

# Documenting APIs and SDKs

## Workshop-on-a-DVD

### Table of Contents

Here is a list of all the video clips in this workshop. These clips run anywhere from a few seconds to 10 minutes in length. The number before each clip shows the accompanying slide in your workbook.

#### **1. & 2. Intro (Disc 1)**

- 3. Welcome...
- 4. Introductions...
- 5. Manuel Gordon
- 6. Gordon Graham
- 7. Workshop Preview
- 8. Learning Goal
- 9. Discussion: Who documents APIs and SDKs in your company?  
How do they do it?

#### **10. Why Bother with SDKs? (Disc 1)**

- 11. What is an API?
- 12. Where APIs Fit in
- 13. Who Uses APIs?
- 14. Building New Applications
- 15. Integrating into Applications
- 16. API Users Are Special
- 17. Not a Graphical User Interface
- 18. Not a Command Line Interface
- 19. An Application Programmer Interface!
- 20. What is an SDK?
- 21. An SDK Includes...
- 22. What Use is an SDK?
- 23. What Use is an SDK?...2
- 24. What Use is an SDK?...3
- 25. What Use is an SDK?...4
- 26. Discussion: Why does your company sell SDKs?  
Why do your customers buy SDKs?

- 27. The Audience for SDK Docs
- 28. Who Programs What?
- 29. API Developer View
- 30. Application Developer View
- 31. Writers Must USE Information (Understand, Simplify and Explain)
- 32. How to Use USE
- 33. USE for SDK Writers
- 34. Why USE-ing APIs is So Hard
- 35. Look for Other Sources
- 36. Use Cases Can Help Writers
- 37. SDKs Need Use Cases

#### **38. The Structure of SDK Documentation (Disc 1)**

- 39. What SDK Docs Look Like
- 40. Don't Lump Them All Together
- 41. The *Reference Manual*
- 42. Organizing Reference Manuals
- 43. At Each Level of Hierarchy
- 44. The *Developer's Guide*
- 45. Online Help
- 46. A Reasonable Doc Set
- 47. Other Items
- 48. Intelligent IDEs
- 49. Microsoft Intellisense™
- 50. Discussion: What formats does your company use to distribute SDK documentation?

#### **51. What Programmers Really Want: Code, Code, Code and More Code (Disc 1)**

- 52. Preview
- 53. A Real-World Needs Analysis
- 54. Programmers Want Code
- 55. Programmers Learn by Doing
- 56. Types of Sample Programs
- 57. Demo Programs
- 58. Model Programs
- 59. Tutorial Programs
- 60. Code Snippets: *Reference Manual*
- 61. Code Snippets: *Developer's Guide*

## **62. Outlining the Developer's Guide (Disc 2)**

- 63. The Universal Tasks
- 64. *Developer's Guide* Outline
- 65. *Developer's Guide* Outline...2
- 66. Instead of Big Theory Chapter
- 67. *Developer's Guide* Outline...3
- 68. *Developer's Guide* Outline...4
- 69. *Developer's Guide* Outline...5
- 70. Appendices?
- 71. MathEngine Dynamic Toolkits
- 72. More Detail on One Chapter

## **73. Generating the Reference Manual (Disc 2)**

- 74. Generating Reference Docs
- 75. Doc Generation Programs (DGPs)
- 76. More on DGPs
- 77. Tools to Generate Docs

## **78. Documentation Strategies (Disc 2)**

- 79. Preview
- 80. User Manual as Spec
- 81. User Manual as Spec...2
- 82. USE-ing the Specification
- 83. USE-ing the Specification...2
- 84. Build a Documentation Team
- 85. Build a Documentation Team...2
- 86. Learn as You Plan
- 87. SDK Documentation Plans
- 88. The Nifty SDK Project
- 89. The Nifty SDK Doc Set
- 90. Documentation Standards
- 91. More on Standards
- 92. Hire a Consultant!
- 93. Get Full Access to...
- 94. Two Languages to Learn
- 95. System-Design-ese
- 96. Business-Problem-ese
- 97. Learning More: When & How