

Martin CAMPBELL-KELLY

From **AIRLINE RESERVATIONS**  
to **SONIC THE HEDGEHOG**

A History of the **SOFTWARE INDUSTRY**



# From Airline Reservations To Sonic The Hedgehog A History Of The Software Industry

**Gerardo Con Diaz**



## **From Airline Reservations To Sonic The Hedgehog A History Of The Software Industry:**

**From Airline Reservations to Sonic the Hedgehog** Martin Campbell-Kelly, 2004-02-27 A business history of the software industry from the days of custom programming to the age of mass market software and video games From its first glimmerings in the 1950s the software industry has evolved to become the fourth largest industrial sector of the US economy Starting with a handful of software contractors who produced specialized programs for the few existing machines the industry grew to include producers of corporate software packages and then makers of mass market products and recreational software This book tells the story of each of these types of firm focusing on the products they developed the business models they followed and the markets they served By describing the breadth of this industry Martin Campbell Kelly corrects the popular misconception that one firm is at the center of the software universe He also tells the story of lucrative software products such as IBM's CICS and SAP's R/3 which though little known to the general public lie at the heart of today's information infrastructure With its wealth of industry data and its thoughtful judgments this book will become a starting point for all future investigations of this fundamental component of computer history

**A Profile of the Software Industry** Sandra A. Slaughter, 2014-08-15 Software plays a critical role in today's global information economy It runs the computers networks and devices that enable countless products and services Software varies in size from vast enterprise and communications systems like the enormous enterprise resource planning system from SAP to the tiny app Angry Birds This book offers a profile of the software industry and the companies in the industry It describes the primary products and services produced reviews its history explains how the industry is structured discusses its economics and competitive environment and examines important trends and issues including globalization workforce regulation and the emergence of new software business models Software runs the computers and networks that support the flow of information in the global economy and this book provides a real look at the intricacies of this industry

**IBM** James W. Cortada, 2023-08-01 A history of one of the most influential American companies of the last century For decades IBM shaped the way the world did business IBM products were in every large organization and IBM corporate culture established a management style that was imitated by companies around the globe It was Big Blue an icon And yet over the years IBM has gone through both failure and success surviving flatlining revenue and forced reinvention The company almost went out of business in the early 1990s then came back strong with new business strategies and an emphasis on artificial intelligence In this authoritative monumental history James Cortada tells the story of one of the most influential American companies of the last century Cortada a historian who worked at IBM for many years describes IBM's technology breakthroughs including the development of the punch card used for automatic tabulation in the 1890 census the calculation and printing of the first Social Security checks in the 1930s the introduction of the PC to a mass audience in the 1980s and the company's shift in focus from hardware to software He discusses IBM's business culture and its orientation toward employees and customers its global

expansion regulatory and legal issues including antitrust litigation and the track records of its CEOs The secret to IBM's unequalled longevity in the information technology market Cortada shows is its capacity to adapt to changing circumstances and technologies

*Software* Kim W. Tracy, 2021-09-20 Software history has a deep impact on current software designers computer scientists and technologists System constraints imposed in the past and the designs that responded to them are often unknown or poorly understood by students and practitioners yet modern software systems often include old software and historical programming techniques This work looks at software history through specific software areas to develop student consumable practices design principles lessons learned and trends useful in current and future software design It also exposes key areas that are widely used in modern software yet infrequently taught in computing programs Written as a textbook this book uses specific cases from the past and present to explore the impact of software trends and techniques Building on concepts from the history of science and technology software history examines such areas as fundamentals operating systems programming languages programming environments networking and databases These topics are covered from their earliest beginnings to their modern variants There are focused case studies on UNIX APL SAGE GNU Emacs Autoflow internet protocols System R and others Extensive problems and suggested projects enable readers to deeply delve into the history of software in areas that interest them most

**The Computer Boys Take Over** Nathan L.

Ensmenger, 2012-08-24 The contentious history of the computer programmers who developed the software that made the computer revolution possible This is a book about the computer revolution of the mid twentieth century and the people who made it possible Unlike most histories of computing it is not a book about machines inventors or entrepreneurs Instead it tells the story of the vast but largely anonymous legions of computer specialists programmers systems analysts and other software developers who transformed the electronic computer from a scientific curiosity into the defining technology of the modern era As the systems that they built became increasingly powerful and ubiquitous these specialists became the focus of a series of critiques of the social and organizational impact of electronic computing To many of their contemporaries it seemed the computer boys were taking over not just in the corporate setting but also in government politics and society in general In *The Computer Boys Take Over* Nathan Ensmenger traces the rise to power of the computer expert in modern American society His rich and nuanced portrayal of the men and women a surprising number of the computer boys were in fact female who built their careers around the novel technology of electronic computing explores issues of power identity and expertise that have only become more significant in our increasingly computerized society In his recasting of the drama of the computer revolution through the eyes of its principle revolutionaries Ensmenger reminds us that the computerization of modern society was not an inevitable process driven by impersonal technological or economic imperatives but was rather a creative contentious and above all fundamentally human development

*The Digital Flood* James W. Cortada, 2012-09-27

The history of how computers spread to over 20 nations globally in less than six decades exploring economic political social

and technological reasons and consequences It is based on extensive research into primary and secondary sources and concludes with a discussion of implications for key players in the globalized economy      **The ^ADigital Flood** Dr. James W. Cortada,2013-02-01 In this book historian James W Cortada provides the first world wise history of how computers appeared and spread to over twenty nations in less than six decades It explores economic political social and technological reasons and consequences It is based on extensive research into primary and secondary sources and concludes with a discussion of implications for key players in the globalized economy      **Fun and Software** Olga Goriunova,2016-05-19 Fun and Software offers the untold story of fun as constitutive of the culture and aesthetics of computing Fun in computing is a mode of thinking making and experiencing It invokes and convolutes the question of rationalism and logical reason addresses the sensibilities and experience of computation and attests to its creative drives By exploring topics as diverse as the pleasure and pain of the programmer geek wit affects of play and coding as a bodily pursuit of the unique in recursive structures Fun and Software helps construct a different point of entry to the understanding of software as culture Fun is a form of production that touches on the foundations of formal logic and precise notation as well as rhetoric exhibiting connections between computing and paradox politics and aesthetics From the formation of the discipline of programming as an outgrowth of pure mathematics to its manifestation in contemporary and contradictory forms such as gaming data analysis and art fun is a powerful force that continues to shape our life with software as it becomes the key mechanism of contemporary society Including chapters from leading scholars programmers and artists Fun and Software makes a major contribution to the field of software studies and opens the topic of software to some of the most pressing concerns in contemporary theory

**Smarter Banking with CICS Transaction Server** Chris Rayns,Neil Ashworth,Peter Beevers,Vesna Eibel,Fabrice Jarassat,Claus T Jensen,Alison Lucas,Anthony Papageorgiou,Alain Roessle,Nigel Williams,IBM Redbooks,2010-04-22 It goes without saying that 2009 was a year of unprecedented change in global banking The challenges that financial institutions are facing require them to cut costs but also to regain trust and improve the service that they provide to an increasingly sophisticated and demanding set of customers In the past siloed and rigid IT systems often inhibited banks in their attempts to re engineer their business processes The IBM smarter banking initiative highlights how more intelligent software can be used to significantly improve the end to end integration of banking processes In this IBM Redbooks publication we aim to show how software technologies such as SOA Web 2 0 and event driven architectures can be used to implement smarter banking solutions Our focus is on CICS Transaction Server which is at the heart of most bank s core banking implementations      *The Business of Software* Michael A. Cusumano,2004-03-15 The software industry is in a fast paced league of its own The drive to have the highest level of speed the highest level of flexibility in strategic planning and the need to manage talent of a different generation and mindset make it truly unique Few possess as much experience showing software professionals how to succeed as Michael Cusumano who has served as a board member or consultant to such

organizations as AT T AOL CompuServe Lucent and Verizon THE SOFTWARE BUSINESS packs his invaluable insight into a single powerful guide Just as he did in MICROSOFT SECRETS Cusumano links issues of strategy and organization with those of managing technology He argues that the key to success in the 600 billion software business is choosing a business model that will capitalize on the good times and survive the bad Through eye opening case studies Cusumano introduces a groundbreaking framework that any manager can use to select the right business model from a choice of three products services or hybrid business solutions A must read for every manager programmer analyst entrepreneur and student interested in software THE SOFTWARE BUSINESS is destined to become a handbook for getting ahead in the competitive field of computers and e commerce

**International Encyclopedia of Human Geography** ,2009-07-16 The International Encyclopedia of Human Geography provides an authoritative and comprehensive source of information on the discipline of human geography and its constituent and related subject areas The encyclopedia includes over 1 000 detailed entries on philosophy and theory key concepts methods and practices biographies of notable geographers and geographical thought and praxis in different parts of the world This groundbreaking project covers every field of human geography and the discipline s relationships to other disciplines and is global in scope involving an international set of contributors Given its broad inclusive scope and unique online accessibility it is anticipated that the International Encyclopedia of Human Geography will become the major reference work for the discipline over the coming decades The Encyclopedia will be available in both limited edition print and online via ScienceDirect featuring extensive browsing searching and internal cross referencing between articles in the work plus dynamic linking to journal articles and abstract databases making navigation flexible and easy For more information pricing options and availability visit [http://info.sciencedirect.com/content/books/ref\\_works](http://info.sciencedirect.com/content/books/ref_works) coming Available online on ScienceDirect and in limited edition print format Broad interdisciplinary coverage across human geography Philosophy Methods People Social Cultural Political Economic Development Health Cartography Urban Historical Regional Comprehensive and unique the first of its kind in human geography

*ENIAC in Action* Thomas Haigh,Mark Priestley,Crispin Rope,2016-06-24 The history of the first programmable electronic computer from its conception construction and use to its afterlife as a part of computing folklore Conceived in 1943 completed in 1945 and decommissioned in 1955 ENIAC the Electronic Numerical Integrator and Computer was the first general purpose programmable electronic computer But ENIAC was more than just a milestone on the road to the modern computer During its decade of operational life ENIAC calculated sines and cosines and tested for statistical outliers plotted the trajectories of bombs and shells and ran the first numerical weather simulations ENIAC in Action tells the whole story for the first time from ENIAC s design construction testing and use to its afterlife as part of computing folklore It highlights the complex relationship of ENIAC and its designers to the revolutionary approaches to computer architecture and coding first documented by John von Neumann in 1945 Within this broad sweep the authors emphasize the crucial but previously

neglected years of 1947 to 1948 when ENIAC was reconfigured to run what the authors claim was the first modern computer program to be executed a simulation of atomic fission for Los Alamos researchers The authors view ENIAC from diverse perspectives as a machine of war as the first computer as a material artifact constantly remade by its users and as a subject of contradictory historical narratives They integrate the history of the machine and its applications describing the mathematicians scientists and engineers who proposed and designed ENIAC as well as the men and particularly the women who built programmed and operated it *CICS Transaction Server from Start to Finish* Chris Rayns, Sarah Bertram, George Bogner, Chris Carlin, Andre Clark, Amy Ferrell, Gordon Keehn, Peter Klein, Ronald Lee, Erhard Woerner, IBM Redbooks, 2011-12-07 In this IBM Redbooks publication we discuss CICS which stands for Customer Information Control System It is a general purpose transaction processing subsystem for the z OS operating system CICS provides services for running an application online where users submit requests to run applications simultaneously CICS manages sharing resources the integrity of data and prioritizes execution with fast response CICS authorizes users allocates resources real storage and cycles and passes on database requests by the application to the appropriate database manager such as DB2 We review the history of CICS and why it was created We review the CICS architecture and discuss how to create an application in CICS CICS provides a secure transactional environment for applications that are written in several languages We discuss the CICS supported languages and each language s advantages in this Redbooks publication We analyze situations from a system programmer s viewpoint including how the systems programmer can use CICS facilities and services to customize the system design CICS for recovery and manage performance CICS Data access and where the data is stored including Temporary storage queues VSAM RLS DB2 IMSTM and many others are also discussed **Information Technology and Military Power** Jon R. Lindsay, 2020-07-15 Militaries with state of the art information technology sometimes bog down in confusing conflicts To understand why it is important to understand the micro foundations of military power in the information age and this is exactly what Jon R Lindsay s *Information Technology and Military Power* gives us As Lindsay shows digital systems now mediate almost every effort to gather store display analyze and communicate information in military organizations He highlights how personnel now struggle with their own information systems as much as with the enemy Throughout this foray into networked technology in military operations we see how information practice the ways in which practitioners use technology in actual operations shapes the effectiveness of military performance The quality of information practice depends on the interaction between strategic problems and organizational solutions *Information Technology and Military Power* explores information practice through a series of detailed historical cases and ethnographic studies of military organizations at war Lindsay explains why the US military despite all its technological advantages has struggled for so long in unconventional conflicts against weaker adversaries This same perspective suggests that the US retains important advantages against advanced competitors like China that are less prepared to cope with the complexity of

information systems in wartime Lindsay argues convincingly that a better understanding of how personnel actually use technology can inform the design of command and control improve the net assessment of military power and promote reforms to improve military performance Warfighting problems and technical solutions keep on changing but information practice is always stuck in between

**Osiris, Volume 38** James Evans, Adrian Johns, 2023-07-18 Perceptively explores the shifting intersections between algorithmic systems and human practices in the modern era How have algorithmic systems and human practices developed in tandem since 1800 This volume of *Osiris* deftly addresses the question dispelling along the way the traditional notion of algorithmic code and human craft as natural opposites Instead algorithms and humans have always acted in concert depending on each other to advance new knowledge and produce social consequences By shining light on alternative computational imaginaries *Beyond Craft and Code* opens fresh space in which to understand algorithmic diversity its governance and even its conservation The volume contains essays by experts in fields extending from early modern arithmetic to contemporary robotics Traversing a range of cases and arguments that connect politics historical epistemology aesthetics and artificial intelligence the contributors collectively propose a novel vocabulary of concepts with which to think about how the history of science can contribute to understanding today's world Ultimately *Beyond Craft and Code* reconfigures the historiography of science and technology to suggest a new way to approach the questions posed by an algorithmic culture not only improving our understanding of algorithmic pasts and futures but also unlocking our ability to better govern our present

**Software Rights** Gerardo Con Diaz, 2019-10-22 A new perspective on United States software development seen through the patent battles that shaped our technological landscape This first comprehensive history of software patenting explores how patent law made software development the powerful industry that it is today Historian Gerardo Con Diaz reveals how patent law has transformed the ways computing firms make own and profit from software He shows that securing patent protection for computer programs has been a central concern among computer developers since the 1950s and traces how patents and copyrights became inseparable from software development in the Internet age Software patents he argues facilitated the emergence of software as a product and a technology enabled firms to challenge each other's place in the computing industry and expanded the range of creations for which American intellectual property law provides protection Powerful market forces aggressive litigation strategies and new cultures of computing usage and development transformed software into one of the most controversial technologies ever to encounter the American patent system

[The International Business Archives Handbook](#) Alison Turton, 2017-09-19 The International Business Archives Handbook provides up to date information and guidance on key issues relating to the understanding and management of the historical records of businesses Key features include Chapter contributions from a range of experts in their respective fields Content covering business archive and business history initiatives around the world Practical advice combined with thought provoking discussion on issues hitherto little addressed Useful quick reference tables global case study examples and further



reading suggestions The handbook is an invaluable guide for students archive professionals and business historians alike It is also an important reference tool for business professionals involved in information management more generally *Software Evangelism and the Rhetoric of Morality* Jennifer Helene Maher,2015-08-27 Examining the layers of meaning encoded in software and the rhetoric surrounding it this book offers a much needed perspective on the intersections between software morality and politics In software development culture evangelism typically denotes a rhetorical practice that aims to convert software developers as well as non technical lay users from one platform to another e g from the operating system Microsoft Windows to Linux This book argues that software evangelism like its religious counterpart must also be understood as constructing moral and political values that extend well beyond the boundaries of the development culture Unlike previous studies that locate such values in the effects of code in use or in certain types of code like free and open source FOSS software Maher argues that all code is meaningful beyond its technical executable functions To facilitate this analysis this study builds a theory of evangelism and illustrates this theory at work in the proprietary software industry and FOSS communities As an example of political liberalism at work at the level of code these evangelical rhetorics of software construct competing conceptions of what is good that fall within a shared belief in what is just Maher illustrates how these beliefs in goodness and justice do not always execute in replicable ways as the different ways of decoding software evangelisms in the contexts of Brazil and China reveal Demonstrating how software evangelisms exert a transformative force on the world one comparable in significance to code itself this book highlights the importance of rhetoric in even the most seemingly a rhetorical of technical endeavors and foregrounds the crucial need for rhetorical literacy in the digital age

*Programmed Inequality* Mar Hicks,2018-02-23 This sobering tale of the real consequences of gender bias explores how Britain lost its early dominance in computing by systematically discriminating against its most qualified workers women Harvard Magazine In 1944 Britain led the world in electronic computing By 1974 the British computer industry was all but extinct What happened in the intervening thirty years holds lessons for all postindustrial superpowers As Britain struggled to use technology to retain its global power the nation s inability to manage its technical labor force hobbled its transition into the information age In *Programmed Inequality* Mar Hicks explores the story of labor feminization and gendered technocracy that undercut British efforts to computerize That failure sprang from the government s systematic neglect of its largest trained technical workforce simply because they were women Women were a hidden engine of growth in high technology from World War II to the 1960s As computing experienced a gender flip becoming male identified in the 1960s and 1970s labor problems grew into structural ones and gender discrimination caused the nation s largest computer user the civil service and sprawling public sector to make decisions that were disastrous for the British computer industry and the nation as a whole Drawing on recently opened government files personal interviews and the archives of major British computer companies *Programmed Inequality* takes aim at the fiction of technological meritocracy Hicks explains why even today

possessing technical skill is not enough to ensure that women will rise to the top in science and technology fields  
Programmed Inequality shows how the disappearance of women from the field had grave macroeconomic consequences for  
Britain and why the United States risks repeating those errors in the twenty first century      **The Outsourcer** Dinesh C.  
Sharma, 2015-03-06 A history of how India became a major player in the global technology industry mapping technological  
economic and political transformations

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