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Dreaming In Code Two Dozen

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.

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Dreaming in Code

"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.

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

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 .

## File Type PDF Dreaming In Code Two Dozen Programmers Three Years 4 732 Bugs And One Quest For Transcendent Sof

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 Errors* BayNewser – San Francisco, CA, USA He's the author of two books: *Dreaming in Code* and *Say Everything: How ...*

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

*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.

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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. Crown, Jan 16, 2007 - Business & Economics - 416 pages ...

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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* Posted on 07 26, 2020 - 05:56 AM 07 26, 2020 - 05:56 AM by Scott Rosenberg Kyle McCarley I dithered a long time on whether or not to read this book probably mostly because it s hard to believe that it s actually not about coding It s not about coding Certainly there s a lot about coding

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

*dreaming in code two dozen programmers three years 4732 bugs and one quest for transcendent software* scott rosenberg our modern lives rely on the proper functioning of billions of lines of software code to run everything from laptops to on board automobile computers to the latest toasters and toys.

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