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KEY=SOFTWARE - COLON PORTER

WRITING EFFECTIVE USE CASES

Addison-Wesley Professional Writing use cases as a means of capturing the behavioral requirements of software systems and business processes is a practice that is quickly gaining popularity. Use cases provide a beneficial means of project planning because they clearly show how people will ultimately use the system being designed. On the surface, use cases appear to be a straightforward and simple concept. Faced with the task of writing a set of use cases, however, practitioners must ask: "How exactly am I supposed to write use cases?" Because use cases are essentially prose essays, this question is not easily answered, and as a result, the task can become formidable. In *Writing Effective Use Cases*, object technology expert Alistair Cockburn presents an up-to-date, practical guide to use case writing. The author borrows from his extensive experience in this realm, and expands on the classic treatments of use cases to provide software developers with a "nuts-and-bolts" tutorial for writing use cases. The book thoroughly covers introductory, intermediate, and advanced concepts, and is, therefore, appropriate for all knowledge levels. Illustrative writing examples of both good and bad use cases reinforce the author's instructions. In addition, the book contains helpful learning exercises--with answers--to illuminate the most important points. Highlights of the book include: A thorough discussion of the key elements of use cases--actors, stakeholders, design scope, scenarios, and more A use case style guide with action steps and suggested formats An extensive list of time-saving use case writing tips A helpful presentation of use case templates, with commentary on when and where they should be employed A proven methodology for taking advantage of use cases With this book as your guide, you will learn the essential elements of use case writing, improve your use case writing skills, and be well on your way to employing use cases effectively for your next development project.

PATTERNS FOR EFFECTIVE USE CASES

Addison-Wesley Professional Simple, elegant, and proven solutions to the specific problems of writing use cases on real projects, this workbook has 36 specific guidelines that readers can use to measure the quality of their use cases. This is the first book to specifically address use cases with the proven and popular development concept of patterns.

AGILE PRINCIPLES, PATTERNS, AND PRACTICES IN C#

AGILE PRIN PATTS PRACTS C#_1

Pearson Education 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.

ORGANIZATIONAL PATTERNS OF AGILE SOFTWARE DEVELOPMENT

Pearson For courses in Advanced Software Engineering or Object-Oriented Design. This book covers the human and organizational dimension of the software improvement process and software project management - whether based on the CMM or ISO 9000 or the Rational Unified Process. Drawn from a decade of research, it emphasizes common-sense practices. Its principles are general but concrete; every pattern is its own built-in example. Historical supporting material from other disciplines is provided. Though even pattern experts will appreciate the depth and currency of the material, it is self-contained and well-suited for the layperson.

AGILE SOFTWARE DEVELOPMENT

THE COOPERATIVE GAME

Pearson Education "Agile Software Development is a highly stimulating and rich book. The author has a deep background and gives us a tour de force of the emerging agile methods." —Tom Gilb The agile model of software development has taken the world by storm. Now, in Agile Software Development, Second Edition, one of agile's leading pioneers updates his Jolt Productivity award-winning book to reflect all that's been learned about agile development since its original introduction. Alistair Cockburn begins by updating his powerful model of software development as a "cooperative game of invention and communication." Among the new ideas he introduces: harnessing competition without damaging collaboration; learning lessons from lean manufacturing; and balancing strategies for communication. Cockburn also explains how the cooperative game is played in business and on engineering projects, not just software development Next, he systematically illuminates the agile model, shows how it has evolved, and answers the questions developers and project managers ask most often, including · Where does agile development fit in our organization? · How do we blend agile ideas with other ideas? · How do we extend agile ideas more broadly? Cockburn takes on crucial misconceptions that cause agile projects to fail. For example, you'll learn why encoding project management strategies into fixed processes can lead to ineffective strategy decisions and costly mistakes. You'll also find a thoughtful discussion of the controversial relationship between agile methods and user experience design. Cockburn turns to the practical challenges of constructing agile methodologies for your own teams. You'll learn how to tune and continuously reinvent your methodologies, and how to manage incomplete communication. This edition contains important new contributions on these and other topics: · Agile and CMMI · Introducing agile from the top down · Revisiting "custom contracts" · Creating change with "stickers" In addition, Cockburn updates his discussion of the Crystal methodologies, which utilize his "cooperative game" as their central metaphor. If you're new to agile development, this book will help you succeed the first time out. If you've used agile methods before, Cockburn's techniques will make you even more effective.

AGILE DATABASE TECHNIQUES

EFFECTIVE STRATEGIES FOR THE AGILE SOFTWARE DEVELOPER

John Wiley & Sons 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 editor with Software Development (www.sdmagazine.com), and a featured speaker at software conferences worldwide

USE CASE MODELING

Addison-Wesley Professional Discusses how to define and organize use cases that model the user requirements of a software application. The approach focuses on identifying all the parties who will be using the system, then writing detailed use case descriptions and structuring the use case model. An ATM example runs throughout the book. The authors work at Rational Software. Annotation copyrighted by Book News, Inc., Portland, OR

AGILE ADOPTION PATTERNS

A ROADMAP TO ORGANIZATIONAL SUCCESS

Addison-Wesley Professional Proven Patterns and Techniques for Succeeding with Agile in Your Organization Agile methods promise to help you create software that delivers far more business value—and do it faster, at lower cost, and with less pain. However, many organizations struggle with implementation and leveraging these methods to their full benefit. In this book, Amr Elssamadisy identifies the powerful lessons that have been learned about successfully moving to agile and distills them into 30 proven agile adoption patterns. Elssamadisy walks you through the process of defining your optimal agile adoption strategy with case studies and hands-on exercises that illuminate the key points. He systematically examines the most common obstacles to agile implementation, identifying proven solutions. You'll learn where to start, how to choose the best agile practices for your business and technical environment, and how to adopt agility incrementally, building on steadily growing success.

USER STORIES APPLIED

FOR AGILE SOFTWARE DEVELOPMENT

Addison-Wesley Professional 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.

AGILE DOCUMENTATION

A PATTERN GUIDE TO PRODUCING LIGHTWEIGHT DOCUMENTS FOR SOFTWARE PROJECTS

John Wiley & Sons Software documentation forms the basis for all communication relating to a software project. To be truly effective and usable, it should be based on what needs to be known. *Agile Documentation* provides sound advice on how to produce lean and lightweight software documentation. It will be welcomed by all project team members who want to cut out the fat from this time-consuming task. Guidance given in pattern form, easily digested and cross-referenced, provides solutions to common problems. Straightforward advice will help you to judge: What details should be left in and what left out When communication face-to-face would be better than paper or online How to adapt the documentation process to the requirements of individual projects and build in change How to organise documents and make them easily accessible When to use diagrams rather than text How to choose the right tools and techniques How documentation impacts the customer Better than offering pat answers or prescriptions, this book will help you to understand the elements and processes that can be found repeatedly in good project documentation and which can be shaped and designed to address your individual circumstance. The author uses real-world examples and utilises agile principles to provide an accessible, practical pattern-based guide which shows how to produce necessary and high quality documentation.

APPLYING UML AND PATTERNS TRAINING COURSE

A DESKTOP SEMINAR FROM CRAIG LARMAN

Prentice Hall 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.

FLEXIBLE, RELIABLE SOFTWARE

USING PATTERNS AND AGILE DEVELOPMENT

CRC Press *Flexible, Reliable Software: Using Patterns and Agile Development* guides students through the software development process. By describing practical stories, explaining the design and

programming process in detail, and using projects as a learning context, the text helps readers understand why a given technique is required and why techniques must be combined to overcome the challenges facing software developers. The presentation is pedagogically organized as a realistic development story in which customer requests require introducing new techniques to combat ever-increasing software complexity. After an overview and introduction of basic terminology, the book presents the core practices, concepts, tools, and analytic skills for designing flexible and reliable software, including test-driven development, refactoring, design patterns, test doubles, and responsibility driven and compositional design. It then provides a collection of design patterns leading to a thorough discussion of frameworks, exemplified by a graphical user interface framework (MiniDraw). The author also discusses the important topics of configuration management and systematic testing. In the last chapter, projects lead students to design and implement their own frameworks, resulting in a reliable and usable implementation of a large and complex software system complete with a graphical user interface. This text teaches how to design, program, and maintain flexible and reliable software. Installation guides, source code for the examples, exercises, and projects can be found on the author's website.

LEAN ARCHITECTURE

FOR AGILE SOFTWARE DEVELOPMENT

John Wiley & Sons More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

CRYSTAL CLEAR

A HUMAN-POWERED METHODOLOGY FOR SMALL TEAMS

Pearson Education Carefully researched over ten years and eagerly anticipated by the agile community, Crystal Clear: A Human-Powered Methodology for Small Teams is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360^o, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI, ISO, RUP, XP, and other methodologies A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to success; conversely, their absence endangers your project.

USER STORY MAPPING

DISCOVER THE WHOLE STORY, BUILD THE RIGHT PRODUCT

O'Reilly Media, Inc. User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

AGILE MODELING

EFFECTIVE PRACTICES FOR EXTREME PROGRAMMING AND THE UNIFIED PROCESS

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

REQUIREMENTS WRITING FOR SYSTEM ENGINEERING

APress Learn how to create good requirements when designing hardware and software systems. While this book emphasizes writing traditional "shall" statements, it also provides guidance on use case design and creating user stories in support of agile methodologies. The book surveys modeling techniques and various tools that support requirements collection and analysis. You'll learn to manage requirements, including discussions of document types and digital approaches using spreadsheets, generic databases, and dedicated requirements tools. Good, clear examples are presented, many related to real-world work the author has done during his career. Requirements Writing for System Engineering advantages of different requirements approaches and implement them correctly as your needs evolve. Unlike most requirements books, Requirements Writing for System Engineering teaches writing both hardware and software requirements because many projects include both areas. To exemplify this approach, two example projects are developed throughout the book, one focusing on hardware and the other on software. This book presents many techniques for capturing requirements. Demonstrates gap analysis to find missing requirements. Shows how to address both software and hardware, as most projects involve both. Provides extensive examples of "shall" statements, user stories, and use cases. Explains how to supplement or replace traditional requirement statements with user stories and use cases that work well in agile development environments. What You Will Learn Understand the 14 techniques for capturing all requirements. Address software and hardware needs; because most projects involve both. Ensure all statements meet the 16 attributes of a good requirement. Differentiate the 19 different functional types of requirement, and the 31 non-functional types. Write requirements properly based on extensive examples of good 'shall' statements, user stories, and use cases. Employ modeling techniques to mitigate the imprecision of words. Audience Writing Requirements teaches you to write requirements the correct way. It is targeted at the requirements engineer who wants to improve and master his craft. This is also an excellent book from which to teach requirements engineering at the university level. Government organizations at all levels, from Federal to local levels, can use this book to ensure they begin all development projects correctly. As well, contractor companies supporting government development are also excellent audiences for this book.

AGILE AND ITERATIVE DEVELOPMENT

A MANAGER'S GUIDE

Addison-Wesley Professional 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 they should.

THE SOFTWARE PROJECT MANAGER'S BRIDGE TO AGILITY

Addison-Wesley Professional When software development teams move to agile methods, experienced project managers often struggle—doubtful about the new approach and uncertain about their new roles and responsibilities. In this book, two long-time certified Project Management Professionals (PMPs) and Scrum trainers have built a bridge to this dynamic new paradigm. They show experienced project managers how to successfully transition to agile by refocusing on facilitation and collaboration, not "command and control." The authors begin by explaining how agile works: how it differs from traditional "plan-driven" methodologies, the benefits it promises, and the real-world results it delivers. Next, they systematically map the Project Management Institute's classic, methodology-independent techniques and terminology to agile practices. They cover both process and project lifecycles and carefully address vital issues ranging from scope and time to cost management and stakeholder communication. Finally, drawing on their own extensive personal experience, they put a human face on your personal transition to agile--covering the emotional challenges, personal values, and key leadership traits you'll need to succeed. Coverage includes Relating the PMBOKR Guide ideals to agile practices: similarities, overlaps, and differences Understanding the role and value of agile techniques such as iteration/release planning and retrospectives Using agile techniques to systematically and continually reduce risk Implementing quality assurance (QA) where it belongs: in analysis, design, defect

prevention, and continuous improvement Learning to trust your teams and listen for their discoveries Procuring, purchasing, and contracting for software in agile, collaborative environments Avoiding the common mistakes software teams make in transitioning to agile Coordinating with project management offices and non-agile teams “Selling” agile within your teams and throughout your organization For every project manager who wants to become more agile. Part I An Agile Overview 7 Chapter 1 What is “Agile”? 9 Chapter 2 Mapping from the PMBOKR Guide to Agile 25 Chapter 3 The Agile Project Lifecycle in Detail 37 Part II The Bridge: Relating PMBOKR Guide Practices to Agile Practices 49 Chapter 4 Integration Management 51 Chapter 5 Scope Management 67 Chapter 6 Time Management 83 Chapter 7 Cost Management 111 Chapter 8 Quality Management 129 Chapter 9 Human Resources Management 143 Chapter 10 Communications Management 159 Chapter 11 Risk Management 177 Chapter 12 Procurement Management 197 Part III Crossing the Bridge to Agile 215 Chapter 13 How Will My Responsibilities Change? 217 Chapter 14 How Will I Work with Other Teams Who Aren't Agile? 233 Chapter 15 How Can a Project Management Office Support Agile? 249 Chapter 16 Selling the Benefits of Agile 265 Chapter 17 Common Mistakes 285 Appendix A Agile Methodologies 295 Appendix B Agile Artifacts 301 Glossary 321 Bibliography 327 Index 333

SOFTWARE PRODUCT MANAGEMENT

FINDING THE RIGHT BALANCE FOR YOUR PRODUCT INC.

Springer This book is for product managers, product owners, product marketing managers, VPs and Heads of Product, CEOs, and start-up founders. In short, it serves anyone interested personally or professionally in software product management. You'll learn how to plan, coordinate and execute all activities required for software product success. It enables you to find the right balance for delivering customer value and long-term product success. The book offers a comprehensive introduction for beginners as well as proven practices and a novel, holistic approach for experienced product managers. It provides much-needed clarity regarding the numerous tasks and responsibilities involved in the professional and successful management of software products. Readers can use this book as a reference book if they are interested in or have the urgent need to improve one of the following software product management dimensions: Product Viability, Product Development, Go-to-Market / Product Marketing, Software Demonstrations and Training, The Market / Your Customers, or Organizational Maturity. The book helps product people to maximize their impact and effectiveness. Whether you're a seasoned practitioner, new to software product management, or just want to learn more about the best-of-all disciplines and advance your skills, this book introduces a novel and “business” tested approach to structure and orchestrate the vital dimensions of software product management. You will learn how to create focus and alignment on the things that matter for product success. The book describes a holistic framework to keep the details that matter for product success in balance, taking into consideration the limiting factors, strategies and responsibilities that determine the overall product yield potential. It explains how to leverage and adapt the framework with regard to aspects like product viability, product development, product marketing and software demonstrations and training, as well as more general aspects like markets, customers and organizational maturity. The book focuses on the unique challenges of software product managers or any related roles, whether you are a founder of a small to mid-sized software company or working in the complex ecosystems of large software enterprises or corporate IT departments.

ENCYCLOPEDIA OF INFORMATION SCIENCE AND TECHNOLOGY, FOURTH EDITION

IGI Global In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

SCENARIOS, STORIES, USE CASES

THROUGH THE SYSTEMS DEVELOPMENT LIFE-CYCLE

John Wiley & Sons Extending the scenario method beyond interface design, this important book shows developers how to design more effective systems by soliciting, analyzing, and elaborating stories from end-users Contributions from leading industry consultants and opinion-makers present a range of scenario techniques, from the light, sketchy, and agile to the careful and systematic Includes real-world case studies from Philips, DaimlerChrysler, and Nokia, and covers systems ranging from custom software to embedded hardware-software systems

ADVANCED METHODOLOGIES AND TECHNOLOGIES IN NETWORK ARCHITECTURE, MOBILE COMPUTING, AND DATA ANALYTICS

IGI Global From cloud computing to data analytics, society stores vast supplies of information through wireless networks and mobile computing. As organizations are becoming increasingly more wireless, ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative. *Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics* highlights the challenges associated with creating a strong network architecture in a perpetually online society. Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data. This book is an important resource for information technology professionals, software developers, data analysts, graduate-level students, researchers, computer engineers, and IT specialists seeking modern information on emerging methods in data mining, information technology, and wireless networks.

ENCYCLOPEDIA OF INFORMATION SCIENCE AND TECHNOLOGY, THIRD EDITION

IGI Global "This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

SOFTWARE CONFIGURATION MANAGEMENT PATTERNS

EFFECTIVE TEAMWORK, PRACTICAL INTEGRATION

Addison-Wesley Professional

WRITING BETTER REQUIREMENTS

Pearson Education Addressing systems engineers, this book introduces techniques for discovering and expressing systems requirements. The authors treat requirements as simple pieces of text, supported by operational scenarios and informal diagrams. They present the information in a step-by-step format addressing capturing requirements from users, organizing them into a clear message, techniques for requirement writing, and informal review processes. Annotation copyrighted by Book News, Inc., Portland, OR

THE OBJECT PRIMER

AGILE MODEL-DRIVEN DEVELOPMENT WITH UML 2.0

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

AGILE SOFTWARE REQUIREMENTS

LEAN REQUIREMENTS PRACTICES FOR TEAMS, PROGRAMS, AND THE ENTERPRISE

Addison-Wesley Professional "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.*

SOFSEM 2014: THEORY AND PRACTICE OF COMPUTER SCIENCE

40TH INTERNATIONAL CONFERENCE ON CURRENT TRENDS IN THEORY AND PRACTICE OF COMPUTER SCIENCE, NOVÝ SMOKOVEC, SLOVAKIA, JANUARY 26-29, 2014, PROCEEDINGS

Springer This book constitutes the refereed proceedings of the 40th International Conference on Current Trends in Theory and Practice of Computer Science, SOFSEM 2014, held in Nový Smokovec, Slovakia, in January 2014. The 40 revised full papers presented in this volume were carefully reviewed and selected from 104 submissions. The book also contains 6 invited talks. The contributions covers topics as: Foundations of Computer Science, Software and Web Engineering, as well as Data, Information and Knowledge Engineering and Cryptography, Security and Verification.

SOFTWARE CONFIGURATION MANAGEMENT PATTERNS

EFFECTIVE TEAMWORK, PRACTICAL INTEGRATION

Addison-Wesley Professional This volume examines proven software configuration management strategies to allow professionals to deliver quality software systems with the least amount of wasted effort. It is designed to help managers build and foster a development environment focused on producing optimal teamwork.

SOONER SAFER HAPPIER

ANTIPATTERNS AND PATTERNS FOR BUSINESS AGILITY

IT Revolution It's no secret that we are living in the Digital Age. Technology companies make up seven of the world's ten largest firms by market capitalization. And the key to their success is the key to all modern organizations. Jonathan Smart, business agility practitioner, thought leader, and coach, reveals the patterns and antipatterns that will help organizations from every industry deliver better value sooner, safer, and happier through high levels of engagement, inclusion, and empowerment. Through his decades of experience in the technology world, Smart provides business leaders with a blueprint for creating a world-class organization of the future. Through Agile and Lean ways of working, business leaders can empower teams to improve production, grow together, and create better services for their customers. These better ways of working have overflowed from the IT department to every corner of successful organizations, taking root in every industry from aerospace to accounting, insurance to shipping. This book is not about software development. It is not a book about the computer industry. This book is about applying agility across the entire organization. It's a book that will put you at the front of change and ahead of the competition.

CONTRACTS, SCENARIOS AND PROTOTYPES

AN INTEGRATED APPROACH TO HIGH QUALITY SOFTWARE

Springer Science & Business Media What is this Book About? At the beginning of the 21st century, computer systems—and especially software—play an important role in our society. Software is contained in virtually every technical device that we use in everyday life (e.g., cellular phones and cars). Furthermore, computers and their software are used for leisure purposes at home (the Internet and computer games), at the office (e.g., writing letters and order processing), and for more complicated tasks such as controlling steel plants or insuring flight safety. Therefore, the quality of software (e.g., its correctness, re-ability, and efficiency) has become important not only in the context of critical systems (e.g., nuclear power plants) but also for our entire society, from business to leisure. Software engineering is the practical application of scientific knowledge for the economical production and use of high-quality software [Pomberger96]. The discipline aims at developing methods, techniques, tools, and standards to fulfill these aims. The number of methods and tools available to the software engineer nowadays is overwhelming; nevertheless, many software projects fail—that is, do not meet their schedules, are over budget, do not meet the user needs, or simply have considerable quality defects. The numerous possible explanations for this situation include poor project management, unsuitable methods and tools used in the project, and poorly developed skills of the participating software engineers.

THE ESSENCE OF SOFTWARE ENGINEERING

APPLYING THE SEMAT KERNEL

Addison-Wesley SEMAT (Software Engineering Methods and Theory) is an international initiative designed to identify a common ground, or universal standard, for software engineering. It is supported by some of the most distinguished contributors to the field. Creating a simple language to describe methods and practices, the SEMAT team expresses this common ground as a kernel-or framework-of elements essential to all software development. The Essence of Software Engineering introduces this kernel and shows how to apply it when developing software and improving a team's way of working. It is a book for software professionals, not methodologists. Its usefulness to development team members, who need to evaluate and choose the best practices for their work, goes well beyond the description or application of any single method. "Software is both a craft and a science, both a work of passion and a work of principle. Writing good software requires both wild flights of imagination and creativity, as well as the hard reality of engineering tradeoffs. This book is an attempt at describing that balance." —Robert Martin (unclebob) "The work of Ivar Jacobson and his colleagues, started as part of the SEMAT initiative, has taken a systematic approach to identifying a 'kernel' of software engineering principles and practices that have stood the test of time and recognition." —Bertrand Meyer "The software development industry needs and demands a core kernel and language for defining software development practices—practices that can be mixed and matched, brought on board from other organizations; practices that can be measured; practices that can be integrated; and practices that can be compared and contrasted for speed, quality, and price. This thoughtful book gives a good grounding in ways to think about the problem, and a language to address the need, and every software engineer should read it." —Richard Soley

APPLYING UML & PATTERNS 3RD EDITION

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

TEAM TOPOLOGIES

ORGANIZING BUSINESS AND TECHNOLOGY TEAMS FOR FAST FLOW

IT Revolution In Team Topologies DevOps consultants Matthew Skelton and Manuel Pais share secrets of successful team patterns and interactions to help readers choose and evolve the right team patterns for their organization, making sure to keep the software healthy and optimize value streams. Team Topologies will help readers discover:

- Team patterns used by successful organizations.
- Common team patterns to avoid with modern software systems.
- When and why to use different team patterns
- How to evolve teams effectively.
- How to split software and align to teams.

SOFTWARE ENGINEERING

EVOLUTION AND EMERGING TECHNOLOGIES

IOS Press The capability to design quality software and implement modern information systems is at the core of economic growth in the 21st century. This book aims to review and analyze software engineering technologies, focusing on the evolution of design and implementation platforms as well as on novel computer systems.

ADAPTIVE CODE VIA C#

AGILE CODING WITH DESIGN PATTERNS AND SOLID PRINCIPLES

Microsoft Press Agile coding with design patterns and SOLID principles As every developer knows, requirements are subject to change. But when you build adaptability into your code, you can respond to change more easily and avoid disruptive rework. Focusing on Agile programming, this book describes the best practices, principles, and patterns that enable you to create flexible, adaptive code--and deliver better business value. Expert guidance to bridge the gap between theory and practice Get grounded in Scrum: artifacts, roles, metrics, phases Organize and manage architectural dependencies Review best practices for patterns and anti-patterns Master SOLID principles: single-responsibility, open/closed, Liskov substitution Manage the versatility of interfaces for adaptive code Perform unit testing and refactoring in tandem See how delegation and abstraction impact code adaptability Learn best ways to implement dependency interjection Apply what you learn to a pragmatic, agile coding project Get code samples at: <http://github.com/garymclean/AdaptiveCode>

CLEAN ARCHITECTURE

A CRAFTSMAN'S GUIDE TO SOFTWARE STRUCTURE AND DESIGN

Pearson Professional Building upon the success of best-sellers *The Clean Coder* and *Clean Code*, legendary software craftsman Robert C. "Uncle Bob" Martin shows how to bring greater professionalism and discipline to application architecture and design. As with his other books, Martin's *Clean Architecture* doesn't merely present multiple choices and options, and say "use your best judgment": it tells you what choices to make, and why those choices are critical to your success. Martin offers direct, is essential reading for every software architect, systems analyst, system designer, and software manager--and for any programmer who aspires to these roles or is impacted by their work.

CONFIGURATION MANAGEMENT PRINCIPLES AND PRACTICE

Addison-Wesley Professional Anne Mette Jonassen Hass explains the principles and benefits of a sound configuration management strategy. This volume is designed to help the professional put that strategy into action.

XUNIT TEST PATTERNS

REFACTORING TEST CODE

Pearson Education Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. *xUnit Test Patterns* is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable--and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages.