

**M**aking It Big in Software: Get the Job. Work the Org. Become Great, by Sam Lightstone. The author aims to help readers make sense of the latest professional dynamics in the software industry, providing the tools and insights to truly jumpstart a career: the best ways to get hired, move up, and blaze to the top.

As a special component, the author also includes 17 original, exclusive interviews with some of the most influential software innovators and leaders of the past 30 years, including Steve Wozniak, Apple; Marissa Mayer, Google; and Linus Torvalds, Linux.

Pearson/Prentice Hall Professional, [www.informit.com](http://www.informit.com); 978-0-137-05967-6; 438 pp.

**H**ardware/Firmware Interface Design: Best Practices for Improving Embedded Systems Development, by Gary Stringham. This book will help the reader optimize the hardware/firmware interface within a project or product while understanding, planning for, and eliminating the problems that can occur when the project's hardware and firmware aren't optimally compatible.

The principles and best practices presented provide a resource for both hardware and firmware engineers. Key topics covered include register layout, interrupts, timing and performance, aborts, and errors. Real-world case studies help solidify the principles and best practices while focusing on cleaner designs, shorter schedules, and better implementations.

The book can help engineers minimize delays and glitches in their designs by teaching an understanding of the interface between hardware and firmware. These concepts apply to ASICs, ASSPs, SoCs, and FPGAs.

Newnes Publications, [www.elsevier.com](http://www.elsevier.com); 978-1-856-17605-7; 376 pp.

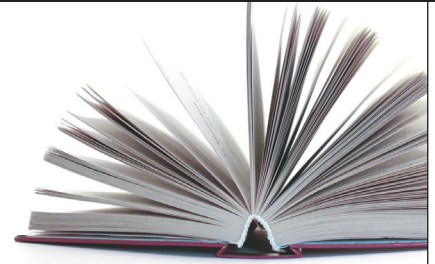
**T**estFrame: An Approach to Structured Testing, by Chris C. Schotanus. More than 12 years ago, Logica started the development of TestFrame, a method that enables organizations to develop and execute structured tests. Since then, many new techniques have been developed, such as service-oriented architectures (SOAs) and software as a service (SaaS).

These trends have prompted Logica to update and renew its TestFrame method. The book takes into account recent developments, focusing on daily test practice. Every step in this structured method is dealt with, providing readers with the necessary details for successful software testing. It will also serve to improve efficiency through its strong focus on reuse. This makes TestFrame a practical guide to testing information systems for test developers, test managers, and staff charged with quality assurance.

Springer, [www.springer.com](http://www.springer.com), 978-3-642-00821-4; 184 pp.

**R**eflections on Management: How to Manage Your Software Projects, Your Teams, Your Boss, and Yourself, by Watts S. Humphrey and William R. Thomas. For decades, Watts Humphrey's writings on management and process improvement have been admired by software engineers worldwide. Now, in this book, readers have access to a lifetime of the authors' best and most influential thoughts and advice. Collected here for the first time, these works offer compelling and cohesive insights into everything from planning day-to-day work to improving quality, encouraging teamwork, and becoming a leader.

Part one's essays address types of plans and the planning process, while part two covers team building and motivation. Part three describes how to persuade managers and use best practices. Finally, part four examines



personal responsibilities, commitments, and processes.

Pearson/Addison-Wesley Professional, [www.informit.com](http://www.informit.com); 978-0-321-71153-3; 260 pp.

**E**ngineering Web Applications, by Sven Casteleyn, Florian Daniel, Peter Dolog, and Maristella Matera. Today, Web applications are almost omnipresent. The Web has become a platform for not only information delivery but also e-commerce systems, social networks, mobile services, and distributed learning environments. Engineering Web applications involves many intrinsic challenges due to their distributed nature, content orientation, and the requirement to make them available to a wide spectrum of users who are unknown in advance.

The authors discuss these challenges in the context of well-established engineering processes, covering the whole product life cycle from requirements engineering through design and implementation to deployment and maintenance. In particular, they stress the importance of models in Web application development and compare well-known Web-specific development processes—like WebML, WSDM, and OOHDM—to traditional software development approaches like the waterfall and spiral models.

Springer, [www.springer.com](http://www.springer.com); 978-3-540-92200-1; 349 pp.

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