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You can have the best coders in the world working in your teams, but if your project management isn't up to scratch, your project is almost certain to be delayed, to come in over budget, and in some cases to fail entirely. By taking precise control of your application development process, you can make changes, both large and small, throughout your project's life cycle that will lead to better – quality finished products that are consistently delivered on time and within budget. Application lifecycle management (ALM) is an area of rapidly growing interest within the development community. Because its techniques allow you to deal with the process of developing applications across many areas of responsibility and across many different disciplines, its effects on your project can be wide ranging and pronounced. It is a project management tool that has practical implications for the whole team—from architects to designers, from developers to testers. Pro Application Lifecycle Management with Visual Studio 2012 focuses on the most powerful ALM tool available for the Microsoft .NET Framework: Visual Studio Team Foundation Server. It demonstrates the key concepts and techniques of ALM at first with a guide to the overall methodology, and then delves into architecture and testing--illustrating all of the concepts, tips and tricks using the tools TFS provides. The book serves as a complete guide to the ALM style--with no fluff and many relevant code samples and examples. After reading the book, you will understand how TFS can be used to generate continuous meaningful reporting on your project's health for the decision makers on your team as well as for your project's sponsors.

This is the first book to describe the recent significant changes to the .NET compilation process and demonstrate how .NET developers can use the new Compiler API to create compelling applications. As an open source compiler, the Compiler API now makes its code available for anyone to use. In this book, you 'Il get a concise, focused view of this tremendous resource for developers, who can now use any part of the platform implementation to their advantage in analyzing applications, improving code generation, and providing enforceable patterns, all under an OSS model. You will learn how to analyze your code for defects in a fast, clean manner never available before. You 'Il work with solutions and projects to provide automatic refactoring, and you 'Il discover how you can generate code dynamically to provide application implementations at runtime Having the Compiler API available opens a number of doors for .NET developers that were either simply not there before, or difficult to achieve. However, the API is vast, and this concise book provides a valuable roadmap to this new development environment. What You Will Learn: Understand how to generate, compile, and execute code for a number of scenarios How to create diagnostics and refactoring to help developers enforce conventions and design idioms Experiment with the compiler code base and see what can be done to influence the inner workings of the compilation pipeline Who This

Book Is For: Experienced .NET developers, but detailed compiler knowledge is not necessary.

Michael: Being the token gay kid in the school was never gonna be an easy ride, I mistakenly thought my best friend Jared would be there for me through thick and thin. I never expected him to become the high school bully that made me hate who I am. One thing's for sure, Jared Collins had my heart, before he broke it in two, I'll never make that mistake again Jared: I can't get him out of my head. Michael Irwin was a temptation that I could not let myself give into. When you're parents are leaders of the church, being openly gay is never going to happen. Once high school is over and I'm out on my own, all bets are off. Michael Irwin is may not realise it yet, but he's mine.

This collection of slacker psychedelic comics spawned a thousand Internet memes.

Slithering upon the heels of Dark Horse's archive collections of the seminal horror comics magazine Creepy comes its terror-filled cousin publication Eerie! Collected for fans for the first time ever, and packaged in the same amazing oversized format as the Creepy Archives, Dark Horse Comics has taken great, gruesome care in presenting this groundbreaking material to readers who have been waiting decades to get their claws on it.

TIMELESS TALES OF THE WORLD'S GREATEST HEROES—FROM THE LEGENDARY CREATOR OF THE SANDMAN AND AMERICAN GODS. What evil is so powerful that it can melt the Man of Steel—and extinguish the Green Lantern's light? How did Poison Ivy's power first take root—and where did the Riddler find his calling? Who killed the Batman—and will the legend of the Dark Knight ever really end? The answers to all these questions and more are revealed in THE DC UNIVERSE BY NEIL GAIMAN: THE DELUXE EDITION, collecting for the first time in a single volume eight of the award-winning author's celebrated stories of super-heroics! Illustrated by a host of comics' top talents—including Andy Kubert, Mark Buckingham, Simon Bisley, Michael Allred, John Totleben, Matt Wagner, Kevin Nowlan and Jim Aparo—THE DC UNIVERSE BY NEIL GAIMAN features all-star adventures from the pages of SECRET ORIGINS, BATMAN BLACK AND WHITE, SOLO and WEDNESDAY COMICS, as well as the never-before-reprinted graphic novel GREEN LANTERN/SUPERMAN: LEGEND OF THE GREEN FLAME and the complete saga of BATMAN: WHATEVER HAPPENED TO THE CAPED CRUSADER?, with afterwords from the author and a special sketchbook section from Andy Kubert.

A collection of stories by Indian authors set in India, including "The Goose Thieves, " "In a Guava Orchard, " "Varunkaka's Lemonade Pals, " and "Hanuman and I."

Legendary for what he has done on the page and infamous for what he has said off it, Howard Chaykin ranks among the superstars of modern comics. In The Art of Howard Chaykin, go behind the scenes with the creator whose pioneering works include American Flagg! and Black Kiss, and experience the stories of his life as only he can tell them. Filled with no-holds-barred perspective from his longtime friends and colleagues, and featuring an extensive selection of artwork from throughout his career, including many never-before-published pieces from Chaykin's own archives, The Art of Howard Chaykin takes readers on an in-depth journey from the 1970s to today with one of the medium's great storytellers.

Stella is a bored teen who's part of the first generation to grow up immersed in a world of virtual reality games. Her parents only allow her to play, bland all-ages titles, one of which is called "Crystal Fighters"--a very bubbly and positive world where you assume the role of a magical girl. Through a series of events, she discovers that other players in the game have created a secret magical girl fight club that adds a whole new world of thrills and challenges to her mundane world. Now that she's gotten her wish of finding peers like her and something exciting in her life, she also discovers a dark side to magical girls, and finds herself having to prove her worth in a series of tournaments where if she loses she can never come back.

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