The Deadline

". . . it's a technological tour de force. It covers a wide range of topics, from project estimating to metrics, from conflict resolution to dealing with ambiguous specifications. . . . the bullet points alone are worth the price of the book. . . . *The Deadline* is almost as funny as a book full of Dilbert cartoons, but it's far less cynical. More important, it contains some profound wisdom and some practical, positive advice for improving the chances of meeting your next project deadline. I highly recommend it."

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"Since most software managers rise from the ranks of programmers, and consequently don't have a clue about project management, the situation is ripe for teaching by example. That's what Tom DeMarco addresses with *The Deadline*. . . . entertaining—and simultaneously instructive. . . . many valuable techniques."

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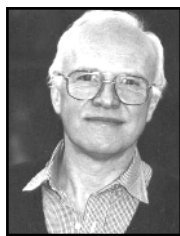
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"Tom DeMarco once again gleefully peels away the onion layers of management issues with a humanity and insight that translate as easily into corporate general management as they do into the management of software projects and teams."

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About the Author

Tom DeMarco is a principal of the Atlantic Systems Guild (www.systemsguild.com) and author or coauthor of four best-selling Dorset House books (*Peopleware, Software State-of-the-Art, Waltzing with Bears,* and *Why Does Software Cost So Much?*) and a ground-breaking training video (*Productive Teams,* with Tim Lister).

Contents

"*The Deadline* is dead on. It is a must-read, fun-read for anyone who has ever been, or will ever be, involved in a software project. Tom DeMarco has packaged the collective wisdom and hard-fought lessons learned of leading software prophets, gurus, and oracles into this tantalizing, insightful, and flat-out entertaining 'novel.'"

—**Will Tracz**
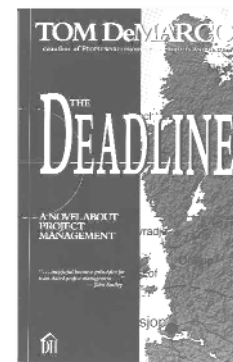*ACM Software Engineering Notes*

"A humorous, fictionalized look at software development . . . offers a balanced approach to project management. The author rightly pinpoints people as the essential foundation of all successful projects."

—*Quality Digest*

The Deadline
A Novel About Project Management

by Tom DeMarco

ISBN: 978-0-932633-39-2
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$30.95 (includes $6 UPS in US)

Winner of a Software Development Productivity Award

From prolific and influential consultant and author Tom DeMarco comes a project management novel that vividly illustrates the principles—and the outright *absurdities*—that affect the productivity of a software development team.

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With these teams—and with the help of numerous "fictionalized" consultants who come to his aid—Tompkins tests the project management principles he has gathered over a lifetime. Each chapter closes with journal entries that form the core of the eye-opening approaches to management illustrated in this entertaining novel.

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