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KEY=DEVELOPMENT - MARCO AGUIRRE

AGILE PROJECT MANAGEMENT WITH SCRUM

Microsoft Press 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!

AGILE SOFTWARE DEVELOPMENT WITH SCRUM

Pearson 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

SOFTWARE IN 30 DAYS

HOW AGILE MANAGERS BEAT THE ODDS, DELIGHT THEIR CUSTOMERS, AND LEAVE COMPETITORS IN THE DUST

John Wiley & Sons Summarizes the Agile and Scrum software development method, which allows creation of software in just 30 days.

SUCCEEDING WITH AGILE

SOFTWARE DEVELOPMENT USING SCRUM

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

AGILE PROCESSES IN SOFTWARE ENGINEERING AND EXTREME PROGRAMMING

16TH INTERNATIONAL CONFERENCE, XP 2015, HELSINKI, FINLAND, MAY 25-29, 2015, PROCEEDINGS

Springer This book contains the refereed proceedings of the 16th International Conference on Agile Software Development, XP 2015, held in Helsinki, Finland, in May 2015. While agile development has already become

mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. The XP conference series has always played, and continues to play, an important role in connecting the academic and practitioner communities, providing a forum for both formal and informal sharing and development of ideas, experiences, and opinions. The theme of XP 2015 "Delivering Value: Moving from Cyclic to Continuous Value Delivery" reflects the modern trend towards organizations that are simultaneously very efficient and flexible in software development and delivery. The 15 full and 7 short papers accepted for XP 2015 were selected from 44 submissions. All of the submitted papers went through a rigorous peer-review process. Additionally, 11 experience reports were selected from 45 proposals, and in each case the authors were shepherded by an experienced researcher.

AGILE SOFTWARE DEVELOPMENT

CURRENT RESEARCH AND FUTURE DIRECTIONS

Springer Science & Business Media Agile software development has become an umbrella term for a number of changes in how software developers plan and coordinate their work, how they communicate with customers and external stakeholders, and how software development is organized in small, medium, and large companies, from the telecom and healthcare sectors to games and interactive media. Still, after a decade of research, agile software development is the source of continued debate due to its multifaceted nature and insufficient synthesis of research results. Dingsøyr, Dybå, and Moe now present a comprehensive snapshot of the knowledge gained over many years of research by those working closely with or in the industry. It shows the current state of research on agile software development through an introduction and ten invited contributions on the main research fields, each written by renowned experts. These chapters cover three main issues: foundations and background of agile development, agile methods in practice, and principal challenges and new frontiers. They show the important results in each subfield, and in addition they explain what these results mean to practitioners as well as for future research in the field. The book is aimed at reflective practitioners and researchers alike, and it also can serve as the basis for graduate courses at universities.

AGILE PROCESSES IN SOFTWARE ENGINEERING AND EXTREME PROGRAMMING - WORKSHOPS

XP 2019 WORKSHOPS, MONTRÉAL, QC, CANADA, MAY 21-25, 2019, PROCEEDINGS

Springer Nature This open access book constitutes the research workshops, doctoral symposium and panel summaries

presented at the 20th International Conference on Agile Software Development, XP 2019, held in Montreal, QC, Canada, in May 2019. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. Research papers and talks submissions were invited for the three XP 2019 research workshops, namely, agile transformation, autonomous teams, and large scale agile. This book includes 15 related papers. In addition, a summary for each of the four panels at XP 2019 is included. The panels were on security and privacy; the impact of the agile manifesto on culture, education, and software practices; business agility - agile's next frontier; and Agile - the next 20 years.

PRO AGILE .NET DEVELOPMENT WITH SCRUM

Apress Pro Agile .NET Development with SCRUM guides you through a real-world ASP.NET project and shows how agile methodology is put into practice. There is plenty of literature on the theory behind agile methodologies, but no book on the market takes the concepts of agile practices and applies these in a practical manner to an end-to-end ASP.NET project, especially the estimating, requirements and management aspects of a project. Pro Agile .NET Development with SCRUM takes you through the initial stages of a project—gathering requirements and setting up an environment—through to the development and deployment stages using an agile iterative approach: namely, Scrum. In the book, you'll focus on delivering an enterprise-level ASP.NET project. Each chapter is in iterations or sprints, putting into practice the features of agile—user stories, test-driven development (TDD), behavior-driven development (BDD), continuous integration, user acceptance testing, extreme programming, Scrum, design patterns and principles, inside-out development, lean development, KanBan boards, and more. An appendix features code katas designed for the reader to get up-to-speed with some of the features of extreme programming, while also showcasing popular open-source frameworks to assist in automated testing and mocking. In addition, popular open-source architectural foundation projects such as S#arp and NCommons are demonstrated to allow you to base future projects on these frameworks, which already have many best-practice design patterns and principles built in.

AGILE SOFTWARE DEVELOPMENT

BEST PRACTICES FOR LARGE SOFTWARE DEVELOPMENT PROJECTS

Springer Science & Business Media Software Development is moving towards a more agile and more flexible approach. It turns out that the traditional "waterfall" model is not supportive in an environment where technical, financial and strategic constraints are changing almost every day. But what is agility? What are today's major approaches? And especially: What is the impact of agile development principles on the development teams, on project management and on software architects? How can large enterprises become more agile and improve their business processes, which have been existing since many, many years? What are the limitations of Agility? And what is the right balance between reliable structures and flexibility? This book will give answers to these questions. A strong emphasis will be on real life project examples, which describe how development teams have moved from a waterfall model towards an Agile Software Development approach.

COORDINATION IN LARGE-SCALE AGILE SOFTWARE DEVELOPMENT

INTEGRATING CONDITIONS AND CONFIGURATIONS IN MULTITEAM SYSTEMS

Springer This book explores coordination within and between teams in the context of large-scale agile software development, providing readers a deeper understanding of how coordinated action between teams is achieved in multiteam systems. An exploratory multiple case study with five multiteam systems and a total of 66 interviewees from development teams at SAP SE is presented and analyzed. In addition, the book explores stereotypes of coordination in large-scale agile settings and shares new perspectives on integrating conditions for coordination. No previous study has researched this topic with a similar data set, consisting of insights from professional software development teams. As such, the book will be of interest to all researchers and practitioners whose work involves software product development across several teams.

PROCEEDINGS OF THE XV INTERNATIONAL SYMPOSIUM SYMORG 2016

RESHAPING THE FUTURE THROUGH SUSTAINABLE BUSINESS DEVELOPMENT AND ENTEPRENEURSHIP

University of Belgrade, Faculty of Organizational Sciences

AGILE PROCESSES IN SOFTWARE ENGINEERING AND EXTREME PROGRAMMING

14TH INTERNATIONAL CONFERENCE, XP 2013, VIENNA, AUSTRIA, JUNE 3-7, 2013, PROCEEDINGS

Springer This book contains the refereed proceedings of the 14th International Conference on Agile Software Development, XP 2013, held in Vienna, Austria, in June 2013. In the last decade, the interest in agile and lean software development has been continuously growing. Agile and lean have evolved from a way of working -- restricted in the beginning to a few early adopters -- to the mainstream way of developing software. All this time, the XP conference series has actively promoted agility and widely disseminated research results in this area. XP 2013 successfully continued this tradition. The 17 full papers accepted for XP 2013 were selected from 52 submissions and are organized in sections on: teaching and learning; development teams; agile practices; experiences and lessons learned; large-scale projects; and architecture and design.

AGILE METHODS

7TH BRAZILIAN WORKSHOP, WBMA 2016, CURITIBA, BRAZIL, NOVEMBER 7-9, 2016, REVISED SELECTED PAPERS

Springer This book constitutes revised selected papers from the 7th Brazilian Workshop on Agil Methods, WBMA 2016, held in Curitiba, Brazil, in November 2016. The 10 full and 4 short papers presented in this volume were carefully reviewed and selected from 35 submissions. The papers present empirical results and literature reviews on agile implementation in government and distributed environments, design thinking and projects inception, testing and technical debt, motivation and gamification, training, modeling and project management, maturity models and quality assurance.

INFORMATION ASSURANCE AND SECURITY EDUCATION AND TRAINING

8TH IFIP WG 11.8 WORLD CONFERENCE ON INFORMATION SECURITY EDUCATION, WISE 8, AUCKLAND, NEW ZEALAND, JULY 8-10, 2013, PROCEEDINGS, WISE 7, LUCERNE, SWITZERLAND, JUNE 9-10, 2011, AND WISE 6, BENTO GONÇALVES, RS, BRAZIL, JULY 27-31, 2009, REVISED SELECTED PAPERS

Springer This book constitutes the refereed proceedings of the 8th IFIP WG 11.8 World Conference on Security Education, WISE 8, held in Auckland, New Zealand, in July 2013. It also includes papers from WISE 6, held in Bento Gonçalves, Brazil, in July 2009 and WISE 7, held in Lucerne, Switzerland in June 2011. The 34 revised papers presented were carefully reviewed and selected for inclusion in this volume. They represent a cross section of applicable research as well as case studies in security education.

BRILLIANT AGILE PROJECT MANAGEMENT

A PRACTICAL GUIDE TO USING AGILE, SCRUM AND KANBAN

Pearson UK What is Agile Project Management and will it bring my project in on time and budget? If you need a solid understanding of how Agile Project Management works so your projects can fully benefit from using this innovative and powerful approach, this book is essential reading. Brilliant Agile Project Management does more than just talk you through the techniques and processes - focussing on real-life use of Agile in business environments, it provides practical advice and techniques on how to implement and work with Agile, so you always know exactly what to do and say to make your project a success. · Assess whether your organisation or project is right for using APM · Understand how to implement APM into any project · Overcome common problems with APM Get up to speed with Agile Project Management and get ahead - fast!

ENCYCLOPEDIA OF INFORMATION SCIENCE AND TECHNOLOGY, THIRD EDITION

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

AGILE APPROACHES FOR SUCCESSFULLY MANAGING AND EXECUTING PROJECTS IN THE FOURTH INDUSTRIAL REVOLUTION

IGI Global Communication between man and machine is vital to completing projects in the current day and age. Without this constant connectiveness as we enter an era of big data, project completion will result in utter failure. Agile Approaches for Successfully Managing and Executing Projects in the Fourth Industrial Revolution addresses changes wrought by Industry 4.0 and its effects on project management as well as adaptations and adjustments that will need to be made within project life cycles and project risk management. Highlighting such topics as agile planning, cloud projects, and organization structure, it is designed for project managers, executive management, students, and academicians.

SOFTWARE PROCESS IMPROVEMENT AND CAPABILITY DETERMINATION

17TH INTERNATIONAL CONFERENCE, SPICE 2017, PALMA DE MALLORCA, SPAIN, OCTOBER 4-5, 2017, PROCEEDINGS

Springer This book constitutes the refereed proceedings of the 17th International Conference on Software Process Improvement and Capability Determination, SPICE 2017, held in Palma de Mallorca, Spain, in October 2017. The 34 full papers presented together with 4 short papers were carefully reviewed and selected from 65 submissions. The papers are organized in the following topical sections: SPI in agile approaches; SPI in small settings; SPI and assessment; SPI and models; SPI and functional safety; SPI in various settings; SPI and gamification; SPI case studies; strategic and knowledge issues in SPI; education issues in SPI.

INTEGRATING USER-CENTRED DESIGN IN AGILE DEVELOPMENT

Springer This book examines the possibilities of incorporating elements of user-centred design (UCD) such as user experience (UX) and usability with agile software development. It explores the difficulties and problems inherent in integrating these two practices despite their relative similarities, such as their emphasis on stakeholder collaboration. Developed from a workshop held at NordiCHI in 2014, this edited volume brings together researchers from across the software development, UCD and creative design fields to discuss the current state-of-the-art. Practical case studies of integrating UCD in Agile development across diverse contexts are presented, whilst the different futures for UCD and

other design practices in the context of agile software development are identified and explored. Integrating User Centred Design in Agile Development will be ideal for researchers, designers and academics who are interested in software development, user-centred design, agile methodologies and related areas.

A SCRUM BOOK

THE SPIRIT OF THE GAME

Pragmatic Bookshelf Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. Implementing Scrum gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are elaborated nuggets of insight into Scrum™'s building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.

AGILE PRODUCT MANAGEMENT WITH SCRUM

CREATING PRODUCTS THAT CUSTOMERS LOVE (ADOBE READER)

Addison-Wesley Professional The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from traditional product

management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes Understanding the product owner's role: what product owners do, how they do it, and the surprising implications Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the product backlog: managing the product backlog effectively even for the most complex products Planning the release: bringing clarity to scheduling, budgeting, and functionality decisions Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts Transitioning into product ownership: succeeding as a product owner and establishing the role in the enterprise This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product management.

SCRUM AND XP FROM THE TRENCHES - 2ND EDITION

Lulu.com 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.

AGILE SOFTWARE DEVELOPMENT QUALITY ASSURANCE

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

INTRODUCTION TO AGILE METHODS

Addison-Wesley Professional A Thorough Introduction to the Agile Framework and Methodologies That Are Used

Worldwide Organizations of all shapes and sizes are embracing Agile methodologies as a way to transform their products, customer satisfaction, and employee engagement. Many people with varying levels of work experience are interested in understanding the architecture and nuances of Agile, but it is difficult to know where to start. Numerous practitioner books are available, but there has never been a single source for unbiased information about Agile methodologies-until now. **Introduction to Agile Methods** is the place to start for students and professionals who want to understand Agile and become conversant with Agile values, principles, framework, and processes. Authors Sondra Ashmore and Kristin Runyan use academic research and their own experiences with numerous Agile implementations to present a clear description of the essential concepts. They address all key roles and the entire development life cycle, including common roadblocks that must be overcome to be successful. Through the authors' realistic use cases, practical examples, and thought-provoking interviews with pioneering practitioners, complex concepts are made relatable. No matter what your role or level of experience, this book provides a foundational understanding that can be used to start or enhance any Agile effort. Coverage includes How Agile compares with the Waterfall method and when to use each Why Agile demands a cultural transformation-and how that looks to each participant Comparing various Agile methodologies, including Scrum, Kanban, Extreme Programming (XP), Crystal, Feature Driven Development (FDD), Lean, and DSDM Understanding the roles within Agile and how they work together to create superior results Agile approaches to requirements gathering, planning, estimating, tracking, reporting, testing, quality, and integration Extending Agile beyond IT

SCRUM - A POCKET GUIDE - 2ND EDITION

A SMART TRAVEL COMPANION

Van Haren This pocket guide to Scrum is the one book for everyone who wants to learn or re-learn about Scrum. The book describes the framework as it was designed and intended, with a strong focus on the purpose to the rules and adding an historical perspective to Scrum and the Agile movement. Several elements that were described in the first edition of **Scrum - A Pocket Guide** (2013) were later added to the official Scrum Guide. The most noticeable ones are the Scrum Values (2016) and the description of the 3 questions of the Daily Scrum as a good, yet optional practice (2017). As the balance of society keeps shifting from industrial labor to digital work, complexity and unpredictability keep increasing. The need for agility through Scrum increases equally, in and beyond software and product development. This 2nd edition of **Scrum - A Pocket Guide** offers the clarity and insights on Scrum that many

organizations need, today and in the foreseeable future. **Scrum - A Pocket Guide** is an extraordinarily competent book. It flows with insight, understanding, and perception. This should be the de facto standard handout for all looking for a complete, yet clear overview of Scrum without being bothered by irrelevancies. (Ken Schwaber, Scrum co-creator) The author, Gunther Verheyen, is a seasoned Scrum practitioner (2003). Throughout his standing career as a consultant, Gunther has employed Scrum in diverse circumstances. He was partner to Ken Schwaber and Director of the Professional Scrum series at Scrum.org. He is the founder of Ullizee-Inc and engages with people and organizations as an independent Scrum Caretaker.

PROJECT MANAGEMENT THE AGILE WAY, SECOND EDITION

MAKING IT WORK IN THE ENTERPRISE

J. Ross Publishing “...a well written and content rich book. From a teacher's perspective, using this book in an advanced project management seminar challenges students to understand the application of these concepts.”
 —Alexander Walton, PMP, IT consultant to the University of California at Berkeley Widely acclaimed as one of the top agile books in its first edition, **Project Management the Agile Way** has now been updated and redesigned by popular demand. This second edition is in a modular format to facilitate training and advanced course instruction, and provides new coverage of agile, such as hybrid agile methods, the latest public sector practices, and a chapter dedicated to transitioning to agile. It discusses the “grand bargain” between project management and business; the shift in dominance from plans to product and from input to output; and introduces new concepts such as return on benefit. Experienced practitioners and students that want to learn how to make agile work effectively in the enterprise should read this book. Individuals preparing for the PMI Agile Certified Practitioner (PMI-ACP)® examination, and training providers developing courses, will find this second edition quite helpful.

STRATEGIC ENGINEERING FOR CLOUD COMPUTING AND BIG DATA ANALYTICS

Springer This book demonstrates the use of a wide range of strategic engineering concepts, theories and applied case studies to improve the safety, security and sustainability of complex and large-scale engineering and computer systems. It first details the concepts of system design, life cycle, impact assessment and security to show how these ideas can be brought to bear on the modeling, analysis and design of information systems with a focused view on cloud-computing systems and big data analytics. This informative book is a valuable resource for graduate students,

researchers and industry-based practitioners working in engineering, information and business systems as well as strategy.

THE ART OF AGILE DEVELOPMENT

"O'Reilly Media, Inc." For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

SOFTWARE PRODUCT MANAGEMENT

THE ISPMA-COMPLIANT STUDY GUIDE AND HANDBOOK

Springer This book gives a comprehensive overview on Software Product Management (SPM) for beginners as well as best practices, methodology and in-depth discussions for experienced product managers. This includes product strategy, product planning, participation in strategic management activities and orchestration of the functional units of the company. The book is based on the results of the International Software Product Management Association (ISPMA) which is led by a group of SPM experts from industry and research with the goal to foster software product management excellence across industries. This book can be used as textbook for ISPMA-based education and as guide for anybody interested in SPM as one of the most exciting and challenging disciplines in the business of software. Hans-Bernd Kittlaus is the Chairman of ISPMA and owner and managing director of InnoTivum Consulting, Germany. Samuel Fricker is Board Member of ISPMA and Professor at FHNW, Switzerland.

AGILE SOFTWARE DEVELOPMENT WITH DISTRIBUTED TEAMS

STAYING AGILE IN A GLOBAL WORLD

Addison-Wesley This is the digital version of the printed book (Copyright © 2010). All software projects face the challenges of diverse distances -- temporal, geographical, cultural, lingual, political, historical, and more. Many forms of distance even affect developers in the same room. The goal of this book is to reconcile two mainstays of modern agility: the close collaboration agility relies on, and project teams distributed across different cities, countries, and continents. In Agile Software Development with Distributed Teams, Jutta Eckstein asserts that, in fact, agile methods

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

KANBAN AND SCRUM - MAKING THE MOST OF BOTH

Lulu.com Scrum and Kanban are two flavours of Agile software development - two deceptively simple but surprisingly powerful approaches to software development. So how do they relate to each other? The purpose of this book is to clear up the fog, so you can figure out how Kanban and Scrum might be useful in your environment. Part I illustrates the similarities and differences between Kanban and Scrum, comparing for understanding, not for judgement. There is no such thing as a good or bad tool - just good or bad decisions about when and how to use which tool. This book includes: - Kanban and Scrum in a nutshell - Comparison of Kanban and Scrum and other Agile methods - Practical examples and pitfalls - Cartoons and diagrams illustrating day-to-day work - Detailed case study of a Kanban implementation within a Scrum organization Part II is a case study illustrating how a Scrum-based development organization implemented Kanban in their operations and support teams.

AGILE PROCESSES IN SOFTWARE ENGINEERING AND EXTREME PROGRAMMING

20TH INTERNATIONAL CONFERENCE, XP 2019, MONTRÉAL, QC, CANADA, MAY 21-25, 2019, PROCEEDINGS

Springer This open access book constitutes the proceedings of the 20th International Conference on Agile Software Development, XP 2019, held in Montreal, QC, Canada, in May 2019. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners,

thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 15 full papers presented in this volume were carefully reviewed and selected from 45 submissions. They were organized in topical sections named: agile adoption, agile practices; large-scale agile; agility beyond IT, and the future of agile.

AGILE DATABASE TECHNIQUES

EFFECTIVE STRATEGIES FOR THE AGILE SOFTWARE DEVELOPER

John Wiley & Sons Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques. Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch. The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML. An agile foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs. Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases. Scott W. Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development (www.sdmagazine.com), and a featured speaker at software conferences worldwide.

16TH INTERNATIONAL CONFERENCE ON INFORMATION TECHNOLOGY-NEW GENERATIONS (ITNG 2019)

Springer This 16th International Conference on Information Technology - New Generations (ITNG), continues an annual event focusing on state of the art technologies pertaining to digital information and communications. The applications of advanced information technology to such domains as astronomy, biology, education, geosciences, security and health care are among topics of relevance to ITNG. Visionary ideas, theoretical and experimental results, as well as prototypes, designs, and tools that help the information readily flow to the user are of special interest. Machine Learning, Robotics, High Performance Computing, and Innovative Methods of Computing are examples of related topics. The conference features keynote speakers, the best student award, poster award, service award, a technical open panel, and workshops/exhibits from industry, government and academia.

AGILE SOFTWARE DEVELOPMENT ECOSYSTEMS

Addison-Wesley Professional 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.

SCRUM IN ACTION

AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT

Course Technology **SCRUM IN ACTION: AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT, 1E** is a practical how-to guide for software project teams, beginning and intermediate, on how to successfully deploy an Agile software framework with Scrum. It is clearly and concisely written and is the first practical guide with real world situations written by corporate practitioners. This book describes many good project management techniques on how to get the most from project teams and bridges the gaps between many Scrum and project management books by addressing how to communicate with executives using financial terms, how to use an objective estimation technique, and where software architecture fits into Scrum. Included in this book are the theoretical aspects, as well as the human and practical aspects, of using this software and answered are the questions which might face a project team starting the agile transformation. **SCRUM IN ACTION: AGILE SOFTWARE PROJECT MANAGEMENT AND DEVELOPMENT, 1E** is a must read for those who want to improve the current way of doing things and is a good reference book for all in IT.

USER STORIES APPLIED

FOR AGILE SOFTWARE DEVELOPMENT

Addison-Wesley Professional Thoroughly reviewed and eagerly anticipated by the agile community, **User Stories Applied** offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In **User Stories Applied**, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. **User role modeling: understanding what users have in common, and where they differ** **Gathering stories: user interviewing, questionnaires, observation, and workshops** **Working with managers, trainers, salespeople and other "proxies"** **Writing user stories for acceptance testing** **Using stories to prioritize, set schedules, and estimate release costs** **Includes end-of-chapter practice questions and exercises** **User Stories Applied** will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

PRO APPLICATION LIFECYCLE MANAGEMENT WITH VISUAL STUDIO 2012

Apress You can have the best coders in the world working in your teams, but if your project management isn't up to scratch, your project is almost certain to be delayed, to come in over budget, and in some cases to fail entirely. By taking precise control of your application development process, you can make changes, both large and small, throughout your project's life cycle that will lead to better-quality finished products that are consistently delivered on time and within budget. **Application lifecycle management (ALM)** is an area of rapidly growing interest within the development community. Because its techniques allow you to deal with the process of developing applications across many areas of responsibility and across many different disciplines, its effects on your project can be wide ranging and pronounced. It is a project management tool that has practical implications for the whole team—from architects to designers, from developers to testers. **Pro Application Lifecycle Management with Visual Studio 2012** focuses on the most powerful ALM tool available for the Microsoft .NET Framework: **Visual Studio Team Foundation Server**. It

demonstrates the key concepts and techniques of ALM at first with a guide to the overall methodology, and then delves into architecture and testing--illustrating all of the concepts, tips and tricks using the tools TFS provides. The book serves as a complete guide to the ALM style--with no fluff and many relevant code samples and examples. After reading the book, you will understand how TFS can be used to generate continuous meaningful reporting on your project's health for the decision makers on your team as well as for your project's sponsors.

COMPUTATIONAL SCIENCE AND ITS APPLICATIONS - ICCSA 2014

14TH INTERNATIONAL CONFERENCE, GUIMARÃES, PORTUGAL, JUNE 30 - JULY 3, 2014, PROCEEDINGS, PART III

Springer The six-volume set LNCS 8579-8584 constitutes the refereed proceedings of the 14th International Conference on Computational Science and Its Applications, ICCSA 2014, held in Guimarães, Portugal, in June/July 2014. The 347 revised papers presented in 30 workshops and a special track were carefully reviewed and selected from 1167. The 289 papers presented in the workshops cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security.

LEAN AND AGILE SOFTWARE DEVELOPMENT

6TH INTERNATIONAL CONFERENCE, LASD 2022, VIRTUAL EVENT, JANUARY 22, 2022 : PROCEEDINGS

Springer Nature This book constitutes the proceedings of the 6th International Conference on Lean and Agile Software Development, LASD 2022, which was held online on January 22, 2022. The conference received a total of 29 submissions, of which 9 full papers, 1 short paper and 1 position paper are included in this volume. In addition, the volume contains one keynote paper in full paper length. Topics discussed in this volume cover various aspects of agile software development and range from agile testing, to agile effort estimation, an agile approach to model-driven development, and remotely working agile teams.