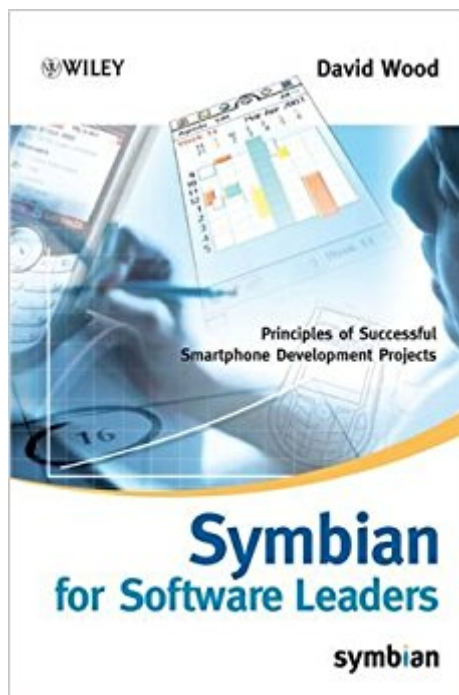# Symbian For Software Leaders: Principles Of Successful Smartphone Development Projects (Symbian Press)

# Synopsis

As a co-founder of Symbian and former executive of Psion Software, David Wood has been actively involved in well over 100 smartphone development projects worldwide. Over the time spent on these projects, he has come to understand the key issues which determine the difference between successful and unsuccessful projects for Symbian OS. This book highlights and explains:  How to tame the awesome inner complexityÂ of smartphone technology Optimal project team organisation, combining agility and reliability The design and the philosophy behind key features of Symbian OS The potential trouble spots of smartphone integration, testing, and optimisation How to receive the full benefit of the diverse skills in the extensive Symbian partner ecosystem The methods that are most likely to deliver commercial success when using Symbian OS The wider significance of Symbian OS skills and expertise in the evolving mobile marketplace The particular importance of software leaders in bringing breakthrough smartphone products to the market

# Book Information

Series: Symbian Press (Book 9)

Hardcover: 328 pages

Publisher: Wiley; 1 edition (August 19, 2005)

Language: English

ISBN-10: 0470016833

ISBN-13: 978-0470016831

Product Dimensions:  6.2 x 0.9 x 9.3 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review:  4.0 out of 5 starsÂ Â See all reviewsÂ (1 customer review)

Best Sellers Rank: #7,138,653 in Books (See Top 100 in Books)  #25 inÂ Books > Computers & Technology > Programming > APIs & Operating Environments > EPOC-Symbian  #5914 inÂ Books > Textbooks > Computer Science > Networking  #11512 inÂ Books > Computers & Technology > Networking & Cloud Computing > Networks, Protocols & APIs

# Customer Reviews

David is certainly qualified for such a book, for example, he thinks the technical lead is the person who:- Understands how all the technology fits together- Can deeply analyze individual defects- Can deeply analyze the pros and cons of various proposed defect fixes- Understands the technical strengths and weaknesses of all the software engineers who work on the projectI agree 100% with him, so his coverage on s/w management is of less value and interest to me as a pure technical

preson so I basically go for the "Part 3 - Symbian's Design Philosophy".Chapter 15: Design Goals For Symbian OSChapter 16: Designing For EfficiencyChapter 17: Designing For RobustnessChapter 18: Designing For UsabilityChapter 19: Designing For LongevityChapter 20: Designing For SmartphonesAs a "Software Architect", David shines here, he is able to explain many of the design decisions first hand at a deep level and in a very clear manner which provides valueble insights of Symbian OS, just give you a taste, here is excerpt from 16.7 Selecting C++:[ ... However, we remained apprehensive about the sheer size of C++, and the number of different programming styles it supported.

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