**1 семестр**

**E-mail преподавателя по практике (заочники):**

[Пример работы 1 семестра](https://github.com/LizaChehovich/TRTPO-Project/blob/master/Documents/Requirements/Requirements%20Document.md)

[**РЕЙТИНГ**](https://docs.google.com/spreadsheets/d/1EAhjuyrlfqbtz5E-n4FtUS6fRbwp7-FPPRkYx8rzSCI/edit?usp=sharing)

[**ВОПРОСЫ К ЭКЗАМЕНУ**](https://docs.google.com/document/d/18bGInbyKMfK158h6hFlDOHoKI26UBhCF55aQYu7eQYs/edit?usp=sharing)

**Модели жизненного цикла ПО**

[History’s Worst Software Bugs](http://archive.wired.com/software/coolapps/news/2005/11/69355?currentPage=all)

[Classic Mistakes in Software Development](http://stevemcconnell.com/articles/classic-mistakes/)

[Методологии в картинках и с примерами (хабр)](https://habrahabr.ru/company/edison/blog/269789/)

Royce, Winston (1970), ["Managing the Development of Large Software Systems"](http://www-scf.usc.edu/~csci201/lectures/Lecture11/royce1970.pdf)

**Документирование**

[Painless Functional Specifications](https://www.joelonsoftware.com/2000/10/03/painless-functional-specifications-part-2-whats-a-spec/)

**Интегрированная среда разработки ПО**

[Туториалы по IntelliJ](https://blog.jetbrains.com/idea/category/tutorials/)

**Работа с требованиями**

[Контрольный список (С. Макконнелл. Совершенный код)](https://ivinsky.livejournal.com/4164.html)

[Атрибуты качества ПО](http://akkaparallel.blogspot.com/2013/04/iso-9126.html)

**Паттерны проектирования (кроме GoF)**

[Patterns of Enterprise Application Architecture](http://www.martinfowler.com/eaaCatalog/)

[Game Programming Patterns](http://gameprogrammingpatterns.com/contents.html)

**Гиды по стилям**

[Java (Google)](http://google.github.io/styleguide/javaguide.html)

[Java (Android)](https://source.android.com/source/code-style.html)

[Scala](http://docs.scala-lang.org/style/)

[C++ (Google)](https://google.github.io/styleguide/cppguide.html)

[C++ Qt](https://wiki.qt.io/Qt_Coding_Style)

[C#](https://msdn.microsoft.com/en-us/library/ff926074.aspx)

[С (Arduino)](https://www.arduino.cc/en/Reference/StyleGuide)

[Objective-C (Google)](https://github.com/google/styleguide/blob/gh-pages/objcguide.md)

[Ruby](https://github.com/bbatsov/ruby-style-guide)

[PHP](http://www.php-fig.org/psr/psr-2/)

[Python](https://www.python.org/dev/peps/pep-0008/)

**Тестирование**

[Блог преподавателя кафедры ПОИТ Святослава Куликова (там же его книга!)](https://svyatoslav.biz/category/about/)

**\*Книги по Machine Learning (на русском)**

[**Введение в машинное обучение**](https://drive.google.com/open?id=1l4dSJ3OAelkFUUHnNBFMd1mRfuHxZdXB)

[**Основы Data Science**](https://drive.google.com/file/d/1ZByusGpOpqM0EACOscj5_TiN3Insj2HP/view?usp=sharing)

**Online Courses (in English, free)**

[**Software Testing**](https://www.udacity.com/course/software-testing--cs258)

[**Software Engineering for Game Development**](https://drive.google.com/open?id=1num-UFWsEqjwwnW7re0TrO4RmtzIPQ9w)

**2 семестр**

**User Stories: CCC, INVEST и т.д.**

<https://capstone.cs.ucsb.edu/cs189a/support/User-Stories-Applied-Mike-Cohn.pdf>

<https://www.mountaingoatsoftware.com/uploads/presentations/User-Stories-Applied-Agile-Software-Development-XP-Atlanta-2004.pdf>

<http://www.gbcacm.org/sites/www.gbcacm.org/files/slides/4A%20-%20User%20Stories%20Done%20Right.pdf>

<http://www.romanpichler.com/wp-content/uploads/2013/06/WritingGreatUserStories.pdf>

[Лабораторные работы №1-2](https://drive.google.com/open?id=1NZ0JUvkvBmG2Ojse9RugNIPwSeSQCTXB)

**Архитектура ПО**

Пример про Linux Kernel <https://www.youtube.com/watch?v=7-_reif2Cfc>

Пример про Skype <https://www.youtube.com/watch?v=tjgqOXbQBJo>

Каталог архитектурных паттернов <http://martinfowler.com/eaaCatalog/>

Паттерны и подходы к микросервисной архитектуре <https://microservices.io/>

Паттерны для игр <http://gameprogrammingpatterns.com/architecture-performance-and-games.html>

[Руководство Microsoft по проектированию архитектуры](https://www.google.by/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&ved=0ahUKEwiD7Nbo_NTLAhWEjSwKHS54AOcQFggbMAA&url=http%3A%2F%2Fdownload.microsoft.com%2Fdocuments%2Frus%2Fmsdn%2F%25D1%2580%25D1%258B_%25D0%25BF%25D1%2580%25D0%25B8%25D0%25BB%25D0%25BE%25D0%25B6%25D0%25B5%25D0%25BD%25D0%25B8%25D0%25B9_%25D0%25BF%25D0%25BE%25D0%25BB%25D0%25BD%25D0%25B0%25D1%258F_%25D0%25BA%25D0%25BD%25D0%25B8%25D0%25B3%25D0%25B0.pdf&usg=AFQjCNHY7pzHer1zGZB9Yw7sYsiqA_KOtA&sig2=Q3CyXrR83imSI4eK8_Sz2A) (скачать pdf)

[GUI Architectures by Martin Fowler](https://martinfowler.com/eaaDev/uiArchs.html)

[Лабораторная работа по архитектуре](https://drive.google.com/open?id=1uXmpuNf4aTERqrrm15lN3BSRp8aATTok) **(№3)**

**Практики XP**

[Лабораторная работа “Парное программирование”](https://docs.google.com/document/d/12oe5Svrr4_RaSWJ97rLhH1Nn94Mri6eeyoQWGwiGYvg/edit?usp=sharing) **(№4)**

ATDD <https://habrahabr.ru/post/209576/>

BDD - [JBehave](http://jbehave.org)

[Лабораторная работа “Технический долг”](https://docs.google.com/document/d/1zeBRL_djyXwhfLUxvR78OXqBD-sCq2fBbrPALrqnrDA/edit?usp=sharing) **(№5)**

**UI/UX**

[SQuARE](https://www.iso.org/obp/ui/#iso:std:iso-iec:25010:ed-1:v1:en)

[Microsoft Usability](https://msdn.microsoft.com/en-us/library/ee658094.aspx#UserExperienceUsability)

[Apple Usability](https://developer.apple.com/library/mac/documentation/UserExperience/Conceptual/OSXHIGuidelines/DesignPrinciples.html#//apple_ref/doc/uid/20000957-CH18-SW1)

[Google Usability](https://www.google.com/design/spec/usability/accessibility.html)

[WCAG 2.0](http://www.w3.org/TR/WCAG20/)

[Material design](https://material.io)

[“Искусство мыть слона”](http://uibook2.usethics.ru/uibookII.pdf)

[Dark Patterns](https://darkpatterns.org)

[Little Big Details](http://littlebigdetails.com)

[Измерение юзабилити](https://usabilitygeek.com/usability-metrics-a-guide-to-quantify-system-usability/)

[Mobile usability](https://uxplanet.org/mobile-usability-made-simple-945e106e23eb)

[Средства для прототипирования](https://www.awwwards.com/the-best-prototyping-tools-for-2018.html)

<https://uxdesign.cc>

<https://medium.com/topic/ux>

<https://design.google/library/material-design-awards-2018/>

[Лабораторная работа “Улучшение UX”](https://docs.google.com/document/d/12X5FPEKz9cWUrJ9OPZJ8sTuVbwtlqWcJDDI5pdX6S_E/edit?usp=sharing) **(№6)**

**Книги (искать самим, есть на русском)**

**Карл Вигерс.** Разработка требований к программному обеспечению.

**Алан Купер.** Психбольница в руках пациентов.

**Питер Морвиль, Луис Розенфельд.** Информационная архитектура в  
Интернете.