

Applied Software Project Management

Emphasizing leadership principles and practices, *Antipatterns: Managing Software Organizations and People*, Second Edition catalogs 49 business practices that are often precursors to failure. This updated edition of a bestseller not only illustrates bad management approaches, but also covers the bad work environments and cultural traits commonly fou

To fully leverage the value of software architecture in enterprise development projects, you need to expressly and consciously link architecture with project management. This book shows how, drawing on powerful lessons learned at Siemens, one of the world's leading software development organizations. The authors offer insight into project management for software architects, insight into software architecture for project managers, and above all, insight into integrating the two disciplines to maximize the effectiveness of both of them. Learn how to develop cost and schedule estimates for development projects, based on software architecture; how to clarify architecture so projects can be more effectively planned and managed; and then how to use architecture to organize, implement, and measure the project iteratively as work progresses.

A breakthrough approach to managing agile software development, Agile methods might just be the alternative to outsourcing. However, agile development must scale in scope and discipline to be acceptable in the boardrooms of the Fortune 1000. In *Agile Management for Software Engineering*, David J. Anderson shows managers how to apply management science to gain the full business benefits of agility through application of the focused approach taught by Eli Goldratt in his *Theory of Constraints*. Whether you're using XP, Scrum, FDD, or another agile approach, you'll learn how to develop management discipline for all phases of the engineering process, implement realistic financial and production metrics, and focus on building software that delivers maximum customer value and outstanding business results. Coverage includes: Making the business case for agile methods: practical tools and disciplines How to choose an agile method for your next project Breakthrough application of Critical Chain Project Management and constraint-driven control of the flow of value Defines the four new roles for the agile manager in software projects—and competitive IT organizations Whether you're a development manager, project manager, team leader, or senior IT executive, this book will help you achieve all four of your most urgent challenges: lower cost, faster delivery, improved quality, and focused alignment with the business.

Applied Statistics for Software Managers is the first complete guide to using statistical techniques to solve specific software development and maintenance problems. You don't need a mathematical background; Katrina Maxwell presents an easy-to-follow methodology and detailed case studies that show you exactly how to assess productivity, time to market, development costs, maintenance cost drivers, and more.

Inspiring and Cautionary Tales from Veteran Team Leaders

Global Analysis of Productivity and Quality

Management 3.0

Software Engineering Design

A Guide for Software Project Managers

Requirements Engineering for Software and Systems, Second Edition

The increase in project outsourcing has forced traditional programmers to take on the role of project managers and quickly learn how to manage software projects The author discusses all of the essentials in widely accepted project management methodology, from managing programmers to assessing and eliminating risk The book covers the iterative development model, using Microsoft Project 2003, as well as a variety of methodologies including eXtreme, open source, SQA testing, software life cycle management, and more The companion Web site contains tools, case studies and other resources to help even novices get up and running

Applied Project Management for Space Systems is the 16th book produced by the US Air Force Academy's Space Technology Series. The "best-of-the-best" performing project managers have contributed their experience and lessons learned to this project. 48 authors with over 400 years of collective experience in managing space projects have contributed to this book. The purpose of *Applied Project Management for Space Systems* is to provide inspiration, processes, tools, and information for the project managers that are leading the way in complex space-system design, development, and operation. It augments the superb general project management information and approaches offered by the Project Management Institute and a host of other books. *Applied Project Management for Space Systems* presents approaches for managing complex space projects, along with information that's intended to help the aspiring or current project manager move to a higher level of understanding and performance. It's meant for practitioners as they work through projects, but may also serve as a primary text or reference for graduate-level courses and development programs. Many space-related case studies, samples, and lessons learned are spread throughout the book to supply readers with historical insights to manage and guide current space projects.

Few software projects are completed on time, on budget, and to their original specifications. Focusing on what practitioners need to know about risk in the pursuit of delivering software projects, *Applied Software Risk Management: A Guide for Software Project Managers* covers key components of the risk management process and the software development process, as well as best practices for software risk identification, risk planning, and risk analysis. Written in a clear and concise manner, this resource presents concepts and practical insight into managing risk. It first covers risk-driven project management, risk management processes, risk attributes, risk identification, and risk analysis. The book continues by examining responses to risk, the tracking and modeling of risks, intelligence gathering, and integrated risk management. It concludes with details on drafting and implementing procedures. A diary of a risk manager provides insight in implementing risk management processes. Bringing together concepts across software engineering with a project management perspective, *Applied Software Risk Management: A Guide for Software Project Managers* presents a rigorous, scientific method for identifying, analyzing, and resolving risk.

Over the last decade, software product line engineering (SPLE) has emerged as one of the most promising software development paradigms for increasing productivity in IT-related industries. Detailing the various aspects of SPLE implementation in different domains, *Applied Software Product Line Engineering* documents best practices with regard to system development. Expert contributors from academia and industry come together and focus on core asset development, product development, and management, addressing the process, technical, and organizational issues needed to meet the growing demand for information.

They detail the adoption and diffusion of SPLE as a primary software development paradigm and also address technical and managerial issues in software product line engineering. Providing an authoritative perspective of the latest research and practice in SLPE, the text: Presents in-depth discussions and many industry / case studies Covers applications in various domains including automotive, business process management, and defense Organized according to the organizational, process, and technical aspects of software product lines within an organization Provides the expertise of a distinguished panel of global contributors Ever-increasing global competition coupled with a fragile world economy means that the pressure is on for software engineers and software process improvement professionals to find ways to meet the needs of expanding markets—with greater efficiency and effectiveness. This book arms readers with the insight needed to harness the power of SPLE to increase productivity, reduce time to market, and to handle the growing diversity in the quickly evolving global marketplace.

Head First PMP

Design - Build - Run

A Learner's Companion to Passing the Project Management Professional Exam

Managing Software Requirements

User Stories Applied

Applied Software Risk Management

Capitalist Nigger is an explosive and jarring indictment of the black race. The book asserts that the Negroid race, as naturally endowed as any other, is culpably a non-productive race, a consumer race that depends on other communities for its culture, its language, its feeding and its clothing. Despite enormous natural resources, blacks are economic slaves because they lack the 'devil-may-care' attitude and the 'killer instinct' of the Caucasians, as well as the spider web mentality of the Asian. A Capitalist Nigger must embody ruthlessness in pursuit of excellence in his drive towards achieving the goal of becoming an economic warrior. In putting forward the idea of the Capitalist Nigger, Chika Onyeani charts a road to success whereby black economic warriors employ the 'Spider Web Doctrine' – discipline, self-reliance, ruthlessness – to escape from their victim mentality. Born in Nigeria, Chika Onyeani is a journalist, editor and former diplomat.

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

Some still think of project management as a domain only applicable to construction, engineering, or technology projects. However, over the last two or three decades, project management skills have been recognized as essential skills in all domains, and positions. Not everyone needs to be a project manager but most professionals can benefit from project management learning. The Customizable and Adaptable Methodology for Managing Projects (CAM2P) is an approach developed by the author in 2007. This approach have been used on various projects such as events, marketing, business development, engineering, construction, capital intensive projects, launching a business or a new product, among numerous others. This book is a sample and simple project, using CAM2P. In this sample (case), the author show the readers how to use the method from idea to closure, step by step, leading to the successful delivery of a BOOK. This e-book is the first in a series of similar books.

From the creator of the popular website *Ask a Manager* and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called "the Dear Abby of the work world." Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit "reply all" • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party Praise for *Ask a Manager* "A must-read for anyone who works. . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work."—Booklist (starred review) "The author's friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers' lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience."—Library Journal (starred review) "I am a huge fan of Alison Green's *Ask a Manager* column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor."—Robert Sutton, Stanford professor and author of *The No Asshole Rule* and *The Asshole Survival Guide* "*Ask a Manager* is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way."—Erin Lowry, author of *Broke Millennial: Stop Scraping By and Get Your Financial Life Together*

Understanding Scrum, XP, Lean, and Kanban

Agile Project Management with Scrum

Applied Software Product Line Engineering

Occupational Outlook Handbook

Beautiful Teams

Managing Software Organizations and People, Second Edition

"If you're looking for solid, easy-to-follow advice on estimation, requirements gathering, managing change, and more, you can stop now: this is the book for you."--Scott Berkun, Author of *The Art of Project Management* What makes software projects succeed? It takes more than a good idea and a team of talented programmers. A project manager needs to know how to guide the team through the entire software project. There are common pitfalls that plague all software projects and rookie mistakes that are made repeatedly--sometimes by the same people! Avoiding these pitfalls is not hard, but it is not necessarily intuitive. Luckily, there are tried and true techniques that can help any project manager. In *Applied Software Project Management*, Andrew Stellman and Jennifer Greene provide you with tools, techniques, and practices that you can use on your own projects right away. This book supplies you with the information you need to diagnose your team's situation and presents practical advice to help you achieve your goal of building better software. Topics include: Planning a software project Helping a team estimate its workload Building a schedule Gathering software requirements and creating use cases Improving programming with refactoring, unit testing, and version control Managing an outsourced project Testing software Jennifer Greene and Andrew Stellman have been building software together since 1998. Andrew comes from a programming background and has managed teams of requirements analysts, designers, and developers. Jennifer has a testing background and has managed teams of architects, developers, and testers. She has led multiple large-scale outsourced projects. Between the two of them, they have managed every aspect of software development. They have worked in a wide range of industries, including finance, telecommunications, media, nonprofit, entertainment, natural-language processing, science, and academia. For more information about them and this book, visit stellman-greene.com

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

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.

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Software Project Management For Dummies

Capitalist Nigger

Succeeding with Agile

Applied Software Architecture

Software Development Using Scrum

Effective Software Project Management

Head First Agile is a complete guide to learning real-world agile ideas, practices, principles. What will you learn from this book? In *Head First Agile*, you'll learn all about the ideas behind agile and the straightforward practices that drive it. You'll take deep dives into *Scrum, XP, Lean, and Kanban*, the most common real-world agile approaches today. You'll learn how to use agile to help your teams plan better, work better together, write better code, and improve as a team—because agile not only leads to great results, but agile teams say they also have a much better time at work. *Head First Agile* will help you get agile into your brain... and onto your team! Preparing for your PMI-ACP® certification? This book also has everything you need to get certified, with 100% coverage of the PMI-ACP® exam. Luckily, the most effective way to prepare for the exam is to get agile into your brain—so instead of cramming, you're learning. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Agile* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

What's it like to work on a great software development team facing an impossible problem? How do you build an effective team? Can a group of people who don't get along still build good software? How does a team leader keep everyone on track when the stakes are high and the schedule is tight? *Beautiful Teams* takes you behind the scenes with some of the most interesting teams in software engineering history. You'll learn from veteran team leaders' successes and failures, told through a series of engaging personal stories -- and interviews -- by leading programmers, architects, project managers, and thought leaders. This book includes contributions from: Tim O'Reilly Scott Berkun Mark Healey Bill DiPierre Andy Lester Keoki Andrus Tom Tarka Auke Jilderda Grady Booch Jennifer Greene Mike Cohn Cory Doctorow Neil Siegel Trevor Field James Grenning Steve McConnell Barry Boehm and Maria H. Penedo Peter Gluck Karl E. Wieggers Alex Martelli Karl Fogel Michael Collins Karl Rehmer Andrew Stellman Ned Robinson Scott Ambler Johanna Rothman Mark Denovich and Eric Renkey Patricia Ensworth Andy Oram Tony Visconti *Beautiful Teams* is edited by Andrew Stellman and Jennifer Greene, veteran software engineers and project managers who have been writing bestselling books for O'Reilly since 2005, including *Applied Software Project Management, Head First PMP, and Head First C#*.

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 PMStandards™ for information and standards application content based on project type, development approach, and industry sector.

Effectively forecast, manage, and control software across the entire project lifecycle Accurately size, estimate, and administer software projects with real-world guidance from an industry expert. Fully updated to cover the latest tools and techniques, Applied Software Measurement, Third Edition details how to deploy a cost-effective and pragmatic analysis strategy. You will learn how to use function points and baselines, implement benchmarks and tracking systems, and perform efficiency tests. Full coverage of the latest regulations, metrics, and standards is included. Measure performance at the requirements, coding, testing, and installation phases Set function points for efficiency, cost, market share, and customer satisfaction Analyze quality and productivity using assessments, benchmarks, and baselines Design and manage project cost, defect, and quality tracking systems Use object-oriented, reusable component, Agile, CMM, and XP methods Assess defect removal efficiency using unit tests and multistage test suites

Head First Agile

A Brain-Friendly Guide to Agile Principles, Ideas, and Real-World Practices

The ScrumMaster Study Guide

Leading Agile Developers, Developing Agile Leaders

How to Keep Your Boss from Sinking Your Project

How to Navigate Clueless Colleagues, Lunch-Stealing Bosses, and the Rest of Your Life at Work

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

“Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals, and evaluating differing options. Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design.” -- Len Bass, author of Software Architecture in Practice. Quality software architecture design has always been important, but in today’s fast-paced, rapidly changing, and complex development environment, it is essential. A solid, well-thought-out design helps to manage complexity, to resolve trade-offs among conflicting requirements, and, in general, to bring quality software to market in a more timely fashion. Applied Software Architecture provides practical guidelines and techniques for producing quality software designs. It gives an overview of software architecture basics and a detailed guide to architecture design tasks, focusing on four fundamental views of architecture—conceptual, module, execution, and code. Through four real-life case studies, this book reveals the insights and best practices of the most skilled software architects in designing software architecture. These case studies, written with the masters who created them, demonstrate how the book’s concepts and techniques are embodied in state-of-the-art architecture design. You will learn how to: create designs flexible enough to incorporate tomorrow’s technology; use architecture as the basis for meeting performance, modifiability, reliability, and safety requirements; determine priorities among conflicting requirements and arrive at a successful solution; and use software architecture to help integrate system components. Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development. 0201325713B07092001

Examining the questions most commonly asked by students attending Certified Scrum Master (CSM) and Certified Scrum Product Owner (CSPO) classes, The ScrumMaster Study Guide provides an accessible introduction to the concepts of Scrum and agile development. It compiles the insights gained by the author in teaching more than 100 CSM classes and countless seminars. Describing how to sell agile development to upper management and customers, the book illustrates real-world implementation of agile development, addressing the roles and responsibilities of each team member as well as some of the things that can go wrong in an implementation. Focuses on running Scrum projects in an agile environment Covers agile development, team building, and transitioning to Scrum and agile Explains how to adapt Scrum and agile to your work environment Describes how to measure individual and team productivity Illustrates the functions of a Scrum team on a day-to-day basis This book is intended for newly minted ScrumMasters, product owners, and students about to attend a CSM or CSPO class as well as developers and managers who want to sharpen their skills. Scrum is a simple framework and agile development is simply a concept; successful implementation requires more than just the training you can get in a CSM class or a workshop. Helping you understand key aspects of agile development and Scrum that might have previously been difficult to comprehend, this book is the ideal starting point for finding the answers you need for agile software development in your organization.

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

The Road To Success – A Spider Web Doctrine

Head First C#

Theory and Practice

LSC CPS1 () : LSC CPS1 (USAFA) Applied Project Management

Architecture-centric Software Project Management

Ask a Manager

The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum’s simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you’ll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

This unique and critical book shares no-fail secrets for building software and offers tried-and-true practices and principles for software design, development, and testing for mission-critical systems that must not fail. A veteran software architect walks you through the lifecycle of a project as well as each area of production readiness—functionality, availability, performance and scalability, operability, maintainability, and extensibility, and highlights their key concepts.

Provides information on planning and managing a software project.

As requirements engineering continues to be recognized as the key to on-time and on-budget delivery of software and systems projects, many engineering programs have made requirements engineering mandatory in their curriculum. In addition, the wealth of new software tools that have recently emerged is empowering practicing engineers to improve their requirements engineering habits. However, these tools are not easy to use without appropriate training. Filling this need, Requirements Engineering for Software and Systems, Second Edition has been vastly updated and expanded to include about 30 percent new material. In addition to new exercises and updated references in every chapter, this edition updates all chapters with the latest applied research and industry practices. It also presents new material derived from the experiences of professors who have used the text in their classrooms. Improvements to this edition include: An expanded introductory chapter with extensive discussions on requirements analysis, agreement, and consolidation An expanded chapter on requirements engineering for Agile methodologies An expanded chapter on formal methods with new examples An expanded section on requirements traceability An updated and expanded section on requirements engineering tools New exercises including ones suitable for research projects Following in the footsteps of its bestselling predecessor, the text illustrates key ideas associated with requirements engineering using extensive case studies and three common example systems: an airline baggage handling system, a point-of-sale system for a large pet store chain, and a system for a smart home. This edition also includes an example of a wet well pumping system for a wastewater treatment station. With a focus on software-intensive systems, but highly applicable to non-software systems, this text provides a probing and comprehensive review of recent developments in requirements engineering in high integrity systems.

Engineering Fundamentals: An Introduction to Engineering, SI Edition

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

Agile Management for Software Engineering

Essays on Software Engineering

Assuring Productivity and Quality

Antipatterns

The second edition of this classic work in the field of software metrics has been fully updated to reflect the major changes brought about by new technologies

The orderly Sweet-Williams are dismayed at their son's fondness for the messy pastime of gardening.

Few software projects are completed on time, on budget, and to their original specifications. Focusing on what practitioners need to know about risk in the pursuit of delivering software projects, Applied Software Risk Management: A Guide for Software Project Managers covers key components of the risk management process and the software development

*Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need * Understand how and why software development must be planned on a certainty-to-uncertainty continuum * Categorize your projects on a four-quadrant model * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme * Explore the benefits of each strategic model and what types of projects it supports best * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy * Apply this knowledge to the specific projects you manage * Get a clear picture of where you are and how to get where you want to go*

Applying the Theory of Constraints for Business Results

For Agile Software Development

Quality Software Project Management

Agile Estimating and Planning

Applied Practices and Principles for Production Ready Software Development

A Practical Guide

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to “go agile” can be tricky. This practical book helps you sort it out, first by grounding you in agile’s under four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team’s mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you’re considering agile for the first time, or trying it again, you’ll learn how to choose a and your company. Understand the purpose behind agile’s core values and principles Learn Scrum’s emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban’s practices by managing flow Adopt agile practices and principles with an agile coach

Taking a learn-by-doing approach, Software Engineering Design: Theory and Practice uses examples, review questions, chapter exercises, and case study assignments to provide students and practitioners with the understanding required to design complex software systems. Explaining the concepts that are immediately relevant to software designers, it begins with a review of software design formal top-down design process that consists of several design activities with varied levels of detail, including the macro-, micro-, and construction-design levels. As part of the top-down approach, it provides in-depth coverage of applied architectural, creational, structural, and behavioral design patterns. For each design issue covered, it includes a step-by-step breakdown of the execution of the evaluation, discussion, and justification for using that particular solution. The book outlines industry-proven software design practices for leading large-scale software design efforts, developing reusable and high-quality software systems, and producing technical and customer-driven design documentation. It also: Offers one-stop guidance for mastering the Software Design & Construction section of the Engineering Body of Knowledge (SWEBOK®) Details a collection of standards and guidelines for structuring high-quality code Describes techniques for analyzing and evaluating the quality of software designs Collectively, the text supplies comprehensive coverage of the software design concepts students will need to succeed as professional design leaders. The section on engineering leadership fo necessary ethical and leadership skills required of software developers in the public domain. The section on creating software design documents (SDD) familiarizes students with the software design notations, structural descriptions, and behavioral models required for SDDs. Course notes, exercises with answers, online resources, and an instructor’s manual are available upon qualified course adoption.

author about these resources via the author’s website: <http://softwareengineeringdesign.com/>

Introduces a realistic approach to leading, managing, and growing your Agile team or organization. Written for current managers and developers moving into management, Appelo shares insights that are grounded in modern complex systems theory, reflecting the intense complexity of modern software development. Recognizes that today’s organizations are living, networked systems; that you can and that management is primarily about people and relationships. Deepens your understanding of how organizations and Agile teams work, and gives you tools to solve your own problems. Identifies the most valuable elements of Agile management, and helps you improve each of them.

Specifically designed as an introduction to the exciting world of engineering, ENGINEERING FUNDAMENTALS: AN INTRODUCTION TO ENGINEERING encourages students to become engineers and prepares them with a solid foundation in the fundamental principles and physical laws. The book begins with a discovery of what engineers do as well as an inside look into the various areas of specialization good study habits and what it takes to succeed is included as well as an introduction to design and problem solving, communication, and ethics. Once this foundation is established, the book moves on to the basic physical concepts and laws that students will encounter regularly. The framework of this text teaches students that engineers apply physical and chemical laws and principles as well as supervise the production of millions of parts, products, and services that people use every day. By gaining problem solving skills and an understanding of fundamental principles, students are on their way to becoming analytical, detail-oriented, and creative engineers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Applied Software Measurement

Learning Agile

A Unified Approach

Applied Project Management

Applied Statistics for Software Managers

Now updated for the 2021 PMP Exam What will you learn from this book? Head First PMP teaches you the latest principles and certification objectives in The PMBOK® Guide in a unique and inspiring way. This updated fourth edition takes you beyond specific questions and answers with a unique visual format that helps you grasp the big picture of project management. By putting PMP concepts into context, you’ll be able to understand, remember, and apply them -- not just on the exam, but on the job. No wonder so many people have used Head First PMP as their sole source for passing the PMP exam. This book will help you: Learn PMP’s underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in The PMBOK® Guide, Sixth Edition Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First PMP uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Like it or not, your project needs management. Yet few good software projects can survive bad management. If you’re a programmer on a high-visibility project, this PDF offers five principle guidelines for managing upward that will help you help your boss make the right decisions about setting project expectations, working with users and stakeholders, putting the project on the right track, and keeping it there. Even if you have the best boss in the world, chances are he or she does not come from an IT or software engineering background, and may lack the time or technical focus to manage your project well. And if your boss sinks your project, you’ll share the blame-even if you did everything right. The guidance in this document can help you understand what problems cause projects to fail and how to fix them, and what you can do to keep your software project from running into trouble.

Economics and technology have dramatically re-shaped the landscape of software development. It is no longer uncommon to find a software development team dispersed across countries or continents. Geographically distributed development challenges the ability to clearly communicate, enforce standards, ensure quality levels, and coordinate tasks. Global Software Development Handbook explores techniques that can bridge distances, create cohesion, promote quality, and strengthen lines of communication. The book introduces techniques proven successful at international electronics and software giant Siemens AG. It shows how this multinational uses a high-level process framework that balances agility and discipline for globally distributed software development. The authors delineate an organizational structure that not only fosters team building, but also achieves effective collaboration among the central and satellite teams. The handbook explores the issues surrounding quality and the processes required to realize quality in a distributed environment. Communication is a tremendous challenge, especially for teams separated by several time zones, and the authors elucidate how to uncover patterns of communication among these teams to determine effective strategies for managing communication. The authors analyze successful and failed projects and apply this information to how a project can be successful with distributed teams. They also provide lightweight processes that can be dynamically adapted to the demands of any project.

A classic treatise that defined the field of applied demand analysis, Consumer Demand in the United States: Prices, Income, and Consumption Behavior is now fully updated and expanded for a new generation. Consumption expenditures by households in the United States account for about 70% of America’s GDP. The primary focus in this book is on how households adjust these expenditures in response to changes in price and income. Econometric estimates of price and income elasticities are obtained for an exhaustive array of goods and services using data from surveys conducted by the Bureau of Labor Statistics, providing a better understanding of consumer demand. Practical models for forecasting future price and income elasticities are also demonstrated. Fully revised with over a dozen new chapters and appendices, the book revisits the original Taylor-Houthakker models while examining new material as well, such as the use of quantile regression and the stationarity of consumer preference. It also explores the emerging connection between neuroscience and consumer behavior, integrating the economic literature on demand theory with psychology literature. The most comprehensive treatment of the topic to date, this volume will be an essential resource for any researcher, student or professional economist working on consumer behavior or demand theory, as well as investors and policymakers concerned with the impact of economic fluctuations.

Applied Software Project Management

The Mythical Man-month

