

## Agile And Iterative Development A Manager S Guide

Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.

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. 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. 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. 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.

Data science teams looking to turn research into useful analytics applications require not only the right tools, but also the right approach if they’re to succeed. With the revised second edition of this hands-on guide, up-and-coming data scientists will learn how to use the Agile Data Science development methodology to build data applications with Python, Apache Spark, Kafka, and other tools. Author Russell Journey demonstrates how to compose a data platform for building, deploying, and refining analytics applications with Apache Kafka, MongoDB, Elasticsearch, d3.js, scikit-learn, and Apache Airflow. You’ll learn an iterative approach that lets you quickly change the kind of analysis you’re doing, depending on what the data is telling you. Publish data science work as a web application, and affect meaningful change in your organization. Build value from your data in a series of agile sprints, using the data-value pyramid Extract features for statistical models from a single dataset Visualize data with charts, and expose different aspects through interactive reports Use historical data to predict the future via classification and regression Translate predictions into actions Get feedback from users after each sprint to keep your project on track

Best practices for managing projects in agile environments—now updated with new techniques for larger projects Today, the pace of project management moves faster. Project management needs to become more flexible and far more responsive to customers. Using Agile Project Management (APM), project managers can achieve all these goals without compromising value, quality, or business discipline. In *Agile Project Management, Second Edition*, renowned agile pioneer Jim Highsmith thoroughly updates his classic guide to APM, extending and refining it to support even the largest projects and organizations. Writing for project leaders, managers, and executives at all levels, Highsmith integrates the best project management, product management, and software development practices into an overall framework designed to support unprecedented speed and mobility. The many topics added in this new edition include incorporating agile values, scaling agile projects, release planning, portfolio governance, and enhancing organizational agility. Project and business leaders will especially appreciate Highsmith's new coverage of promoting agility through performance measurements based on value, quality, and constraints. This edition's coverage includes: Understanding the agile revolution's impact on product development Recognizing when agile methods will work in project management, and when they won't Setting realistic business objectives for Agile Project Management Promoting agile values and principles across the organization Utilizing a proven Agile Enterprise Framework that encompasses governance, project and iteration management, and technical practices Optimizing all five stages of the agile project: Envision, Speculate, Explore, Adapt, and Close Organizational and product-related processes for scaling agile to the largest projects and teams Agile project governance solutions for executives and management The "Agile Triangle": measuring performance in ways that encourage agility instead of discouraging it The changing role of the agile project leader Presents a step-by-step guide to effectively manage the computer software development process.

The Practical, Start-to-Finish Guide to Planning and Leading Iterative Software Projects Iterative processes have gained widespread acceptance because they help software developers reduce risk and cost, manage change, improve productivity, and deliver more effective, timely solutions. But conventional project management techniques don't work well in iterative projects, and newer iterative management techniques have been poorly documented. *Managing Iterative Software Development Projects* is the solution: a relentlessly practical guide to planning, organizing, estimating, staffing, and managing any iterative project, from start to finish. Leading iterative development experts Kurt Bittner and Ian Spence introduce a proven, scalable approach that improves both agility and control at the same time, satisfying the needs of developers, managers, and the business alike. Their techniques are easy to understand, and easy to use with any iterative methodology, from Rational Unified Process to Extreme Programming to the Microsoft Solutions Framework. Whatever your role—team leader, program manager, project manager, developer, sponsor, or user representative—this

book will help you Understand the key drivers of success in iterative projects Leverage “time boxing” to define project lifecycles and measure results Use Unified Process phases to facilitate controlled iterative development Master core concepts of iterative project management, including layering and evolution Create project roadmaps, including release plans Discover key patterns of risk management, estimation, organization, and iteration planning Understand what must be controlled centrally, and what you can safely delegate Transition smoothly to iterative processes Scale iterative project management from the smallest to the largest projects Align software investments with the needs of the business Whether you are interested in software 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.

Understand and Solve Your Customers’ Real Problems with Agile Business Analysis To deliver real value, you must understand what your customers truly value, and solve the problems they really need solved. Business analysis can help you do this—and it’s as crucial in agile environments now as it always has been. In *Business Analysis Agility*, leading experts James Robertson and Suzanne Robertson show how to perform business analysis in an agile way: trying new things, adapting to changes and discoveries, staying flexible, and being quick. Drawing on their unsurpassed experience of hundreds of projects and organizations, the Robertsons help you prioritize relentlessly, focus investments on delivering value, and learn in ways that improve your results. Uncover the real customer problems hidden behind assumptions and conventional solutions Hypothesize potential solutions and quickly test them with safe-to-fail probes Understand how people, hardware, software, organizations, and other components come together in an optimal customer experience Write stories that help you find solutions that deliver more value to customers and the business Think about problems and projects in more agile, nimble, and open-minded ways The Robertsons’ approach to analytical thinking will be valuable to anyone who wants to build better software in agile environments: analysts, developers, team leads, project managers, software architects, and other team members and stakeholders at all levels of experience.

The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum’s simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you’ll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects

Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

To what extent does management recognize Agile and Iterative Development as a tool to increase the results? Is the impact that Agile and Iterative Development has shown? What will drive Agile and Iterative Development change? What is our Agile and Iterative Development Strategy? What management system can we use to leverage the Agile and Iterative Development experience, ideas, and concerns of the people closest to the work to be done? Defining, designing, creating, and implementing a process to solve a business challenge or meet a business objective is the most valuable role... In EVERY company, organization and department. Unless you are talking a one-time, single-use project within a business, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' For more than twenty years, The Art of Service's Self-Assessments empower people who can do just that - whether their title is marketer, entrepreneur, manager, salesperson, consultant, business process manager, executive assistant, IT Manager, CxO etc... - they are the people who rule the future. They are people who watch the process as it happens, and ask the right questions to make the process work better. This book is for managers, advisors, consultants, specialists, professionals and anyone interested in Agile and Iterative Development assessment. All the tools you need to an in-depth Agile and Iterative Development Self-Assessment. Featuring 618 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Agile and Iterative Development improvements can be made. In using the questions you will be better able to: - diagnose Agile and Iterative Development projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Agile and Iterative Development and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Agile and Iterative Development Scorecard, you will develop a clear picture of which Agile and Iterative Development areas need attention. Included with your purchase of the book is the Agile and Iterative Development Self-Assessment downloadable resource, which contains all questions and Self-Assessment areas of this book in a ready to use Excel

dashboard, including the self-assessment, graphic insights, and project planning automation - all with examples to get you started with the assessment right away. Access instructions can be found in the book. You are free to use the Self-Assessment contents in your presentations and materials for customers without asking us - we are here to help.

Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan-and then what makes it agile. Using the techniques in Agile Estimating and Planning , you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days—and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

Business Intelligence (BI) software development is an iterative and agile process. In most corporations however, BI solutions are being implemented using the standard "waterfall" life-cycle development methodology. This book discusses why this is a mistake and offers a methodology for success in BI software implementations.

Agile/iterative methods: From business case to successful implementation This is the definitive guide for managers and students to agile and iterative development methods: what they are, how they work, how to implement them- and why you should. Using statistically significant research and large-scale case studies, noted methods expert Craig Larman presents the most convincing case ever made for iterative development. Larman offers a concise, information-packed summary of the key ideas that drive all agile and iterative processes, with the details of four noteworthy iterative methods: Scrum, XP, RUP, and Evo. Coverage includes: Compelling evidence that iterative methods reduce project risk Frequently asked questions Agile and iterative values and practices Dozens of useful iterative and agile practice tips New management skills for agile/iterative project leaders Key practices of Scrum, XP, RUP, and Evo Whether you're an IT executive, project manager, student of software engineering, or developer, Craig Larman will help you understand the



promise of agile/iterative development, sell it throughout your organization and transform the promise into reality. Agile Practice Guide – First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.

Lean Development and Agile Methods for Large-Scale Products: Key Thinking and Organizational Tools 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. However, many groups have floundered in their practice-oriented adoptions. Why? Because without a deeper understanding of the thinking tools and profound organizational redesign needed, it is as though casting seeds on to an infertile field. Now, drawing on their long experience leading and guiding large-scale lean and agile adoptions for large, multisite, and offshore product development, and drawing on the best research for great team-based agile organizations, internationally recognized consultant and best-selling author Craig Larman and former leader of the agile transformation at Nokia Networks Bas Vodde share the key thinking and organizational tools needed to plant the seeds of product development success in a

fertile lean and agile enterprise. Coverage includes Lean thinking and development combined with agile practices and methods Systems thinking Queuing theory and large-scale development processes Moving from single-function and component teams to stable cross-functional cross-component Scrum feature teams with end-to-end responsibility for features Organizational redesign to a lean and agile enterprise that delivers value fast Large-scale Scrum for multi-hundred-person product groups In a competitive environment that demands ever-faster cycle times and greater innovation, applied lean thinking and agile principles are becoming an urgent priority. Scaling Lean & Agile Development will help leaders create the foundation for their lean enterprise—and deliver on the significant benefits of agility. In addition to the foundation tools in this text, see the companion book Practices for Scaling Lean & Agile Development: Large, Multisite, and Offshore Product Development with Large-Scale Scrum for complementary action tools.

Software -- Programming Languages.

Provides recommendations and case studies to help with the implementation of Scrum.

"Kanban is becoming a popular way to visualize and limit work-in-progress in software development and information technology work. Teams around the world are adding Kanban around their existing processes to catalyze cultural change and deliver better business agility. David J. Anderson pioneered the Kanban Method. Hear how this happened and what you can do to succeed using Kanban."--Publisher's website.

Mining big data requires a deep investment in people and time. How can you be sure you're building the right models? With this hands-on book, you'll learn a flexible toolset and methodology for building effective analytics applications with Hadoop. Using lightweight tools such as Python, Apache Pig, and the D3.js library, your team will create an agile environment for exploring data, starting with an example application to mine your own email inboxes. You'll learn an iterative approach that enables you to quickly change the kind of analysis you're doing, depending on what the data is telling you. All example code in this book is available as working Heroku apps. Create analytics applications by using the agile big data development methodology Build value from your data in a series of agile sprints, using the data-value stack Gain insight by using several data structures to extract multiple features from a single dataset Visualize data with charts, and expose different aspects through interactive reports Use historical data to predict the future, and translate predictions into action Get feedback from users after each sprint to keep your project on track Building upon his earlier book that detailed agile data warehousing programming techniques for the Scrum master, Ralph's latest work illustrates the agile interpretations of the remaining software engineering disciplines: Requirements management benefits from streamlined templates that not only define projects quickly, but ensure nothing essential is overlooked. Data engineering receives two new "hyper modeling" techniques, yielding data warehouses that can be easily adapted when requirements change without having to invest in ruinously expensive data-conversion programs. Quality assurance advances with not only a stereoscopic top-down and bottom-up planning method, but also the incorporation of the latest in automated test engines. Use this

step-by-step guide to deepen your own application development skills through self-study, show your teammates the world's fastest and most reliable techniques for creating business intelligence systems, or ensure that the IT department working for you is building your next decision support system the right way. Learn how to quickly define scope and architecture before programming starts Includes techniques of process and data engineering that enable iterative and incremental delivery Demonstrates how to plan and execute quality assurance plans and includes a guide to continuous integration and automated regression testing Presents program management strategies for coordinating multiple agile data mart projects so that over time an enterprise data warehouse emerges Use the provided 120-day road map to establish a robust, agile data warehousing program

Are you attracted by the promises of agile methods but put off by the fanaticism of many agile texts? Would you like to know which agile techniques work, which ones do not matter much, and which ones will harm your projects? Then you need *Agile!*: the first exhaustive, objective review of agile principles, techniques and tools. Agile methods are one of the most important developments in software over the past decades, but also a surprising mix of the best and the worst. Until now every project and developer had to sort out the good ideas from the bad by themselves. This book spares you the pain. It offers both a thorough descriptive presentation of agile techniques and a perceptive analysis of their benefits and limitations. *Agile!* serves first as a primer on agile development: one chapter each introduces agile principles, roles, managerial practices, technical practices and artifacts. A separate chapter analyzes the four major agile methods: Extreme Programming, Lean Software, Scrum and Crystal. The accompanying critical analysis explains what you should retain and discard from agile ideas. It is based on Meyer's thorough understanding of software engineering, and his extensive personal experience of programming and project management. He highlights the limitations of agile methods as well as their truly brilliant contributions — even those to which their own authors do not do full justice. Three important chapters precede the core discussion of agile ideas: an overview, serving as a concentrate of the entire book; a dissection of the intellectual devices used by agile authors; and a review of classical software engineering techniques, such as requirements analysis and lifecycle models, which agile methods criticize. The final chapters describe the precautions that a company should take during a transition to agile development and present an overall assessment of agile ideas. This is the first book to discuss agile methods, beyond the brouhaha, in the general context of modern software engineering. It is a key resource for projects that want to combine the best of established results and agile innovations.

Using Agile methods, you can bring far greater innovation, value, and quality to any data warehousing (DW), business intelligence (BI), or analytics project. However, conventional Agile methods must be carefully adapted to address the unique characteristics of DW/BI projects. In *Agile Analytics*, Agile pioneer Ken Collier shows how to do just that. Collier introduces platform-agnostic Agile solutions for integrating infrastructures consisting of diverse operational, legacy, and specialty systems that mix commercial and custom code. Using working examples, he shows how to manage analytics development teams with widely diverse skill sets and how to support enormous and fast-growing data volumes. Collier's techniques offer optimal value whether your projects involve "back-end" data management, "front-end" business analysis, or both. Part I focuses on Agile project management techniques and



delivery team coordination, introducing core practices that shape the way your Agile DW/BI project community can collaborate toward success Part II presents technical methods for enabling continuous delivery of business value at production-quality levels, including evolving superior designs; test-driven DW development; version control; and project automation Collier brings together proven solutions you can apply right now--whether you're an IT decision-maker, data warehouse professional, database administrator, business intelligence specialist, or database developer. With his help, you can mitigate project risk, improve business alignment, achieve better results--and have fun along the way.

*A Practical Approach To Building Small To Medium Software Systems For Real Business Clients* Based on more than 100 actual commercial projects, this book clearly explains how to run an agile software development project that delivers high-quality, high-value solutions to business clients. It concentrates on the practical, social, business, and management aspects as well as the technical issues involved. Professor Holcombe successfully connects readers with the wave of "Agile 2.0" concepts that take the techniques of agile development and place them in the service of business goals. Since it is widely believed that the use of Windows XP will become much more common in coming years, readers should be armed with cutting-edge knowledge of the latest practices in the field. Further features of the book include: Case studies provide real-world examples and describe how XP was introduced into the environment Analysis is provided to help readers determine which elements of XP are suitable for the unique challenges and environments for different projects Problems of a failing agile project and how they can be fixed are covered, including insight into which managerial techniques can be employed An Instructor's Guide provides practical advice on how to motivate students, organize real group projects, and deal, in a simple and effective way, with many of the problems that arise A sample syllabus, sample tests, and additional case study information are available on an instructor's password-protected ftp site *Running an Agile Software Development Project* is an indispensable guide for professional software developers, engineers, and project managers interested in learning how to use agile processes. It is also a valuable textbook for advanced undergraduate- and graduate-level students in computer engineering and software engineering courses.

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.

How can the value of Agile and Iterative Development be defined? What situation(s) led to this Agile and Iterative Development Self Assessment? At what point will vulnerability assessments be performed once Agile and Iterative Development is put into production (e.g., ongoing Risk Management after implementation)? What are your key Agile and Iterative Development organizational performance measures, including key short and longer-term financial measures? How do we maintain Agile and Iterative Development's Integrity? This amazing Agile and Iterative Development self-assessment will make you the trusted Agile and Iterative Development domain visionary by revealing just what you need

to know to be fluent and ready for any Agile and Iterative Development challenge. How do I reduce the effort in the Agile and Iterative Development work to be done to get problems solved? How can I ensure that plans of action include every Agile and Iterative Development task and that every Agile and Iterative Development outcome is in place? How will I save time investigating strategic and tactical options and ensuring Agile and Iterative Development opportunity costs are low? How can I deliver tailored Agile and Iterative Development advice instantly with structured going-forward plans? There's no better guide through these mind-expanding questions than acclaimed best-selling author Gerard Blokdyk. Blokdyk ensures all Agile and Iterative Development essentials are covered, from every angle: the Agile and Iterative Development self-assessment shows succinctly and clearly that what needs to be clarified to organize the business/project activities and processes so that Agile and Iterative Development outcomes are achieved. Contains extensive criteria grounded in past and current successful projects and activities by experienced Agile and Iterative Development practitioners. Their mastery, combined with the uncommon elegance of the self-assessment, provides its superior value to you in knowing how to ensure the outcome of any efforts in Agile and Iterative Development are maximized with professional results. Your purchase includes access details to the Agile and Iterative Development self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows your organization exactly what to do next. Your exclusive instant access details can be found in your book.

This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.

Praise for David Houle "Houle breaks down big ideas into easily digestible, entertaining small bites...Crack this book open whenever globalization's gotten you down."-Slate.com. "The Shift Age lifts us out of the rapids of techno-change and helps us see the course of the river we've been rafting on."-Howard Bloom, author of the GOD PROBLEM and GLOBAL BRAIN "[The Shift Age] is must read for anyone who is interested in where humanity is headed in coming generations. This book provides an overview of how our progeny will live, work, and play in coming decades."-Bob Citron, Co-Founder and Executive Director, Foundation for the Future "David Houle's Shift Age offers an astounding proposition: the Information Age is ending with emergence of an age of constant change. Read this book!"-Reese Schonfeld, Cofounder of CNN, CNN Headline News, and Food Network "America needs a new educational vision. Shift Ed provides a clear vision that emphasizes the essential ingredients of a twenty-first-century education based upon creativity, collaboration and critical thinking. Houle makes a great case that nothing less than transformation will be enough."-Daniel H. Pink, author of A WHOLE NEW MIND: WHY RIGHT-BRAINERS WILL RULE THE FUTURE and DRIVE: THE SURPRISING TRUTH ABOUT WHAT MOTIVATES US "The New Health Age offer a succinct primer on how we got here and where we should be taking the health of our nation" -Mehmet Oz, M.D., host of The Dr. Oz Show The Information Age? Think again. Change is everywhere: how we communicate, what we do for a living, the values we hold, the way we raise our children, even the way we access information. Thanks to a global economy, the force of the Internet, and the explosion of mobile technology, we have—almost imperceptibly—been ushered into a new era, the Shift Age, in which change happens so quickly that it's become the norm. Man-made developments—such as tools, machines, and technology—defined previous ages, but the Shift Age will be defined by our own power of choice. In Entering the Shift Age, leading futurist David Houle argues that we are going through a major collapse of legacy thinking, eroding many of the thought structures that have defined the last two hundred years of humanity. Houle identifies and explains the new forces that will shape our lives—including remote workplaces, the cloud, "24/7" culture, speed-of-light connectivity, creativity, and the influence of Millennials and Digital Natives—for the next twenty years. In this eye-opening book, Houle navigates this pivotal point in human history with clarity and anticipation, focusing on the power of human consciousness and the direct influence we can impart on everything from healthcare to media to education. According to Houle, we are more independent than ever before. We are in control. There's no "going back" to the way things were. Reality is changing ever faster, and ENTERING THE SHIFT AGE is your guide to keeping up.

This is the digital version of the printed book (Copyright © 2010). All software projects face the challenges of diverse distances -- temporal, geographical, cultural, lingual, political, historical, and more. Many forms of distance even affect developers in the same room. The goal of this book is to reconcile two mainstays of modern agility: the close

collaboration agility relies on, and project teams distributed across different cities, countries, and continents. In *Agile Software Development with Distributed Teams*, Jutta Eckstein asserts that, in fact, agile methods and the constant communication they require are uniquely capable of solving the challenges of distributed projects. Agility is responsiveness to change -- in other words, agile practitioners maintain flexibility to accommodate changing circumstances and results. Iterative development serves the learning curve that global project teams must scale. This book is not about how to outsource and forget your problems. Rather, Eckstein details how to carefully select development partners and integrate efforts and processes to form a better product than any single contributor could deliver on his or her own. The author de-emphasizes templates and charts and favors topical discussion and exploration. Practitioners share experiences in their own words in short stories throughout the book. Eckstein trains readers to be change agents, to creatively apply the concepts in this book to form a customized distributed project plan for success. Topics include: Understanding Distributed Development The Productivity Myth Ensuring Conceptual Integrity Trust and Mutual Respect Iterations and Releases Using Features to Steer the Development Effort Team Velocity Virtual Retrospectives Dispersed Synchronization Introducing Agility to Global Projects and much more

In *Large-Scale Scrum*, Craig Larman and Bas Vodde offer the most direct, concise, actionable guide to reaping the full benefits of agile in distributed, global enterprises. Larman and Vodde have distilled their immense experience helping geographically distributed development organizations move to agile. Going beyond their previous books, they offer today's fastest, most focused guidance: "brass tacks" advice and field-proven best practices for achieving value fast, and achieving even more value as you move forward. Targeted to enterprise project participants and stakeholders, *Large-Scale Scrum* offers straight-to-the-point insights for scaling Scrum across the entire project lifecycle, from sprint planning to retrospective. Larman and Vodde help you: Implement proven Scrum frameworks for large-scale developments Scale requirements, planning, and product management Scale design and architecture Effectively manage defects and interruptions Integrate Scrum into multisite and offshore projects Choose the right adoption strategies and organizational designs This will be the go-to resource for enterprise stakeholders at all levels: everyone who wants to maximize the value of Scrum in large, complex projects.

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"--Provided by publisher.

Agile and Iterative Development A Manager's Guide Addison-Wesley Professional

With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, *Agile Principles, Patterns, and Practices in C#* is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

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

The first edition of "Extreme Programming Explained" is a classic. 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. 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; and, 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.

Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving



them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

When applied to instructional design, Agile project management provides a framework for adapting to change as it happens and delivering the content most needed by learners. Author Megan Torrance introduces the LLAMA(TM) methodology to illustrate how Agile applies to learning and development projects. This book includes templates for goal alignment, scope definition, estimating, planning, and iterative development.

Chapter 1: Introduction -- Chapter 2: Infrastructure as a Service -- Chapter 3: Platform as a Service -- Chapter 4: Application as a Service -- Chapter 5: Paradigms for Developing Cloud Applications -- Chapter 6: Addressing the Cloud Challenges -- Chapter 7: Security -- Chapter 8: Managing the Cloud Infrastructure -- Chapter 9: Related Technologies -- Chapter 10: Future trends and Research Directions.

Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three—if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system. Compressing the value stream: rapid development, feedback, and improvement Empowering teams and individuals without compromising coordination Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"—even when your developers are scattered across multiple

locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people—so you can achieve breakthrough quality, savings, speed, and business alignment.

“We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation.” –From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of *Managing the Design Factory*; and leading expert on rapid product development

Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In *Agile Software Requirements*, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the “big picture” of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger “systems of systems,” application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You’ll find proven solutions you can apply right now—whether you’re a software developer or tester, executive, project/program manager, architect, or team leader.

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