

Agile Estimating And Planning Mike Cohn

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.

Arguably the most important book about managing technology and systems development efforts, this book describes building systems using the deceptively simple process, Scrum. Readers will come to understand a new approach to systems development projects that cuts through the complexity and ambiguity of complex, emergent requirements and unstable technology to iteratively and quickly produce quality software. BENEFITS Learn how to immediately start producing software incrementally regardless of existing engineering practices or methodologies Learn how to simplify the implementation of Agile processes Learn how to simplify XP implementation through a Scrum wrapper Learn why Agile processes work and how to manage them Understand the theoretical underpinnings of Agile processes

Agile Estimating and PlanningPearson Education

Here is the first comprehensive approach to managing design-in-process inventory from the bestselling author of "Developing Products in Half the Time". Donald Reinertsen reveals a transparent system for tracking, measuring, and managing invisible "design-in-process" inventory to achieve lower costs, higher profits, and better processes. 20 line drawings.

Project Retrospectives

Making Good Teams Great

A Quick Reference Guide for the Busy Professional

Agile Software Development Ecosystems

Essentials of Software Engineering

Visual Studio Team System

A New Perspective on Object-Oriented Design

Deliver bug-free software projects on schedule and within budget Get a clear, complete understanding of how to estimate software costs, schedules, and quality using the real-world information contained in this comprehensive volume. Find out how to choose the correct hardware and software tools, develop an appraisal strategy, deploy tests and prototypes, and produce accurate software cost estimates. Plus, you'll get full coverage of cutting-edge estimating approaches using Java, object-oriented methods, and reusable components. Plan for and execute project-, phase-, and activity-level cost estimations Estimate regression, component, integration, and stress tests Compensate for inaccuracies in data collection, calculation, and analysis Assess software deliverables and data complexity Test design principles and operational characteristics using software prototyping Handle configuration change, research, quality control, and documentation costs "Capers Jones' work offers a unique contribution to the understanding of the economics of software production. It provides deep insights into why our advances in computing are not matched with corresponding improvements in the software that drives it. This book is absolutely required reading for an understanding of the limitations of our technological advances." --Paul A. Strassmann, former CIO of Xerox, the Department of Defense, and NASA

Agile development processes foster better collaboration, innovation, and results. So why limit their use to software projects—when you can transform your entire business? Written by agile-mentoring expert Jochen Krebs, this book illuminates the opportunities—and rewards—of applying agile processes to your overall IT portfolio. Whether project manager, business analyst, or executive—you'll understand the business drivers behind agile portfolio management. And learn best practices for optimizing results. Use agile processes to align IT and business strategy Adapt and extend core agile processes Orchestrate the collaboration between IT and business vision Eliminate wish-list driven requirements, and manage expectations instead Optimize the balance of projects, resources, and assets in your portfolio Use metrics to communicate project status, quality, even team morale Create a portfolio strategy consistent with the goals of the organization Achieve organizational and process transparency Manage your business with agility—and help maximize the returns!

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 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.

This pocket guide is the one book to read for everyone who wants to learn about Scrum. The book covers all roles, rules and the main principles underpinning Scrum, and is based on the Scrum Guide Edition 2013. A broader context to this fundamental description of Scrum is given by describing the past and the future of Scrum. The author, Gunther Verheyen, has created a concise, yet complete and passionate reference about Scrum. The book demonstrates his core view that Scrum is about a journey, a journey of discovery and fun. He designed the book to be a helpful guide on that journey. Ken Schwaber, Scrum co-creator says that this book currently is the best available description of Scrum around. The book combines some rare characteristics:
• It describes Scrum in its entirety, yet places it in a broader context (of past and future).
• The author focuses on the subject, Scrum, in a way that it truly supports the reader. The book has a language and style in line with the philosophy of Scrum.
• The book shows the playfulness of Scrum. David Starr and Ralph Jocham, Professional Scrum trainers and early agile adopters, say that this is the ultimate book to be advised as follow-up book to the students they teach Scrum to and to teams and managers of organizations that they coach Scrum to.

Team Guide to Metrics for Business Decisions

An Agile Toolkit: An Agile Toolkit

Agile Transformation

The Cooperative Game

Lean Software Development

Directing Actors

Better Software Development for Agile Teams

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &– Seventh Edition is structured around eight project performance domains.This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes.This edition of the PMBOK® Guide:•Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.).•Provides an entire section devoted to tailoring the development approach and processes;•Includes an expanded list of models, methods, and artifacts;•Focuses on not just delivering project outputs but also enabling outcomes; and• Integrates with PMIstandards+™ for information and standards application content based on project type, development approach, and industry sector.

Project retrospectives help teams examine what went right and what went wrong on a project. But traditionally, retrospectives (also known as "post-mortems") are only held at the end of the project—too late to help. You need agile retrospectives that are iterative and incremental. You need to accurately find and fix problems to help the team today. Now Esther and Diana show you the tools, tricks and tips you need to fix the problems you face on a software development project on an on-going basis. You'll see how to architect retrospectives in general, how to design them specifically for your team and organization, how to run them effectively, how to make the needed changes and how to scale these techniques up. You'll learn how to deal with problems, and implement solutions effectively throughout the project—not just at the end. This book will help you: Design and run effective retrospectives Learn how to find and fix problems Find and reinforce team strengths Address people issues as well as technological Use tools and recipes proven in the real world With regular tune-ups, your team will hum like a precise, world-class orchestra.

Traditional software development methods struggle to keep pace with the accelerated pace and rapid change of Internet-era development. Several "agile methodologies" have been developed in response -- and these approaches to software development are showing exceptional promise. In this book, Jim Highsmith covers them all -- showing what they have in common, where they differ, and how to choose and customize the best agile approach for your needs.KEY TOPICS:Highsmith begins by introducing the values and principles shared by virtually all agile software development methods. He presents detailed case studies from organizations that have used them, as well as interviews with each method's principal authors or leading practitioners. Next, he takes a closer look at the key features and techniques associated with each major Agile approach: Extreme Programming (XP), Crystal Methods, Scrum, Dynamic Systems Development Method (DSDM), Lean Development, Adaptive Software Development (ASD), and Feature-Driven Development (FDD). In Part III, Highsmith offers practical advice on customizing the optimal agile discipline for your own organization.MARKET:For all software developers, project managers, and other IT professionals seeking more flexible, effective approaches to developing software.

The greatest Superman team-up tales from the pre-Crisis on Infinite Earths era of the late 1970s and 1980s are collected in hardcover for the first time! In these stories from the pages of DC Comics Presents, the Man of Tomorrow faces evil with the help of heroes including Wonder Woman, Aquaman, Mister Miracle, Batgirl, Black Canary, the Flash, and even Santa Claus and... Clark Kent? Collects DC Comics Presents #5, #9-10, #12, #14, #19, #28, #30, #35, #38-39, #45, #50, #58, #63, #67, #71, and #97.

Using the Integral Agile Transformation FrameworkTM to Think and Lead Differently

Scrum Mastery
Succeeding with Agile
Becoming Agile
A Practitioner's Guide to Agile Software Delivery in the Enterprise
Design Patterns Explained

"Outside-in thinking complements any approach your teams may be taking to the actual implementation of software, but it changes how you measure success. A successful outside-in team does a

lot of learning and not much speculation." —Tom Poppendieck Build Software That Delivers Maximum Business Value to Every Key Stakeholder Imagine your ideal development project. It will deliver exactly what your clients need. It will achieve broad, rapid, enthusiastic adoption. And it will be designed and built by a productive, high-morale team of expert software professionals. Using this book's breakthrough "outside-in" approach to software development, your next project can be that ideal project. In Outside-in Software Development , two of IBM's most respected software leaders, Carl Kessler and John Sweitzer, show you how to identify the stakeholders who'll determine your project's real value, shape every decision around their real needs, and deliver software that achieves broad, rapid, enthusiastic adoption. The authors present an end-to-end framework and practical implementation techniques any development team can quickly benefit from, regardless of project type or scope. Using their proven approach, you can improve the effectiveness of every client conversation, define priorities with greater visibility and clarity, and make sure all your code delivers maximum business value. Coverage includes Understanding your stakeholders and the organizational and business context they operate in Clarifying the short- and long-term stakeholder goals your project will satisfy More effectively mapping project expectations to outcomes Building more "consumable" software: systems that are easier to deploy, use, and support Continuously enhancing alignment with stakeholder goals Helping stakeholders manage ongoing change long after you've delivered your product Mastering the leadership techniques needed to drive outside-in development

Many books discuss Agile from a theoretical or academic perspective. Becoming Agile takes a different approach and focuses on explaining Agile from a case-study perspective. Agile principles are discussed, explained, and then demonstrated in the context of a case study that flows throughout the book. The case study is based on a mixture of the author's real-world experiences. Becoming Agile also focuses on the importance of adapting Agile principles to the realities of your environment. In the early days of Agile, there was a general belief that Agile had to be used in all phases of a project, and that it had to be used in its purest form. Over the last few years, reputable Agile authorities have begun questioning this belief: We're finding that the best deployments of Agile are customized to the realities of a given company. Becoming Agile discusses the cultural realities of deploying Agile and how to deal with the needs of executives, managers, and the development team during migration. The author discusses employee motivation and establishing incentives that reward support of Agile techniques. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. Praise for Becoming Agile.. "This is much more than just a book about Agile. This is a roadmap. A very detailed roadmap that takes you from the initial "is Agile right for me?" stage through completion and delivery of your pilot project and beyond." -Charlie Griefer, Senior Software Engineer, Amcom Technology "...a must read for those of us who have come from years of waterfall and attempts at changes to "traditional" methodologies or processes... clear, concise and has plenty of example scenarios that many individuals and corporations would identify with." -Jamie Phillips, Senior Software Engineer, Pcis Inc "This book is quite unique. It is written in a form of a 5-day training course. I am usually not a fan of such a writing style, but I think that Becoming Agile is an exception.

It's about a software process and as such requires a lot of case studies, group exercises (or at least what a book format allows), and therefore the training course style is perfect to facilitate learning." -Vladimir Pasman, Cocomcast.com "Becoming Agile in an Imperfect World offers a different and useful look at Agile methods. Reminding us that becoming agile is more of a mindset adjustment than a process change, Sidky and Smith use a case study to share their insights and tools throughout the book, including the unique Sidky Agile Measurement Index (SAMI)." -Sanjiv Augustine, President, LitheSpeed LLC and author of Managing Agile Projects "The authors emphasise that the aim should be to create a customised agile development process that is tailored to the needs of the organisation...Instead of aiming for "agile perfection", one should aim at reaching the right level of agility for one's organisation. Excellent advice!" -Kailash Awati, Eight to Late "The book totally inspired me. A lot of my readings on Agile from back in the day were very theoretical and high level at the same time. But Becoming Agile helps take you to the next level by going beyond the theory and into the nitty gritty practicality of employing the Agile approach. So it was very energizing having the game plan laid out in front of you, as well as the hurdles you'll encounter and how to overcome them." -Tariq Ahmed, author of Flex 3 in Action

"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.

"Offers a requirements process that saves time, eliminates rework, and leads directly to better software. A great 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. ... [the author] 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, [the author] shows how to organize them, prioritize them, and use them for planning, management, and testing"--Back cover.

Clean Craftsmanship

Scaling Software Agility

Best Practices for Large Enterprises

Best Agile Articles 2020

Pocket-sized Insights for Software Teams

Ace the PMI-ACP® exam

For Agile Software Development

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

Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan—and then what makes it agile. Using the techniques in Agile Estimating and Planning , you can stay agile from start to finish, saving time, conserving resources, and accomplishing more.

Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days—and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semia agile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

Accelerate business value delivery with Jira Align, the enterprise agile planning platform, by connecting strategy with execution to maximize outcomes Key FeaturesImprove coordination and transparency between multiple programs, products, and business

portfoliosIncrease customer satisfaction by responding quickly to ever-evolving customer needsDeliver higher quality products faster and more predictably with real-time insights and OKR trackingBook Description Jira Align is a platform purpose-built for enterprises to connect strategy with execution and drive transparency, consistency, and predictability at all levels of scale. The platform supports business value delivery in agile frameworks such as LeSS, DAD, and SAFe. It also caters to organizations that mix agile with waterfall to support scaled bimodal delivery. Starting with an introduction to the platform and its features, this book takes you through the foundational building blocks of Jira Align. You'll learn how an organization can benefit from implementing Jira Align and understand how to connect dimensions such as people, work, time, and outcomes. The book takes you through the typical steps for implementing Jira Align for maximizing outcomes and helps you solve common team, program, and portfolio-level challenges by enhancing visibility, tracking dependencies and risks, and using reports for real-time, distributed decision making. Throughout the book, you'll explore features such as remote agile ceremonies, live roadmaps, and objectives and key results (OKRs). You'll also get to grips with lean portfolio management, financial reporting, and using the program board for planning and execution. By the end of this book, you'll be well versed in the key features of Jira Align and be able to leverage them to support all levels of agile at scale. What you will learnUnderstand Jira Align's key factors for successFind out how you can connect people, work, time, and outcomes with Jira AlignNavigate and collaborate in Jira AlignScale team agility to the portfolio and enterpriseDelve into planning and execution, including roadmaps and predictability metricsImplement lean portfolio management and OKRsGet to grips with handling bimodal and hybrid deliveryEnable advanced data security and analytics in Jira AlignWho this book is for This book is for portfolio managers, program managers, product managers, product owners, executives, release train engineers, and scrum masters who want to empower their teams to deliver the right things at the right time and quickly respond to changes in the market. Familiarity with agile frameworks and Jira Software is necessary; the book will teach you the rest.

Create a winning game plan for your digital products with Strategize: Product Strategy and Product Roadmap Practices for the Digital Age. Using a wide range of proven techniques and tools, author Roman Pichler explains how to create effective strategies and actionable roadmaps to help you maximize your chances of creating successful products. Written in an engaging and no-nonsense style, Strategize offers practical advice and valuable examples so that you can apply the practices directly to your products. Comprehensive and insightful, the book will enable you to make the right strategic decisions in today's dynamic digital age. Praise for "Strategize": ""Strategize" offers a comprehensive approach to product strategy using the latest practices geared specifically to digital products. Not just theory, the book is chock-full of real-world examples, making it easier to apply the principles to your company and products. "Strategize" is essential reading for everyone in charge of products: product executives, product managers, and product owners." Steve Johnson, Founder at Under10 Consulting, author, speaker, consultant, guitar player. "Whether you are new to product management or an experienced practitioner, "Strategize" is a must read. You are guaranteed to get new ideas about how to develop or improve your product strategy and how to execute it successfully. It's an essential addition to every product manager's reading list." Marc Abraham, Senior Product Manager at Notonthehighstreet.com. "Roman Pichler's latest book provides essential guidance for all product owners and anyone involved in product strategy or roadmapping. I highly recommend it." Mike Cohn, Author of "Succeeding with Agile," "Agile Estimating and Planning," and "User Stories Applied"

Agile Change Management

Scrum and XP from the Trenches - 2nd Edition

A Handbook for Team Reviews

Strategize

User Stories Applied

...in an imperfect world

Heuristics for Software Engineering

Directing Actors: A Practical Aesthetics Approach is the first book to apply the Practical Aesthetics acting technique to the craft of directing. Lee Cohn lays out a step-by-step, no-nonsense methodology for the director that includes a deep dive into the mechanics of storytelling, the rehearsal process, working with writers, and the practical realities of the director's job. Featuring end-of-chapter exercises, this book provides a clear and effective means of breaking down a script in order to tell a story with clarity, simplicity, and dramatic force and gives directors a clear working vocabulary that will allow effective communication with actors. The techniques in this book are applicable to any theatrical style and any media platform in which a director might work. Written in an accessible, conversational style, this book strips the process of directing down to its most essential components to explain how to become an "actor's director." A must-read for students in directing courses and professional directors working with actors who prescribe to the Practical Aesthetics technique, as well as anyone interested in the process of working with actors, Directing Actors will help directors to get the very best their actors are capable of while approaching the work with a joyful, open spirit.

This is the eBook version of the printed book. Detailed, Proven Techniques for Estimating and Planning Any Agile ProjectAgile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be do.

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

This is the digital copy of the printed book (Copyright © 2001). With detailed scenarios, imaginative illustrations, and step-by-step instructions, consultant and speaker Norman L. Kerth guides readers through productive, empowering retrospectives of project performance. Whether your shop calls them postmortems or postpartums or something else, project retrospectives offer organizations a formal method for preserving the valuable lessons learned from the successes and failures of every project. These lessons and the changes identified by the community will foster stronger teams and savings on subsequent efforts. For a retrospective to be effective and successful, though, it needs to be safe. Kerth shows facilitators and participants how to defeat the fear of retribution and establish an air of mutual trust. One tool is Kerth's Prime Directive: Regardless of what we discover, we must understand and truly believe that everyone did the best job he or she could, given what was known at the time, his or her skills and abilities, the resources available, and the situation at hand. Applying years of experience as a project retrospective facilitator for software organizations, Kerth reveals his secrets for managing the sensitive, often emotionally charged issues that arise as teams relive and learn from each project.

Outside-in Software Development

Agile Retrospectives

Software Development Using Scrum

A Practical Framework for Successful Change Planning and Implementation

Superman's Greatest Team-Ups

De Buen a Gran, Lider Servicial

Code That Fits in Your Head

"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples-this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." -Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." -James Noble Leverage the quality and productivity benefits of patterns-without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern-a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns-or if you've struggled to make them work for you-read this book.

Computer Architecture/Software Engineering

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

In Clean Craftsmanship , the legendary Robert C. Martin ("Uncle Bob") has written every programmer's definitive guide to working well. Martin brings together the disciplines, standards, and ethics you need to deliver robust, effective code quickly and productively, and be proud of all the software you write -- every single day. Martin, the best-selling author of The Clean Coder , begins with a pragmatic, technical, and prescriptive guide to five foundational disciplines of software craftsmanship: test-driven development, refactoring, simple design, collaborative programming (pairing), and acceptance tests. Next, he moves up to standards -- outlining the baseline expectations the world has of software developers, illuminating how those often differ from their own perspectives, and helping you repair the mismatch. Finally, he turns to the ethics of the programming profession, describing ten fundamental promises all software developers should make to their colleagues, their users, and above all, themselves . With Martin's guidance and advice, you can consistently write code that builds trust instead of undermining it -- trust among your users and throughout a society that depends on software for its very survival.

Agile Software Development with Scrum

Agile Estimating and Planning

Disciplined Agile Delivery

A Human-Powered Methodology for Small Teams

Managing Agile Projects

A Practical Approach to Building Successful Stakeholder-based Products

Scaling Agile with Jira Align

Your Hands-On, "In-the-Trenches" Guide to Successfully Leading AgileProjectsAgile methods promise to infuse development with unprecedented flexibility, speed, and valueand these promises are attracting IT organizations worldwide. However, agile methods often fail to clearly define the manager s role, and many managers have been reluctant to buy in. Now, expert project manager Sanjiv Augustine introduces agility "from the manager s point of view, offering a proven management framework that addresses everything from team building to project control. Augustine bridges the disconnect between the assumptions and techniques of traditional and agile management, demonstrating why agility is better aligned with today s project realities, and how to simplify your transition. Using a detailed case study, he shows how agile methods can scale to succeed in even the largest projects: Defining a high-value role for the manager in agile project environmentsRefocusing on "outcomes-not rigid plans, processes, or controlsStructuring and building adaptive, self-organizing "organic teams"Forming a guiding vision that aligns your team behind a common purposeEmpowering your team with the information it needs to succeedManaging the flow of customer value from one creative stage to the nextLeveraging your team members strengths as "whole persons"Implementing full-life-cycle agility: from planning and coding to maintenance and knowledge transfer Customizing agile methods to your unique environmentBecoming an "adaptive leader" who can inspire and energize agile teams Whether you re a technical or business manager, "Managing Agile Projectsgives you all the tools you need to implement agility in "your environmentand reap its full benefits. "Managing Agile Projects is part of the Robert C. Martin series.(c) Copyright Pearson Education. All rights reserved.

Apply what you know about extreme programming and object-oriented design to learning C# and the Microsoft® .NET Framework on the fly. Written by a leader in extreme programming, this book covers both high-level concepts and practical coding applications.

We are delighted to bring you this volume of the best agile articles of 2020. Our goal in publishing this book is to cull through the many articles that are published every year to bring you a curated set of high-quality articles that capture the latest knowledge and experience of the agile community in one compact volume. Our purpose is twofold. First, we understand that it can be hard to figure out where to go when looking for ideas and answers. There are thousands of blogs, videos, books, and other resources available at the click of a mouse. But that can be a lot to sort through. So, we thought we could be of some assistance. Second, we wanted to bring some visibility to many people who are doing good work in this field and are providing helpful resources. Our hope is that this publication will help them connect to you, the ones they are writing for. Our intention is that this publication is to be by the agile community as a service to the agile community and for the agile community. With that in mind, we pulled together a great group of volunteers to help get this work into your hands. The articles in this volume were selected by: - A diverse Review Committee of twenty-four people with expertise in a variety of areas related to agile.- The agile community. A call for nominations went out in early 2020 and over 120 articles were nominated by the community. We selected the top 50 articles to present in the publication.The articles themselves cover a wide variety of topics, including organizational structure, culture, and agile leadership. There is something for almost everyone here. This is the fourth book in the series. Previous books, Best Agile Articles of 2017, 2018, and 2019, are available on Amazon and on the website at https://baa.tco.ac/books.We are thankful for the great participation of the agile community at large and to our sponsor, Scrum.org.

The latest title in Addison Wesley's world-renowned Robert C. Martin Series on better software development, Code That Fits in Your Head offers indispensable practical advice for writing code at a sustainable pace, and controlling the complexity that causes too many software projects to spin out of control. Reflecting decades of experience consulting on software projects and helping development teams succeed, Mark Seemann shares proven practices and heuristics, supported by realistic advice. His guidance ranges from checklists to teamwork, encapsulation to decomposition, API design to unit testing and troubleshooting. Throughout, Seemann illuminates his insights with up-to-date code examples drawn from a start to finish sample project. Seemann's examples are written in C##, and designed to be clear and useful to every object-oriented enterprise developer, whether they use C#, Java, or another language. Code That Fits in Your Head is accompanied by the complete code base for this sample application, organized in a Git repository to facilitate further exploration of details that don't fit in the text.

A practical guide to strategically scaling agile across teams, programs, and portfolios in enterprises

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (RUSSIAN)

Estimating Software Costs

Extreme Programming Adventures in C#

Crystal Clear

Web Programming with Visual J++

AGILE PRIN PATTS PRACTS C#_1

This book aims to give you a head start by providing a detailed down-to-earth account of how one Swedish company implemented Scrum and XP with a team of approximately 40 people and how they continuously improved their process over a year's time. Under the leadership of Henrik Kniberg they experimented with different team sizes, different sprint lengths, different ways of defining "done," different formats for product backlogs and sprint backlogs, different testing strategies, different ways of doing demos, different ways of synchronizing multiple Scrum teams, etc. They also experimented with XP practices - different ways of doing continuous build, pair programming, test driven development, etc, and how to combine this with Scrum. This second edition is an annotated version, a "director's cut" where Henrik reflects upon the content and shares new insights gained since the first version of the book.

Learn how metrics can help your team answer questions like "How fast are we going?", "What should we do next?" and "Where's the bottleneck?"

Latte is Borland's Windows version of Java, complete with a full GUI, IDE, and debugging tools. This book fully details how to develop feature-rich applications for the Web with Latte, including advanced features such as the Just-In-Time compiler. Web Programming with Latte addresses the needs of intermediate to advanced Java/Latte programmers and developers.

Prepare for the Project Management Institute ' s (PMI®) Agile Certified Practitioner (ACP®) exam. Augment your professional experience with the necessary knowledge of the skills, tools, and techniques that are required for passing the examination. This is a comprehensive and one-stop guide with 100% coverage of the exam topics detailed in the PMI-ACP® Exam content outline. Rehearse and test your knowledge and understanding of the subject using the practice quizzes after each chapter, three full-length mock exams, and practical tips and advice. You will be able to understand the Agile manifesto, its principles and many facets of Agile project management such as planning, prioritization, estimation, releases, retrospectives, risk management, and continuous improvement. The book covers Agile metrics and means of demonstrating progress. People management aspects such as behavioral traits, servant leadership, negotiation, conflict management, team building, and Agile coaching are explained. Whether you are a beginner or a seasoned practitioner, this book also serves as a practical reference for key concepts in Agile and Agile methodologies such as Scrum, XP, Lean, and Kanban. What you will learn: • The necessary knowledge of the skills, tools, and techniques that are required for passing the PMI-ACP examination • To understand the scope and objectives of the PMI-ACP exam, and gain confidence by taking practice quizzes provided in each chapter and three full-length mock exams • To gain exposure to Agile methodologies such as Scrum, XP, Lean, and Kanban plus various tools and techniques required to conduct Agile projects • The focus is to "Be Agile", rather than "Do Agile" Who this book is for: The audience for this book primarily includes IT professionals who wish to prepare for and pass the Agile Certified Professional (ACP) exam from the Project Management Institute (PMI). The book also is a practical reference book for Agile Practitioners. /div

Disciplines, Standards, and Ethics

Agile Principles, Patterns, and Practices in C#

Managing the Design Factory

Product Strategy and Product Roadmap Practices for the Digital Age

Agile Software Development

Bringing Realism to Estimating

Scrum – A Pocket Guide

" Companies have been implementing large agile projects for a number of years, but the ' stigma ' of ' agile only works for small projects ' continues to be a frequent barrier for newcomers and a rallying cry for agile critics. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. Dean Leffingwell ' s book Scaling Software Agility fills this gap admirably. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. Leffingwell ' s book is a necessary guide for large projects and large organizations making the transition to agile development. " —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of Agile Project Management " There ' s tension between building software fast and delivering

software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability. In his latest work, *Scaling Software Agility*, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. Leffingwell's observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he's been there, done that, and has seen what's worked." —Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. However, agile practices have been defined and recommended primarily to small teams. In *Scaling Software Agility*, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. Part I provides an overview of the most common and effective agile methods. Part II describes seven best practices of agility that natively scale to the enterprise level. Part III describes an additional set of seven organizational capabilities that companies can master to achieve the full benefits of software agility on an enterprise scale. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the challenges of developing software on an enterprise scale.

Develop the skills of an effective and agile change manager and deliver long-term, sustainable change with the second edition of this practical guide.

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°, 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.

LOS CONCEPTOS BÁSICOS DE SER UN SCRUM MASTER SON BASTANTE SENCILLOS: Todo lo que debe hacer un Scrum Master es facilitar el proceso de Scrum y eliminar los impedimentos. Pero ser un gran Scrum Master, uno que realmente incorpora los principios del líder servicial y ayuda a formar un equipo de alto rendimiento, es mucho más difícil y sin duda más difícil de alcanzar. En esta segunda edición de su innovador libro, Geoff comparte una colección actualizada de historias y guías prácticas, extraídas de sus veinte años de Coaching a los equipos Scrum que lo guiarán en su camino hacia la grandeza. EN ESTE LIBRO APRENDERÁS: Las habilidades y características de los gran Scrum Masters Cómo generar, mantener y aumentar el compromiso del equipo Cómo aumentar la efectividad en las reuniones de Scrum Cómo fomentar un equipo más creativo y colaborativo, incluso cuando es un equipo remoto Cómo incrementar el rendimiento del equipo Cómo saber si eres un Scrum Master exitoso "Geoff nos brinda un vistazo personal e inspirado a lo que realmente nos mueve de nivel bueno a gran: gran en la forma en que servimos; gran en la forma en que lideramos; gran en cómo creamos dominio en nuestros equipos y organizaciones; y, gran en cómo reconocemos los impedimentos para nuestro propio crecimiento hacia la grandeza. El Scrum Mastery es una habilidad que se puede perfeccionar y Geoff nos brinda herramientas valiosas para mejorar nuestra habilidad." - JEAN TABAKA, Agile Fellow, Rally Software "Estoy profundamente impresionado con este libro, que es muy completo y está bien escrito. Será indispensable para mucha gente." - ROMAN PICHLER, Autor: *Agile Product Management with Scrum* "La mayoría de los libros repiten territorios conocidos y no los termino o no me siento más sabio cuando los termino. Estoy seguro de que me referiré a este libro durante muchos años." - MIKE COHN, Autor: *Succeeding with Agile* "Este libro ya se había convertido en la guía de referencia número uno para el rol de Scrum Master. Con estas actualizaciones, se ha vuelto aún más completo y útil." - PAUL GODDARD, Agile Coach & Trainer

Agile Portfolio Management

A Practical Aesthetics Approach