

Agile Modeling Effective Practices For Extreme Programming And The Unified Process

Without careful ongoing planning, the software development process can fall apart. Extreme Programming (XP) is a new programming discipline, or methodology, that is geared toward the way that the vast majority of software development projects are handled -- in small teams. In this new book, noted software engineers Kent Beck and Martin Fowler show the reader how to properly plan a software development project with XP in mind. The authors lay out a proven strategy that forces the reader to plan as their software project unfolds, and therefore avoid many of the nasty problems that can potentially spring up along the way 16ab1dc4ee

Is the Unified Process the be all and end all standard for developing object-oriented component-based software. The authors present a survey of the alt. This book is the second in a four volume series that presents a critical review of the Unified Process 16ab1dc4ee

- a team using Extreme Programming or other Agile Methods. - high levels of change. This book is for project managers who are interested in learning the secrets of successfully controlling and delivering agile projects. Annotation Are you being asked to manage a project with:- unclear requirements. From learning how agile projects are different from traditional projects, to detailed guidance on a number of agile management techniques, this book includes contributions from some of the industry experts -- the visionaries who developed the agile methodologies in the first place. Contributors include:- Scott Ambler, developer of Agile Modeling - Alistair Cockburn, the developer of Crystal Methods - Larry Constantine, the visionary behind user-centred design and use cases- Ron Jeffries, co-creator of Extreme Programming - Linda Rising, the leading expert on the use of patterns in software design- and many others 16ab1dc4ee

This is the definitive guide for managers and students to agile and iteratedevelopment methods: what they are, how they work, how to implement them, andwhy they should 16ab1dc4ee

Stephens and Rosenberg examine XP in the context of existing methodologies and processes such as RUP, ICONIX, Spiral, RAD, DSDM, etc – and show how XP goals can be achieved using these existing processes 16ab1dc4ee

Part III describes an additional set of seven organizational capabilities that companies can master to achieve the full benefits of software agility on an enterprise scale. However, agile practices have been defined and recommended primarily to small teams. ” —Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. Part I provides an overview of the most common and effective agile methods. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the challenges of developing software on an enterprise scale. Part II describes seven best practices of agility that natively scale to the enterprise level. Leffingwell’s observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he’s been there, done that, and has seen what’s worked. Leffingwell’s book is a necessary guide for large projects and large organizations making the transition to agile development. Dean Leffingwell’s book *Scaling Software Agility* fills this gap admirably. In his latest work, *Scaling Software Agility*, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. “Companies have been implementing large agile projects for a number of years, but the ‘stigma’ of ‘agile only works for small projects’ continues to be a frequent barrier for newcomers and a rallying cry for agile critics. In *Scaling Software Agility*, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. ” —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of *Agile Project Management* “There’s tension between building software fast and delivering software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability 16ab1dc4ee

The papers present empirical results and literature reviews on agile implementation in government and distributed environments, design thinking and projects inception, testing and technical debt, motivation and gamification, training, modeling and project management, maturity models and quality assurance. This book constitutes revised selected papers from the 7th Brazilian Workshop on Agil Methods, WBMA 2016, held in Curitiba, Brazil, in November 2016. The 10 full and 4 short papers presented in this volume were carefully reviewed and selected from 35 submissions 16ab1dc4ee

*Describes an agile process that works on large projects *Ideal for hurried developers who want to develop software in teams *Incorporates real-life C#/. NET web project; can compare this with cases in book 16ab1dc4ee

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Improvement is possible—beyond what we can currently imagine. Responsibility. Transparency. These are not words that are often applied to software development. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: Five core values consistent with excellence in software development Eleven principles for putting those values into action Thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development. In this completely revised introduction to Extreme Programming (XP), Kent Beck describes how to improve your software development by integrating these highly desirable concepts into your daily development process. Every team can improve. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Accountability. Every team can begin improving today. You will discover how to: Involve the whole team—XP style Increase technical collaboration through pair programming and continuous integration Reduce defects through developer testing Align business and technical decisions through weekly and quarterly planning Improve teamwork by setting up an informative, shared workspace You will also find many other concrete ideas for improvement, all based on a philosophy that emphasizes simultaneously increasing the humanity and effectiveness of software development. The first edition of Extreme Programming Explained is a classic. Extreme Programming Explained, Second Edition, offers ideas to fuel your improvement for years to come 16ab1dc4ee

Moreira, author of Software Configuration Management Implementation Roadmap, columnist for CM Crossroads online community and writer for the Agile Journal, this unique book provides concrete guidance on tailoring CM for Agile projects without sacrificing the principles of Configuration Management. Written by Mario E. Adapting Configuration Management for Agile Teams provides very tangible approaches on how Configuration Management with its practices and infrastructure can be adapted and managed in order to directly benefit agile teams 16ab1dc4ee

And especially: What is the impact of agile development principles on the development teams, on project management and on software architects. It turns out that the traditional "waterfall" model is not supportive in an environment where technical, financial and strategic constraints are changing almost every day. This book will give answers to these questions. Software Development is moving towards a more agile and more flexible approach. But what is agility. What are today's major approaches. A strong emphasis will be on real life project examples, which describe how development teams have moved

from a waterfall model towards an Agile Software Development approach. What are the limitations of Agility. How can large enterprises become more agile and improve their business processes, which have been existing since many, many years. And what is the right balance between reliable structures and flexibility 16ab1dc4ee

Further, six short papers on promising research directions were also presented and included in order to spark discussions between researchers and practitioners. The seven scientific full papers accepted for SWQD were each peer-reviewed by three or more reviewers and selected out of 18 high-quality submissions. The papers are organized into topical sections on software product quality; software engineering processes; software process improvement; component-based architectures; risk management; and quality assurance and collaboration. This book constitutes the refereed proceedings of the 4th Software Quality Days Conference (SWQD) held in Vienna, Austria, in January 2012. The selection of presentations at the conference encompasses a mixture of practical presentations and scientific papers covering new research topics 16ab1dc4ee

The panels were on security and privacy; the impact of the agile manifesto on culture, education, and software practices; business agility – agile’s next frontier; and Agile – the next 20 years. This open access book constitutes the research workshops, doctoral symposium and panel summaries presented at the 20th International Conference on Agile Software Development, XP 2019, held in Montreal, QC, Canada, in May 2019. Research papers and talks submissions were invited for the three XP 2019 research workshops, namely, agile transformation, autonomous teams, and large scale agile. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. In addition, a summary for each of the four panels at XP 2019 is included. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. XP is the premier agile software development conference combining research and practice. This book includes 15 related papers 16ab1dc4ee

bull; Written by expert practitioners who have hands-on experience solving real-world problems for large corporations bull; Helps enterprise architects make sense of data, systems, software, services, product lines, methodologies, and much more bull; Provides explanation of theory and implementation with real-world business examples to support key points 16ab1dc4ee

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive

reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments 16ab1dc4ee

Kroll and MacIsaac effectively describe a set of practices that can be adopted in a low-ceremony, ad hoc fashion, suited to the culture of the more agile project team, while allowing them to understand how to scale their process as needed. " --Ricardo R. I encounter many books I consider valuable; I consider this one indispensable, especially as it includes over 20 concrete best practices. With each practice able to be throttled to the unique context of a development organization, Kroll and MacIsaac provide software teams with the ability to balance agility and discipline as appropriate for their specific needs. These ideas are progressive, but they strike the right balance between agility and governance and will form the foundation for successful systems and software developers for a long time. org/index. Learn how to apply sample practices from the Unified Process so you can Execute your project in iterations Embrace and manage change Test your own code Describe requirements from the user perspective Architect with components and services Model key perspectives Whether you are interested in agile or disciplined development using RUP, OpenUP, or other agile processes, this book will help you reduce the anxiety and cost associated with software improvement by providing an easy, non-intrusive path toward improved results--without overwhelming you and your team. This book is a refreshing new look at some of the principles underlying the Unified Process. rational-ug. You'll find proactive, prescriptive guidance on how to adopt the practices with minimal risk and implement as much or as little of RUP or OpenUP as you want. php "Agile software development is real, it works, and it's here to stay. If you are interested in making your software development shop a better one, read this book. " --Ivar Jacobson, Ivar Jacobson Consulting "Kroll and MacIsaac have written a must-have book. " --Dean Leffingwell, author and software business advisor and executive "This text fills an important gap in the knowledge-base of our industry: providing agile practices in the proven, scalable framework of the Unified Process. " --Philippe Kruchten, Professor, University of British Columbia "The Unified Process and its practices have had, and continue to have, a great impact on the software industry. Ambler, practice leader, Agile Modeling "IBM and the global economy have become increasingly dependent on software over the last decade, and our industry has evolved some discriminating best practices. Garcia, President, Global Rational User Group Council, www. In Agility and Discipline Made Easy, Rational Unified Process (RUP) and Open Unified Process (OpenUP) experts Per Kroll and Bruce MacIsaac share twenty well-defined best practices that you and your team can start adopting today to improve the agility, predictability, speed, and cost of software development. Lyons, CTO, Number Six Software, Inc. Now is the time to come up to speed on agile best practices for the Unified Process, and this book provides a great starting point. "The Japanese samurai Musashi wrote: 'One can win with the long sword, and one can win with the short sword. Whatever the weapon, there is a time and situation in which it is appropriate. ' --Walker Royce, Vice President, IBM Software Services-Rational "Finally, the RUP is presented in digestible, byte-size pieces. ' "Similarly, we have the long RUP and the short RUP, and

all sizes in between. \ " --Scott W. Kroll and MacIsaac outline proven principles for software development, and supply a number of supporting practices for each. \ " --Brian G. It is well organized with new principles for software development. Bravo. It is full of practical guidance for people who want to start, or increase, their adoption of proven practices. Per and Bruce have captured the principles and practices of success in this concise book; a must for executives, project managers, and practitioners. RUP is not a rigid, static recipe, and it evolves with the field and the practitioners, as demonstrated in this new book full of wisdom to illustrate further the liveliness of a process adopted by so many organizations around the world. No matter where you are today in terms of software maturity, you can start improving tomorrow. You'll learn what problems each practice addresses and how you can best leverage RUP and OpenUP (an open-source version of the Unified Process) to make the practice work for you 16ab1dc4ee

They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). agilemodeling.com features updates, links to XP and AM resources, and ongoing case studies about agile modeling. AM was created by the author for modeling XP projects-an element lacking in the original XP design. The XP community and its creator have embraced AM, which should give this book strong market acceptance. Companion Web site at www.Ambler.com clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects, eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements 16ab1dc4ee

Is the Unified Process the be all and end all standard for developing object-oriented component-based software. Scott Ambler doesn't think so. This book is one in a four-volume series that presents a critical review of the Unified Process -- designed to p 16ab1dc4ee

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly 16ab1dc4ee

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The planned perspectives include topics such as diffusion of agile methods, enabling business agility with IT, creating agile environments that facilitate diffusion of IT, theories and frameworks for understanding diffusion and agility issues, best practices relating to

business agility and IT diffusion, software process improvement and agility, diffusion studies of specific agile technologies, and impacts of diffusion of IT agile methods. Therefore this volume responds to the question: What is the relationship between agility and IT diffusion. The book's scope covers information systems and technology issues, as well as organizational and managerial issues, related to agility and IT diffusion. One promising strategy is to be agile and ready to adapt quickly to changes in the environment or market. In contrast, successful IT diffusion is known to be a process that takes time and careful effort. Success, even survival, in today's business environment has been made complex and difficult by technologically-based competitive pressure. Such strategy takes shape as an agile software development, agile manufacturing, agile modeling and agile iterations. This book addresses issues related to business agility and the diffusion of Information Technology (IT). Many IT projects that succeeded in developing a product have subsequently failed in changing the behavior of the target group when diffusion just didn't happen 16ab1dc4ee

The papers are organized in topical sections on best practices of UML, experience reports and new applications, model evaluation and requirements modeling, metamodeling and model driven development, positions in engineering agent oriented systems, agent oriented methodologies and conceptual modeling, agent communication and coordination, geographic information systems, spatial and spatio-temporal data representation, spatial relations, spatial queries, analysis and data mining, data modeling and visualisation, conceptual modeling approaches for e-business, information system models quality, and quality driven processes. This book constitutes the refereed joint proceedings of five international workshops held in conjunction with the 24th International Conference on Conceptual Modeling, ER 2005, in Klagenfurt, Austria, in October 2005. The 40 revised full papers presented together with the abstracts of seven tutorials were carefully reviewed and selected from 102 submissions 16ab1dc4ee

Includes the latest developments in information systems modeling, methods, and best practices. Covers central topics in information systems modeling and architectures 16ab1dc4ee

Developing, maintaining, and using an information system raises a large number of difficult problems, ranging from purely technical to organizational and social. Information Systems Engineering: From Data Analysis to Process Networks presents the most current research on existing and emergent trends on conceptual modeling and information systems engineering, bridging the gap between research and practice by providing a much-needed reference point on the design of software systems that evolve seamlessly to adapt to rapidly changing business and organizational practices. Information systems belong to the most complex artifacts built in today's society 16ab1dc4ee

Here you will find the most up-to-date information, analysis, background and everything you need to know. and much more This book explains in-depth the real drivers and workings of Agile software development. br, Narrative designer, NMock, OpenUP,

OpenUP/Basic, Outside-in software development, Package development process, Parasoft Concerto, Personal Software Process, Problem-oriented development, Process Driven Development, Process specification, Process-centered design, Product software implementation method, Pulse (ALM), Rapid application development, Rationally Adaptive Process, Redesign (software), Release engineering, Requirements analysis, Reversion (software development), Revision control, Rolling release, RUP hump, Sandbox (software development), SAP implementation, Software architecture, Software deployment, Software design, Software development, Software development methodology, Talk: Software development process/Archive, Software Engineering Process Group, Software intelligence, Software maintenance. The Agile Manifesto introduced the term in 2001. This book is your ultimate resource for Agile software development. It reduces the risk of your technology, time and resources investment decisions by enabling you to compare your understanding of Agile software development with the objectivity of experienced professionals. Agile software development is a group of software development methodologies based on iterative and incremental development, where requirements and solutions evolve through collaboration between self-organizing, cross-functional teams. In easy to read chapters, with extensive references and links to get you to know all there is to know about Agile software development right away, covering: Agile software development, Adaptive Software Development, Agile application, Agile management, Agile Manifesto, Agile Modeling, Agile testing, Agile Unified Process, Agilo for Scrum, Applied Agile Software Development, Burn down chart, Crystal Clear (software development), DevOps, Dynamic Systems Development Method, Extreme Programming, Feature Driven Development, ICONIX, Kalistick, Kanban (development), Lean software development, Lightweight methodology, LiquiBase, Microsoft Solutions Framework, Mingle, MKS Integrity, P-Modeling Framework, Planbox, Planning poker, PM Declaration of Interdependence, Presenter First, RATF, Scrum (development), Scrumedge, ScrumMaster, Sprint (scrum), Sprint (software development), Stand-up meeting, SWAT Team (process model), ThoughtWorks Studios, Torry Harris Business Solutions, User story, VersionOne, Wabi-sabi, Software development process, Accelerator (Software), Application lifecycle management, AspectJ, Best Coding Practices, Big Design Up Front, Cap Gemini SDM, Capability Maturity Model, Capability Maturity Model Integration, CCU Delivery, Change control board, Chaos model, Cleanroom Software Engineering, CodeBeamer (software), Computer programming, Development environment, Domain engineering, Domain-specific multimodeling, Dual Vee Model, Eating your own dog food, Eclipse Buckminster, Eclipse Process Framework, Egoless programming, Endeavour Software Project Management, Enterprise Unified Process, Envirostructure, Essential Unified Process, Evolutionary Process for Integrating COTS-Based Systems, Extreme programming practices, Functional specification, Goal-Driven Software Development Process, Google Guice, IBM Rational Unified Process, IBM Tivoli Unified Process (ITUP), IEC 62304, Incremental build model, Information engineering, INVEST (mnemonic), ISO 12207, ISO/IEC 15504, Iterative and incremental development, Iterfall development, Jackson System Development, Joint application design, LeanCMMI, Lower level design, Macroscopic (methodology suite), Maintenance release, MBASE, Merise, Meta-process

modeling, Model-driven software development, Modified waterfall models, Modular Approach to Software Construction Operation and Test, Monitoring Maintenance Lifecycle, Mps 16ab1dc4ee

Coverage includes Using VSTS to support the transition to Agile values and techniques Forming Agile teams and building effective process frameworks Leveraging Team Foundation Version Control to help teams manage change and share their code effectively Implementing incremental builds and integration with Team Foundation Build Making the most of VSTS tools for Test-Driven Development and refactoring Bringing agility into software modeling and using patterns to model solutions more effectively Using the FIT integrated testing framework to make sure customers are getting what they need Estimating, prioritizing, and planning Agile projects. Using a book-length case study, the authors show how to use VSTS to improve every aspect of software development, step by step—from project planning through design and from coding through testing and deployment. Agile consultant Will Stott and Microsoft development lead James Newkirk carefully integrate theory and practice, offering hands-on exercises, practical insights into core Extreme Programming (XP) techniques, and much more. Visual Studio Team System (VSTS) gives Microsoft development teams a powerful, integrated toolset for Agile development. Visual Studio Team System: Better Software Development for Agile Teams is a comprehensive, start-to-finish guide to making the most of VSTS in real-world Agile environments 16ab1dc4ee

Visit <http://wysockiepm.com/>. This book is packed with step-by-step instruction and practical case studies, and a companion web site offers additional exercises and solutions. If you're a project manager, the newest edition of this expert and top-selling book will help you avoid the pitfalls and manage projects successfully. Gives new or veteran project managers a comprehensive overview of the best-of-breed project management approaches and tools today Shows readers, through step-by-step instruction and practical case studies, how to use these tools effectively Updated new edition adds new material on career and professional development for project managers, critical chain project management, and more If you're seeking to improve your professional project management skills, the latest edition of this popular, successful, and in-depth book is the place to start. Many projects fail to deliver on time and within budget, and often-poor project management is to blame. Fresh topics in this new edition include critical chain project management, using the Requirements Management Lifecycle as a key driver, career and professional development for project managers, and more. Expert guidance on ensuring project success—the latest edition. You'll learn how to use these approaches effectively to achieve better outcomes. Covering the major project management techniques including Traditional (Linear and Incremental), Agile (Iterative and Adaptive), and Extreme, this book lays out a comprehensive overview of all of the best-of-breed project management approaches and tools today. [com/](http://wysockiepm.com/) for support materials and to connect with the author 16ab1dc4ee

Coverage includes Scaling agile for mission-critical enterprise endeavors Avoiding mistakes that drive poorly run agile projects to chaos Effectively initiating an agile project Transitioning as an individual to agile Incrementally building consumable solutions Deploying agile solutions into complex production environments Leveraging DevOps, architecture, and other enterprise disciplines Adapting your governance strategy for agile projects Based on facts, research, and extensive experience, this book will be an indispensable resource for every enterprise software leader and practitioner--whether they're seeking to optimize their existing agile/Scrum process or improve the agility of an iterative process. DAD applies a more disciplined approach to agile development by acknowledging and dealing with the realities and complexities of a portfolio of interdependent program initiatives. Ambler and Lines show how to extend Scrum with supplementary agile and lean strategies from Agile Modeling (AM), Extreme Programming (XP), Kanban, Unified Process (UP), and other proven methods to provide a hybrid approach that is adaptable to your organization's unique needs. The authors show how these best-practice techniques fit together in an end-to-end process for successfully delivering large, complex systems--from project initiation through delivery. Disciplined Agile Delivery addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. In Disciplined Agile Delivery, Scott W. They candidly describe what practices work best, why they work, what the trade-offs are, and when to consider alternatives, all within the context of your situation. Ambler and Mark Lines introduce IBM's breakthrough Disciplined Agile Delivery (DAD) process framework, which describes how to do this tailoring. Mainstream agile approaches that are indeed suitable for small projects require significant tailoring for larger, complex enterprise projects. Master IBM's Breakthrough DAD Process Framework for Succeeding with Agile in Large, Complex, Mission-Critical IT Projects It is widely recognized that moving from traditional to agile approaches to build software solutions is a critical source of competitive advantage 16ab1dc4ee

Furthermore, these technologies enable plain old Java objects (POJOs) to be deployed in light-weight containers versus heavy-handed remote objects that require heavy EJB containers. Last but not least, this book demonstrates the complete lifecycle by building and following a sample application, chapter-by-chapter, starting from conceptualization to production using the technology and processes covered in this book. In summary, by using the technologies and methods covered in this book, the reader will be able to effectively develop enterprise-class Java applications, in an agile manner. Agile Java™ Development With Spring, Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development. In addition, this book contains well separated, subjective material (opinion sidebars), comic illustrations, tips and tricks, all of which provide real-world and practical perspectives on relevant topics. The three key technologies covered in this book, the Spring Framework, Hibernate and Eclipse, help reduce the complexity of enterprise Java development significantly. This book also extensively covers technologies such as Ant, JUnit, JSP tag libraries and touches upon other areas such as such logging, GUI based debugging, monitoring using JMX, job scheduling, emailing, and more. Also, Extreme

Programming (XP), Agile Model Driven Development (AMDD) and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design; hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book 16ab1dc4ee

As organizations and research institutions continue to emphasize model-driven engineering (MDE) as a first-class approach in the software development process of complex systems, the utilization of software in multiple domains and professional networks is becoming increasingly vital. Professionals, researchers, and students will discover the most current tools and techniques available in the field to maximize efficiency of model-driven software development. This publication covers the issues of bridging the gaps between various disciplines within software engineering and computer science. Advances and Applications in Model-Driven Engineering explores this relatively new approach in software development that can increase the level of abstraction of development of tasks 16ab1dc4ee

Provides information about the new lightweight software development methodology 16ab1dc4ee

0, Agile Modeling, and object development techniques. The acclaimed beginner's book on object technology now presents UML 2 16ab1dc4ee

Interest in agile development continues to grow: the number of practitioners adopting such methodologies is increasing as well as the number of researchers investigating the effectiveness of the different practices and proposing improvements. This approach allowed us to better evaluate the quality of the papers and provide better suggestions to the authors to improve the quality of their contributions. XP 2010 continued in the tradition of this conference series and provided an interesting and varied program. These proceedings contain full - search papers, short research papers, and experience reports. Moreover, we have also included in these proceedings the abstracts of the posters, the position papers of the PhD symposium, and the abstract of the panel. As usual, we had a number of different kinds of activities in the conference program including: research papers, experience reports, tutorials, workshops, panels, lightning talks, and posters. Each committee included experts in the specific area. The XP conference series has actively participated in these processes and supported the evolution of Agile, promoting the conference as a place where practitioners and researchers meet to exchange ideas, experiences, and build connections. This year we had two different program committees for evaluating research papers and experience reports 16ab1dc4ee

Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development (www. com), and a featured speaker at software conferences worldwide. Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques Agile software developers often use object and

relational database (RDB) technology together and as a result must overcome the impedance mismatch. The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML. An agile foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs. Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases. Scott W. sdmagazine 16ab1dc4ee

In addition to the action tools in this text, see the companion book *Scaling Lean & Agile Development: Thinking and Organizational Tools for Large-Scale Scrum* for complementary foundation tools. *Lean and Agile Development for Large-Scale Products: Key Practices for Sustainable Competitive Success* Increasingly, large product-development organizations are turning to lean thinking, agile principles and practices, and large-scale Scrum to sustainably and quickly deliver value and innovation. Coverage includes Frameworks for large-scale Scrum for multihundred-person product groups Testing and building quality in Product management and the end of the “contract game” between business and R&D Envisioning a large release, and planning for multiteam development Low-quality legacy code: why it’s created, and how to stop it Continuous integration in a large multisite context Agile architecting Multisite or offshore development Contracts and outsourced development In a competitive environment that demands ever-faster cycle times and greater innovation, the practices inspired by lean thinking and agile principles are ever-more relevant. Practices for *Scaling Lean & Agile Development* will help people realize a lean enterprise—and deliver on the significant benefits of agility. Drawing on their long experience leading and guiding lean and agile adoptions for large, multisite, and offshore product development, internationally recognized consultant and best-selling author Craig Larman and former leader of the agile transformation at Nokia Networks Bas Vodde share the key action tools needed for success 16ab1dc4ee

erent “resources. Agile approaches reduce the number of hand-offs. This year’s conference will increase this understanding and provide a better base for industry practitioners as they assess the e. ” Tayloristic approaches create knowledge-sharing problems as information gathered by one person needs to be handed over – usually in the form of documentation – to the next person in the chain. ts, areas of applicability, and also their dangers. ectiveness of agile methods in their environment. While agile approaches move into the mainstream of software organizations, we are only now beginning to understand their bene. While deemed a novelty only a few years ago, agile methods are now being established in the software industry and are being applied in more and more application domains. Agile app- aches value people and interaction over processes and tools – moving software engineering from the process-oriented software development approaches of the 1990s towards people-oriented approaches that we are starting to see more and more in this decade. s and, thus, decrease the amount of required documentation for knowledge sharing.

XPAgileUniverse2003isthethirdconferenceinaseriessrunninginNorthA- rica and attracting participants from all over the world who are interested in the research, development and

application of agile software processes. Agile approaches stress a holistic view of software development as being involved in analysis, design, implementation and testing activities, while more traditional, Tayloristic approaches separate these tasks and assign them to different people.

Filled with tips, tricks, techniques, and guerilla tactics to help execute the process in the face of sometimes overwhelming political or social obstacles, this guide is also filled with real world stories from the author's more than thirty years of experience working as a business analyst. The definitive guide on the roles and responsibilities of the business analyst Business Analysis offers a complete description of the process of business analysis in solving business problems. Provides techniques and tips to execute the at-times tricky job of business analyst Written by an industry expert with over thirty years of experience Straightforward and insightful, Business Analysis is a valuable contribution to your ability to be successful in this role in today's business environment

Introduces the core concepts, evaluates how successful they can be, as well as what problems may be encountered Dispels numerous myths surrounding agile development

--nl--Software engineers should use this book to broaden their knowledge in several important aspects of software quality. The articles are each related to one of the seven knowledge areas and provided in numbers proportional to the relative weights assigned to each category in the certification exam. This volume provides selected articles gathered from the last five volumes of Software Quality Professional (SQP), a peer-reviewed quarterly publication applying quality principles to the development and use of software and software-based systems. As with SQP and this series' first volume, this book follows the categories of the ASQ Certified Software Quality Engineer Body of Knowledge. This collection of articles provides you with insights from authors around the globe - which is vital in today's global economy. The field keeps growing and expanding to meet the changing needs of technology; the insights presented in this book can help you meet the challenge and begin your journey

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