The Mechanistic Myth and Its Consequences