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Ten things to remember when developing software in industry

1. Leverage other people software whenever possible, ie. Write as little code as possible.
 - A) Data base
 - open source packages
 - B) Python:
 - manipulation
 - C) make, shell
 - D) R, SAS, SPSS
 - E) MATHLAB
 - F) MAPLE (symbolic computing)
 - G) SED
 - H) XSLT
2. Employ a simple and efficient architecture:
 - Database:
 - > store
 - > easy access
 - Manipulation
 - > python code
 - > data extraction
 - > SQL compilation to produce XML
 - XSLT
 - > XML to HTML
 - > XML to XML
 - Web server
3. Use a source control application and work with logged releases.
 - CVS
 - Subversion
 - 0.11.0015 version
4. When you find a problem you fix it, and introduce a test that you will run after any changes done to the code.
 - Equal effort to testing, developing; Testing = Developing
5. Always have a working version
6. Work with a end-user as he /she uses the system. Know your users and the information the user needs.
 - Credit card fraud:
 - > Did you use your credit card sir?
 - > Maybe my wife used it.
 - > Which one? I have 10.
7. Understand benefits of your approach to the user (compare to others) and show

evidence as much as possible :

- Google vs. Yahoo
 - > accurate vs. user experience
 - SAS vs IBM
 - > Do what you want with the data vs. use our database
 - User acceptance of the software
 - Capture things that other system can't
 - Thing that will make your software over the “hump” of user acceptance and usage.
8. Don't forget the reporting the user needs.
- Activity level
 - Trading system (you need reports)
9. Track bugs and put testing around any bug you find. When new release come up, test the old bugs on it.
- 10.Keep it as simple as possible.