

Agile Database Techniques Effective Strategies For The Agile Software Developer

Information Systems Development (ISD) progresses rapidly, continually creating new challenges for the professionals involved. New concepts, approaches and techniques of systems development emerge constantly in this field. Progress in ISD comes from research as well as from practice. This conference will discuss issues pertaining to information systems development (ISD) in the inter-networked digital economy. Participants will include researchers, both experienced and novice, from industry and academia, as well as students and practitioners. Themes will include methods and approaches for ISD; ISD education; philosophical, ethical, and sociological aspects of ISD; as well as specialized tracks such as: distributed software development, ISD and knowledge management, ISD and electronic business / electronic government, ISD in public sector organizations, IOS.

This two volume set LNCS 9827 and LNCS 9828 constitutes the refereed proceedings of the 27th International Conference on Database and Expert Systems Applications, DEXA 2016, held in Porto, Portugal, September 2016. The 39 revised full papers presented together with 29 short papers were carefully reviewed and selected from 137 submissions. The papers discuss a range of topics including: Temporal, Spatial, and High Dimensional Databases; Data Mining;

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Authenticity, Privacy, Security, and Trust; Data Clustering; Distributed and Big Data Processing; Decision Support Systems, and Learning; Data Streams; Data Integration, and Interoperability; Semantic Web, and Data Semantics; Social Networks, and Network Analysis; Linked Data; Data Analysis; NoSQL, NewSQL; Multimedia Data; Personal Information Management; Semantic Web and Ontologies; Database and Information System Architectures; Query Answering and Optimization; Information Retrieval, and Keyword Search; Data Modelling, and Uncertainty.

This work is the definitive guide for IT managers and agile practitioners. It elucidates the principles of agile risk management and how these relate to individual projects. Explained in clear and concise terms, this synthesis of project risk management and agile techniques is illustrated using the major methodologies such as XP, Scrum and DSDM. Although the agile community frequently cites risk management, research suggests that risk is often narrowly defined and, at best, implicitly treated, which in turn leads to an inability to make informed decisions concerning risk and reward and a poor understanding of when to engage in risk-related activities. Moreover, the absence of reference to enterprise risk management means that project managers are unable to clearly articulate scope or tailor their projects in line with the wider expectations of the organisation. Yet the agile approach, with its rich toolset of techniques, is very well equipped to effectively and efficiently deal with the risks that arise in projects. Alan Moran addresses the above issues by proposing an agile

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risk-management process derived from classical risk management but adapted to the circumstances of agile projects. Though his main focus is on the software development process, much of what he describes could be applied to other types of IT projects as well. This book is intended for anyone who is serious about balancing risk and reward in the pursuit of value for their stakeholders, and in particular for those directly involved in agile software development who share a concern for how risk should be managed. Whilst a thorough background in risk management is not presumed, a basic level of familiarity with or exposure to agility is helpful.

Hundreds of organizations around the world have already benefited from Disciplined Agile Delivery (DAD). Disciplined Agile (DA) is the only comprehensive tool kit available for guidance on building high-performance agile teams and optimizing your way of working (WoW). As a hybrid of all the leading agile and lean approaches, it provides hundreds of strategies to help you make better decisions within your agile teams, balancing self-organization with the realities and constraints of your unique enterprise context. The highlights of this handbook include:

- As the official source of knowledge on DAD, it includes greatly improved and enhanced strategies with a revised set of goal diagrams based upon learnings from applying DAD in the field.
- It is an essential handbook to help coaches and teams make better decisions in their daily work, providing a wealth of ideas for experimenting with agile and lean techniques while providing specific guidance and trade-offs for those

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&“it depends&” questions.&•It makes a perfect study guide for Disciplined Agile certification.Why &“fail fast&” (as our industry likes to recommend) when you can learn quickly on your journey to high performance? With this handbook, you can make better decisions based upon proven, context-based strategies, leading to earlier success and better outcomes.

On behalf of the NDT 2010 conference, the Program Committee and Charles University in Prague, Czech Republic, we welcome you to the proceedings of the Second International Conference on ‘Networked Digital Technologies’ (NDT 2010). The NDT 2010 conference explored new advances in digital and Web technology applications. It brought together researchers from various areas of computer and information sciences who addressed both theoretical and applied aspects of Web technology and Internet applications. We hope that the discussions and exchange of ideas that took place will contribute to advancements in the technology in the near future. The conference received 216 papers, out of which 85 were accepted, resulting in an acceptance rate of 39%. These accepted papers are authored by researchers from 34 countries covering many significant areas of Web applications. Each paper was evaluated by a minimum of two reviewers. Finally, we believe that the proceedings document the best research in the studied areas. We express our thanks to the Charles University in Prague, Springer, the authors and the organizers of the conference.

Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of

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software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail)

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"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.

This is the first book to cover db4o programming in comprehensive detail. Readers are briefed on all of the topics necessary to begin using it in production environments, including installation and configuration, querying and managing objects, performing transactions, and data replication. Newcomers to the topic aren't forgotten, as early chapters are devoted to object database fundamentals, in addition to technical considerations and migration strategies. Complete with numerous C# and Java examples, readers will be able to follow along with the examples regardless of their chosen language.

Database Modeling and Design, Fourth Edition, the extensively revised edition of the classic logical database design reference, explains how you can model and design your database application in consideration of new technology or new business needs. It is an ideal text for a stand-alone data management course focused on logical database design, or a supplement to an introductory text for introductory database management. This book features clear explanations, lots of terrific examples and an illustrative case, and practical advice,

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with design rules that are applicable to any SQL-based system. The common examples are based on real-life experiences and have been thoroughly class-tested. The text takes a detailed look at the Unified Modeling Language (UML-2) as well as the entity-relationship (ER) approach for data requirements specification and conceptual modeling - complemented with examples for both approaches. It also discusses the use of data modeling concepts in logical database design; the transformation of the conceptual model to the relational model and to SQL syntax; the fundamentals of database normalization through the fifth normal form; and the major issues in business intelligence such as data warehousing, OLAP for decision support systems, and data mining. There are examples for how to use the most popular CASE tools to handle complex data modeling problems, along with exercises that test understanding of all material, plus solutions for many exercises. Lecture notes and a solutions manual are also available. This edition will appeal to professional data modelers and database design professionals, including database application designers, and database administrators (DBAs); new/novice data management professionals, such as those working on object oriented database design; and students in second courses in database focusing on design. + a detailed look at the Unified Modeling Language (UML-2) as well as the entity-relationship (ER) approach for data requirements specification and conceptual modeling--with examples throughout the book in both approaches! + the details and examples of how to use data modeling concepts in

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logical database design, and the transformation of the conceptual model to the relational model and to SQL syntax; + the fundamentals of database normalization through the fifth normal form; + practical coverage of the major issues in business intelligence--data warehousing, OLAP for decision support systems, and data mining; + examples for how to use the most popular CASE tools to handle complex data modeling problems. + Exercises that test understanding of all material, plus solutions for many exercises.

The need to handle increasingly larger data volumes is one factor driving the adoption of a new class of nonrelational “NoSQL” databases. Advocates of NoSQL databases claim they can be used to build systems that are more performant, scale better, and are easier to program. NoSQL Distilled is a concise but thorough introduction to this rapidly emerging technology. Pramod J. Sadalage and Martin Fowler explain how NoSQL databases work and the ways that they may be a superior alternative to a traditional RDBMS. The authors provide a fast-paced guide to the concepts you need to know in order to evaluate whether NoSQL databases are right for your needs and, if so, which technologies you should explore further. The first part of the book concentrates on core concepts, including schemaless data models, aggregates, new distribution models, the CAP theorem, and map-reduce. In the second part, the authors explore architectural and design issues associated with implementing NoSQL. They also present realistic use cases that demonstrate NoSQL databases at work and feature representative examples using Riak,

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MongoDB, Cassandra, and Neo4j. In addition, by drawing on Pramod Sadalage's pioneering work, NoSQL Distilled shows how to implement evolutionary design with schema migration: an essential technique for applying NoSQL databases. The book concludes by describing how NoSQL is ushering in a new age of Polyglot Persistence, where multiple data-storage worlds coexist, and architects can choose the technology best optimized for each type of data access.

This book contains the best papers of the Second International Conference on Software and Data Technologies (ICSOFT 2007), held in Barcelona, Spain. It was organized by the Institute for Systems and Technologies of Information, Communication and Control (INSTICC), co-sponsored by the Workflow Management Coalition (WfMC), in cooperation with the Interdisciplinary Institute for Collaboration and Research on Enterprise Systems and Technology (IICREST). The purpose of ICSOFT 2007 was to bring together researchers and practitioners interested in information technology and software development. The conference tracks were "Software Engineering," "Information Systems and Data Management," "Programming Languages," "Distributed and Parallel Systems" and "Knowledge Engineering." Being crucial for the development of information systems, software and data technologies encompass a large number of research topics and applications: from implementation-related issues to more abstract theoretical aspects of software engineering; from databases and data warehouses to management information systems and knowledge-base

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systems; next to that, distributed systems, pervasive computing, data quality and other related topics are included in the scope of this conference.

This book constitutes the proceedings of the second Asia Pacific Requirements Engineering Symposium, APRES 2015, held in Wuhan, China, in October 2015. The 9 full papers presented together with 3 tool demos papers and one short paper, were carefully reviewed and selected from 18 submissions. The papers deal with various aspects of requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools. requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools. 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. Mainstream agile approaches that are indeed suitable for small projects require significant tailoring for larger, complex enterprise projects. In Disciplined Agile Delivery, Scott W. Ambler and Mark Lines introduce IBM's breakthrough Disciplined Agile Delivery (DAD) process framework, which describes how to do this tailoring. DAD applies a more disciplined approach to agile development by acknowledging and dealing with the realities and complexities of a portfolio of

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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. 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. Disciplined Agile Delivery addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. 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. 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.

Annotation Are you being asked to manage a project with:- unclear requirements? - high levels of change? - a

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team using Extreme Programming or other Agile Methods? This book is for project managers who are interested in learning the secrets of successfully controlling and delivering agile projects. 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.

Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. * * For everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. * Covers every key issue: Values, practices, organizational and cultural challenges, collaboration, metrics, infrastructure, documentation, tools, and more. * By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software

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quality and value. Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load, stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of any agile project or initiative.

This book constitutes the refereed proceedings of the 15th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2019, held in Rome, Italy, in June 2019. The main focus of EOMAS is on the role, importance, and application of modeling and simulation within the extended organizational and enterprise context. The 12 full papers presented in this volume were carefully reviewed and selected from 25 submissions. They were organized in topical sections on conceptual modeling, enterprise engineering, and formal methods.

This book, first published in 2000, Illustrates rules of

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Java code-writing with parallel examples of correct and incorrect usage.

A Comprehensive Collection of Agile Testing Best Practices: Two Definitive Guides from Leading Pioneers Janet Gregory and Lisa Crispin haven't just pioneered agile testing, they have also written two of the field's most valuable guidebooks. Now, you can get both guides in one indispensable eBook collection: today's must-have resource for all agile testers, teams, managers, and customers. Combining comprehensive best practices and wisdom contained in these two titles, The Agile Testing Collection will help you adapt agile testing to your environment, systematically improve your skills and processes, and strengthen engagement across your entire development team. The first title, Agile Testing: A Practical Guide for Testers and Agile Teams, defines the agile testing discipline and roles, and helps you choose, organize, and use the tools that will help you the most. Writing from the tester's viewpoint, Gregory and Crispin chronicle an entire agile software development iteration, and identify and explain seven key success factors of agile testing. The second title, More Agile Testing: Learning Journeys for the Whole Team, addresses crucial emerging issues, shares evolved practices, and covers key issues that delivery teams want to learn more about. It offers powerful new insights into continuous improvement, scaling agile testing across teams and the enterprise, overcoming pitfalls of automation, testing in regulated environments, integrating DevOps practices, and testing mobile/embedded and business intelligence systems. The Agile Testing Collection will help you do all

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this and much more. Customize agile testing processes to your needs, and successfully transition to them Organize agile teams, clarify roles, hire new testers, and quickly bring them up to speed Engage testers in agile development, and help agile team members improve their testing skills Use tests and collaborate with business experts to plan features and guide development Design automated tests for superior reliability and easier maintenance Plan “just enough,” balancing small increments with larger feature sets and the entire system Test to identify and mitigate risks, and prevent future defects Perform exploratory testing using personas, tours, and test charters with session- and thread-based techniques Help testers, developers, and operations experts collaborate on shortening feedback cycles with continuous integration and delivery Both guides in this collection are thoroughly grounded in the authors’ extensive experience, and supported by examples from actual projects. Now, with both books integrated into a single, easily searchable, and cross-linked eBook, you can learn from their experience even more easily.

This book constitutes the refereed proceedings of the 39th International Conference on Conceptual Modeling, ER 2020, which was supposed to be held in Vienna, Austria, in November 2020, but the conference was held virtually due to the COVID-19 pandemic. The 28 full and 16 short papers were carefully reviewed and selected from 143 submissions. This events covers a wide range of topics, and the papers are organized in the following sessions: foundations of conceptual modeling; process

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mining and conceptual modeling; conceptual modeling of business rules and processes; modeling chatbots, narratives and natural language; ontology and conceptual modeling; applications of conceptual modeling; schema design, evolution, NoSQL; empirical studies of conceptual modeling; networks, graphs and conceptual modeling; and conceptual modeling of complex and data-rich systems.

This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

Agile Database Techniques Effective Strategies for the Agile Software Developer John Wiley & Sons

This book constitutes the thoroughly refereed post-conference proceedings of the Second IFIP TC 2 Central and East Conference on Software Engineering Techniques, CEE-SET 2007, held in Poznan, Poland, in October 2007. The 21 revised full papers presented together with 2 keynote addresses were carefully reviewed and selected from 73 initial submissions. The papers are organized in topical sections on measurement, processes, UML, experiments, tools, and change.

This three-volume book highlights significant advances in the development of new information systems

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technologies and architectures. Further, it helps readers solve specific research and analytical problems and glean useful knowledge and business value from data. Each chapter provides an analysis of a specific technical problem, followed by a numerical analysis, simulation, and implementation of the solution to the real-world problem. Managing an organization, especially in today's rapidly changing environment, is a highly complex process. Increased competition in the marketplace, especially as a result of the massive and successful entry of foreign businesses into domestic markets, changes in consumer behaviour, and broader access to new technologies and information, calls for organisational restructuring and the introduction and modification of management methods using the latest scientific advances. This situation has prompted various decision-making bodies to introduce computer modelling of organization management systems. This book presents the peer-reviewed proceedings of the 40th Anniversary International Conference "Information Systems Architecture and Technology" (ISAT), held on September 15–17, 2019, in Wrocław, Poland. The conference was organised by the Computer Science Department, Faculty of Computer Science and Management, Wrocław University of Sciences and Technology, and University of Applied Sciences in Nysa, Poland. The papers have been grouped into three major sections: Part I—discusses topics including, but not limited to, artificial intelligence methods, knowledge discovery and data mining, big data, knowledge-based management, Internet of Things, cloud computing and

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high-performance computing, distributed computer systems, content delivery networks, and service-oriented computing. Part II—addresses various topics, such as system modelling for control, recognition and decision support, mathematical modelling in computer system design, service-oriented systems, and cloud computing, and complex process modelling. Part III—focuses on a number of themes, like knowledge-based management, modelling of financial and investment decisions, modelling of managerial decisions, production systems management, and maintenance, risk management, small business management, and theories and models of innovation.

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

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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.

The capability to design quality software and implement modern information systems is at the core of economic growth in the 21st century. Nevertheless, exploiting this potential is only possible when adequate human resources are available and when modern software engineering methods and tools are used. The recent years have witnessed rapid evolution of software engineering methodologies, including the creation of new platforms and tools which aim to shorten the software design process, raise its quality and cut down its costs. This evolution is made possible through ever-increasing knowledge of software design strategies as well as through improvements in system design and code testing procedures. At the same time, the need for broad access to high-performance and high-throughput computing resources necessitates the creation of large-scale, interactive information systems, capable of processing millions of transactions per seconds. These systems, in turn, call for new, innovative distributed software design

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and implementation technologies. The purpose of this book is to review and analyze emerging software engineering technologies, focusing on the evolution of design and implementation platforms as well as on novel computer systems related to the development of modern information services.

This book constitutes the refereed proceedings of the 23rd International Conference on Information and Software Technologies, ICIST 2017, held in Druskininkai, Lithuania, in October 2017. The 51 papers presented were carefully reviewed and selected from 135 submissions. The papers are organized in topical sections on information systems; business intelligence for information and software systems; software engineering; information technology applications. 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. Ambler is author of Agile Modeling (0471202827), a contributing

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editor with Software Development

(www.sdmagazine.com), and a featured speaker at software conferences worldwide

This book constitutes thoroughly refereed short papers of the 24th European Conference on Advances in Databases and Information Systems, ADBIS 2020, held in August 2020. ADBIS 2020 was to be held in Lyon, France, however due to COVID-19 pandemic the conference was held in online format. The 18 presented short research papers were carefully reviewed and selected from 69 submissions. The papers are organized in the following sections: data access and database performance; machine learning; data processing; semantic web; data analytics.

Economies around the globe have evolved into being largely service-oriented economies.

Consumers no longer just want a printer or a car, they rather ask for a printing service or a mobility service. In addition, service-oriented organizations increasingly exploit new devices, technologies and infrastructures. Agility is the ability to deal with such changing requirements and environments. Agile ways of working embrace change as a positive force and harness it to the organization's competitive advantage. The approach described in this book focuses on the notion of a service as a piece of functionality that offers value to its customers. Instead of solely looking at agility in the context of

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system or software development, agility is approached in a broader context. The authors illustrate three kinds of agility that can be found in an agile enterprise: business, process and system agility. These three types of agility reinforce each other and establish the foundation for the agile enterprise. Architecture, patterns, models, and all of the best practices in system development contribute to agile service development and building agile applications. This book addresses two audiences. On the one hand, it aims at agile and architecture practitioners who are looking for more agile ways of working in designing and building business services or who are interested in extending and improving their agile methods by using models and model-based architectures. On the other hand, it addresses students of (enterprise) architecture and software development or service science courses, both in computer science and in business administration. Information systems (IS) are the backbone of any organization today, supporting all major business processes. This book deals with the question: how do these systems come into existence? It gives a comprehensive coverage of managerial, methodological and technological aspects including: Management decisions before and during IS development, acquisition and implementation Project management Requirements engineering and design using UML Implementation, testing and

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customization Software architecture and platforms
Tool support (CASE tools, IDEs, collaboration tools)
The book takes into account that for most organizations today, inhouse development is only one of several options to obtain an IS. A good deal of IS development has moved to software vendors – be it domestic, offshore or multinational software firms. Since an increasing share of this work is done in Asia, Eastern Europe, Latin America and Africa, the making of information systems is discussed within a global context.

This book constitutes the refereed proceedings of the 345h International Conference on Conceptual Modeling, ER 2016, held in Gifu, Japan, in November 2016. The 23 full and 18 short papers presented together with 3 keynotes were carefully reviewed and selected from 113 submissions. The papers are organized in topical sections on Analytics and Conceptual Modeling; Conceptual Modeling and Ontologies; Requirements Engineering; Advanced Conceptual Modeling; Semantic Annotations; Modeling and Executing Business Processes; Business Process Management and Modeling; Applications and Experiments of Conceptual Modeling; Schema Mapping; Conceptual Modeling Guidance; and Goal Modeling.

Refactoring has proven its value in a wide range of development projects—helping software professionals improve system designs, maintainability,

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extensibility, and performance. Now, for the first time, leading agile methodologist Scott Ambler and renowned consultant Pramodkumar Sadalage introduce powerful refactoring techniques specifically designed for database systems. Ambler and Sadalage demonstrate how small changes to table structures, data, stored procedures, and triggers can significantly enhance virtually any database design—without changing semantics. You'll learn how to evolve database schemas in step with source code—and become far more effective in projects relying on iterative, agile methodologies. This comprehensive guide and reference helps you overcome the practical obstacles to refactoring real-world databases by covering every fundamental concept underlying database refactoring. Using start-to-finish examples, the authors walk you through refactoring simple standalone database applications as well as sophisticated multi-application scenarios. You'll master every task involved in refactoring database schemas, and discover best practices for deploying refactorings in even the most complex production environments. The second half of this book systematically covers five major categories of database refactorings. You'll learn how to use refactoring to enhance database structure, data quality, and referential integrity; and how to refactor both architectures and methods. This book provides an extensive set of examples built with Oracle and

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Java and easily adaptable for other languages, such as C#, C++, or VB.NET, and other databases, such as DB2, SQL Server, MySQL, and Sybase. Using this book's techniques and examples, you can reduce waste, rework, risk, and cost—and build database systems capable of evolving smoothly, far into the future.

The unprecedented scale at which data is both produced and consumed today has generated a large demand for scalable data management solutions facilitating fast access from all over the world. As one consequence, a plethora of non-relational, distributed NoSQL database systems have risen in recent years and today's data management system landscape has thus become somewhat hard to overlook. As another consequence, complex polyglot designs and elaborate schemes for data distribution and delivery have become the norm for building applications that connect users and organizations across the globe – but choosing the right combination of systems for a given use case has become increasingly difficult as well. To help practitioners stay on top of that challenge, this book presents a comprehensive overview and classification of the current system landscape in cloud data management as well as a survey of the state-of-the-art approaches for efficient data distribution and delivery to end-user devices. The topics covered thus range from NoSQL storage

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systems and polyglot architectures (backend) over distributed transactions and Web caching (network) to data access and rendering performance in the client (end-user). By distinguishing popular data management systems by data model, consistency guarantees, and other dimensions of interest, this book provides an abstract framework for reasoning about the overall design space and the individual positions claimed by each of the systems therein. Building on this classification, this book further presents an application-driven decision guidance tool that breaks the process of choosing a set of viable system candidates for a given application scenario down into a straightforward decision tree. This book contains the refereed proceedings of the 6th Scandinavian Conference on Information Systems, SCIS 2015, held in Oulu, Finland, in August 2015. The theme for this book as well as for the conference is “Design for, with, and by Users.” This theme has characterized information systems research already for decades, and it is still a vibrant topic, especially so within the Scandinavian tradition. The 16 full papers accepted for SCIS 2015 were selected from 44 submissions. In addition, two keynote extended abstracts and one keynote paper are included.

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.

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*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

Advanced approaches to software engineering and design are capable of solving complex computational problems and achieving standards of performance that were unheard of only decades ago. Handbook of Research on Emerging Advancements and Technologies in Software Engineering presents a comprehensive investigation of the most recent discoveries in software engineering research and practice, with studies in software design, development, implementation, testing, analysis, and evolution. Software designers, architects, and technologists, as well as students and educators, will find this book to be a vital and in-depth examination of the latest notable developments within the software engineering community.

This book constitutes the refereed proceedings of the 32nd International Conference on Conceptual Modeling, ER 2013, held in Hong Kong, China, in November 2013. The 23 full and 17 short papers presented were carefully reviewed and selected from 148 abstracts and 126 full papers submissions. The papers are organized in topical sections on modeling and reasoning, fundamentals of conceptual modeling, business process modeling, network modeling, data semantics, security and optimization, ontology-based modeling, searching and mining, conceptual modeling and applications, demonstration papers.

"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.' "Similarly, we have the long RUP and the short

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RUP, and all sizes in between. 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. Bravo!" --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. This book is a refreshing new look at some of the principles underlying the Unified Process. It is full of practical guidance for people who want to start, or increase, their adoption of proven practices. No matter where you are today in terms of software maturity, you can start improving tomorrow." --Ivar Jacobson, Ivar Jacobson Consulting "Kroll and MacIsaac have written a must-have book. It is well organized with new principles for software development. I encounter many books I consider valuable; I consider this one indispensable, especially as it includes over 20 concrete best practices. If you are interested in making your software development shop a better one, read this book!" --Ricardo R. Garcia, President, Global Rational User Group Council, www.rational-ug.org/index.php "Agile software development is real, it works, and it's here to stay. 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." --Scott W. 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. Per and Bruce have captured the principles and practices of success in this concise book; a must for executives, project managers, and practitioners. 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." --Walker

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Royce, Vice President, IBM Software Services-Rational

"Finally, the RUP is presented in digestible, byte-size pieces. Kroll and Maclsaac 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." --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. With each practice able to be throttled to the unique context of a development organization, Kroll and Maclsaac provide software teams with the ability to balance agility and discipline as appropriate for their specific needs." --Brian G. Lyons, CTO, Number Six Software, Inc. In *Agility and Discipline Made Easy*, Rational Unified Process (RUP) and Open Unified Process (OpenUP) experts Per Kroll and Bruce Maclsaac 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. Kroll and Maclsaac outline proven principles for software development, and supply a number of supporting practices for each. 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. 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. 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

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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 constitutes the refereed proceedings of the 31st Conference on Current Trends in Theory and Practice of Computer Science, SOFSEM 2005, held in Liptovský Ján, Slovakia in January 2005. The 28 revised full papers and 16 revised short papers presented together with 8 invited contributions were carefully reviewed and selected from 144 submissions. The papers were organized in four topical tracks on foundations of computer science, modeling and searching data in the web area, software engineering, and graph drawing and discrete computational mathematics.

This book constitutes the refereed proceedings of the 40th International Conference on Conceptual Modeling, ER 2021, which will be held as virtual event, in October 2021. The 14 full and 18 short papers were carefully reviewed and selected from 85 submissions. The conference presents topics on conceptual modeling, its foundations and applications.

Celebrating its 40th anniversary this year, the overall theme of ER 2021 is: Conceptual Modeling in an Age of Uncertainty.

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