## ABOUT THE AUTHOR

Steve Maguire graduated from the University of Arizona with a degree in electrical and computer engineering, but he has always gravitated toward work in computer software. Steve has programmed professionally for the past 19 years in both Japan and the United States. In the late 1970s Steve regularly contributed developer tools, applications utilities, and the occasional video game to the Processor Technology and NorthStar users' groups. Steve has been responsible for numerous projects since then, including valFORTH in 1982, an award-winning FORTH development system that enabled Atari programmers to write high-quality graphics applications and video games.

In 1986 Steve joined Microsoft Corporation for the opportunity to work on high-end Macintosh applications. Steve worked on Microsoft Excel and led the development of Microsoft's Intel-hosted MC680x0 Macintosh cross development system. He was the driving force behind Microsoft's switch to a cross-platform shared code strategy in its applications development and is perhaps best known in the company for his efforts to increase the utility and quality of shared code libraries. As a veteran software design engineer and project lead, Steve spent several of his years at Microsoft working with troubled projects—enabling teams to work effectively and, not incidentally, to enjoy their work.

Debugging the Development Process is the second of several books Steve is writing to give programmers practical guidelines for developing professional, high-quality software. His first book, the critically acclaimed Writing Solid Code (Microsoft Press, 1993), focuses on strategies that programmers can use to write bug-free programs. It won a prestigious Software Development Jolt Productivity Award and awards from the Society for Technical Communication in 1994.

Steve lives in Seattle, Washington, with his wife, Beth, and their Airedale terrier, Abby. He can be reached at stephenm@stormdev.com or microsoft!storm!stephenm.