

A Gentle Introduction To Agile Software Development

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A Gentle Introduction to Agile and Lean Software Development - Stephen Haunts 2018-02-12

Discover what is involved with Agile and Lean Software Development, Scrum, Extreme Programming, Lean and Kanban Learning new software development processes can be difficult, but switching to Agile and Lean doesn't need to be complicated. Explore the theories behind Agile and Lean Software Development, and learn how to make it work for you. In a Gentle Introduction to Agile and Lean Software Development, author Stephen Haunts will guide you to a fuller understanding of Agile, Scrum, Extreme Programming, Lean, and Kanban. You will learn about the advantages and disadvantages, and how to get the most out of it. In this book you will learn... Introduction Waterfall Development and its Problems What is Agile? Common Agile Misconceptions and Mistakes Advantages and Disadvantages Extreme Programming (XP) Scrum Lean Manufacturing Lean Software Development Applying Lean Software Development? Agile Software Development vs. Lean Software Development Software Practices to Support Lean Kanban About the Author Stephen Haunts has been a professional software and applications developer since 1996 and as a hobby since he was 10. Stephen has worked in many different industries including computer games, online banking, retail finance,

healthcare & pharmaceuticals and insurance. Stephen started programming in BASIC on machines such as the Dragon 32, Vic 20 and the Amiga and moved onto C and C++ on the IBM PC. Stephen has been developing software in C# and the .NET framework since first being introduced to it in 2003. As well as being an accomplished software developer, Stephen is also an experienced development leader and has led, mentored and coached teams to deliver many high-value, high-impact solutions in finance and healthcare. Outside of Stephen's day job, he is also an experienced tech blogger who runs a popular blog called Coding in the Trenches at <http://www.stephenhaunts.com/>, and he is also a training course author for the popular online training company Pluralsight. Stephen also runs several open source projects including SafePad, Text Shredder, Block Encryptor, and Smoke Tester-the post-deployment testing tool.

Encyclopedia of Software Engineering Three-Volume Set (Print) - Phillip A. Laplante 2010-11-22

Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the

Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk Data Management: a gentle introduction - Bas van Gils 2020-03-03

The overall objective of this book is to show that data management is an exciting and valuable capability that is worth time and effort. More specifically it aims to achieve the following goals: 1. To give a "gentle" introduction to the field of DM by explaining and illustrating its core concepts, based on a mix of theory, practical frameworks such as TOGAF, ArchiMate, and DMBOK, as well as results from real-world assignments. 2. To offer guidance on

how to build an effective DM capability in an organization. This is illustrated by various use cases, linked to the previously mentioned theoretical exploration as well as the stories of practitioners in the field. The primary target groups are: busy professionals who "are actively involved with managing data". The book is also aimed at (Bachelor's/ Master's) students with an interest in data management. The book is industry-agnostic and should be applicable in different industries such as government, finance, telecommunications etc. Typical roles for which this book is intended: data governance office/ council, data owners, data stewards, people involved with data governance (data governance board), enterprise architects, data architects, process managers, business analysts and IT analysts. The book is divided into three main parts: theory, practice, and closing remarks. Furthermore, the chapters are as short and to the point as possible and also make a clear distinction between the main text and the examples. If the reader is already familiar with the topic of a chapter, he/she can easily skip it and move on to the next.

Agile Service Development - Marc Lankhorst 2012-04-23

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

that can be found in an agile enterprise: business, process and system agility. These three types of agility reinforce each other and establish the foundation for the agile enterprise. Architecture, patterns, models, and all of the best practices in system development contribute to agile service development and building agile applications. This book addresses two audiences. On the one hand, it aims at agile and architecture practitioners who are looking for more agile ways of working in designing and building business services or who are interested in extending and improving their agile methods by using models and model-based architectures. On the other hand, it addresses students of (enterprise) architecture and software development or service science courses, both in computer science and in business administration.

Becoming Agile - Ahmed Sidky
2009-04-30

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, Picis 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 Paskan, Cococast.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

Software by Numbers - Mark Denne 2003 - Opens the black box of methodologies and demonstrates that software development is fundamentally a value creation process - Covers new and radical approaches to software development that respond to business demands for shorter investment periods and increased agility - Provides software engineers tools for understanding enterprise-level value creation and managing financial objectives

A Gentle Introduction to Agile Software Development - Stephen Haunts 2017

Discover what is involved with Agile Software Development, Scrum, and Extreme Programming Learning new software development processes can be difficult, but switching to Agile doesn't need to be complicated. Explore the theories behind Agile Software Development, and learn how to make it work for you. In a Gentle Introduction to Agile Software Development, author Stephen Haunts will guide you to a fuller understanding of Agile, Scrum, Extreme Programming and Agile Project Management. You will learn about the advantages and disadvantages, and how to get the most out of it.

Technological Developments in Networking, Education and Automation - Khaled Elleithy 2010-06-18
Technological Developments in Networking, Education and Automation includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the following areas: Computer Networks: Access Technologies, Medium Access Control, Network architectures and Equipment, Optical Networks and Switching, Telecommunication Technology, and Ultra Wideband Communications. Engineering Education and Online

Learning: including development of courses and systems for engineering, technical and liberal studies programs; online laboratories; intelligent testing using fuzzy logic; taxonomy of e-courses; and evaluation of online courses. Pedagogy: including benchmarking; group-learning; active learning; teaching of multiple subjects together; ontology; and knowledge management. Instruction Technology: including internet textbooks; virtual reality labs, instructional design, virtual models, pedagogy-oriented markup languages; graphic design possibilities; open source classroom management software; automatic email response systems; tablet-pcs; personalization using web mining technology; intelligent digital chalkboards; virtual room concepts for cooperative scientific work; and network technologies, management, and architecture. Coding and Modulation: Modeling and Simulation, OFDM technology, Space-time Coding, Spread Spectrum and CDMA Systems. Wireless technologies: Bluetooth, Cellular Wireless Networks, Cordless Systems and Wireless Local Loop, HIPERLAN, IEEE 802.11, Mobile Network Layer, Mobile Transport Layer, and Spread Spectrum. Network Security and applications: Authentication Applications, Block Ciphers Design Principles, Block Ciphers Modes of Operation, Electronic Mail Security, Encryption & Message Confidentiality, Firewalls, IP Security, Key Cryptography & Message Authentication, and Web Security. Robotics, Control Systems and Automation: Distributed Control Systems, Automation, Expert Systems, Robotics, Factory Automation, Intelligent Control Systems, Man Machine Interaction, Manufacturing Information System, Motion Control, and Process Automation. Vision Systems: for human action sensing, face recognition, and image processing algorithms for smoothing of high speed motion. Electronics and Power Systems: Actuators, Electro-Mechanical Systems, High Frequency Converters, Industrial Electronics, Motors and Drives, Power Converters, Power Devices and Components, and

Power Electronics.

Work Item Management with IBM Rational ClearQuest and Jazz - David

E. Bellagio 2011-06-13

The Complete Guide to Managing Work Items and Workflow with IBM® Rational® ClearQuest® and IBM Rational Team Concert™ Work items are the lifeblood of software and hardware development. They tell development teams exactly who is doing what, which issues are resolved, which remain unresolved, and which products are impacted. In large, team-based projects, however, managing work items can be difficult. Now, two IBM Rational experts show how to simplify and improve every aspect of work item management with IBM Rational ClearQuest and the powerful and collaborative Jazz™-based products: IBM Rational Team Concert (RTC) and IBM Rational Quality Manager. Drawing on extensive experience with IBM customers, the authors tightly link theory with proven best practices, offering implementation guidance, detailed examples, and complete solutions. They present innovative solutions, introduce advanced customization techniques, and walk step-by-step through every phase of workflow development, from requirements through maintenance. They conclude with a full chapter of sample applications and solutions, ranging from Collaborative Application Lifecycle Management to SLAs. Coverage includes Understanding work items and their elements Using work items for changes, tasks, activities, test plans, test cases, risks, builds, and promotion Implementing best practices for work item application planning, analysis, design, development, testing, deployment, and maintenance Describing workflows, including advanced dynamic workflows Incorporating roles in work items and using them to meet business needs Using ClearQuest packages and custom integrations, and making the most of Jazz platform integration technology Getting the most of out the CQ-ALM schema Implementing effective quality and performance metrics, SLAs, and governance Improving test management

with IBM Rational Quality Manager work items Creating effective workflows for Scrum and other Agile projects

Emerging Innovations in Agile Software Development - Ghani, Imran 2016-01-26

Agile is a relatively recent methodology used in the development process of a project. Therefore, it is important to share new emerging knowledge with researchers and professionals interested in adopting an agile mindset. Emerging Innovations in Agile Software Development focuses on the use of agile methodologies to manage, design, develop, test and maintain software projects. Emphasizing research-based solutions for contemporary software development, this publication is designed for use by software developers, researchers, and graduate-level students in software engineering and project management programs.

Computer and Information Science -

Roger Lee 2008-04-30

The 7th IEEE/ACIS Conference and the 2nd IEEE/ACIS Workshop on e-Activity (IWEA 2008) featured researchers from around the world. The conference organizers selected 23 outstanding papers for this volume of Springer's Studies in Computational Intelligence.

Systems Engineering for Microscale and Nanoscale Technologies - M. Ann Garrison Darrin 2016-04-19

To realize the full potential of micro- and nanoscale devices in system building, it is critical to develop systems engineering methodologies that successfully integrate stand-alone, small-scale technologies that can effectively interface with the macro world. So how do we accomplish this? Systems Engineering for Microscale and Nanoscale Technologies Adapting Configuration Management for Agile Teams - Mario E. Moreira 2010-04-15

Adapting Configuration Management for Agile Teams provides very tangible approaches on how Configuration Management with its practices and infrastructure can be adapted and managed in order to directly benefit

agile teams. Written by Mario E. Moreira, author of Software Configuration Management Implementation Roadmap, columnist for CM Crossroads online community and writer for the Agile Journal, this unique book provides concrete guidance on tailoring CM for Agile projects without sacrificing the principles of Configuration Management.

Managing Agile - Alan Moran
2015-03-18

This book examines agile approaches from a management perspective by focusing on matters of strategy, implementation, organization and people. It examines the turbulence of the marketplace and business environment in order to identify what role agile management has to play in coping with such change and uncertainty. Based on observations, personal experience and extensive research, it clearly identifies the fabric of the agile organization, helping managers to become agile leaders in an uncertain world. The book opens with a broad survey of agile strategies, comparing and contrasting some of the major methodologies selected on the basis of where they lie on a continuum of ceremony and formality, ranging from the minimalist technique-driven and software engineering focused XP, to the pragmatic product-project paradigm that is Scrum and its scaled counterpart SAFe®, to the comparatively project-centric DSDM. Subsequently, the core of the book focuses on DSDM, owing to the method's comprehensive elaboration of program and project management practices. This work will chiefly be of interest to all those with decision-making authority within their organizations (e.g., senior managers, line managers, program, project and risk managers) and for whom topics such as strategy, finance, quality, governance and risk management constitute a daily aspect of their work. It will, however, also be of interest to those readers in advanced management or business administration courses (e.g., MBA, MSc), who wish to engage in the management of agile organizations and

thus need to adapt their skills and knowledge accordingly.

Advances in Web-Based Learning - ICWL 2004 - Wenyin Liu 2004-12-06

With the rapid development of Web-based learning and new concepts like virtual classrooms, virtual laboratories and virtual universities, many issues need to be addressed. On the technical side, there is a need for effective technology for deployment of W-based education. On the learning side, the cyber mode of learning is very different from classroom-based learning. How can instructional development cope with this new style of learning? On the management side, the establishment of the cyber university - poses very different requirements for the set-up. Does industry-university partnership provide a solution to addressing the technological and management issues? Why do we need to standardize e-learning and what can we do already? As with many other new developments, more research is needed to establish the concepts and best practice for Web-based learning. ICWL 2004, the 3rd International Conference on Web-Based Learning, was held at the Tsinghua University (Beijing, China) from August 8th to 11th, 2004, as a continued attempt to address many of the above-mentioned issues. Following the great successes of ICWL 2002 (Hong Kong) and ICWL 2003 (Australia), ICWL 2004 aimed at presenting new progress in the technical, pedagogical, as well as management issues of Web-based learning. The conference featured a comprehensive program, including a tutorial session, a keynote talk, a main track for regular paper presentations, and an industrial track. We received 120 papers and accepted only 58 of them in the main track for both oral and poster presentations.

Agile Practice Guide (Hindi) -
2019-08-05

Agile Practice Guide - First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile

approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

Software Engineering for Resilient Systems – Anatoliy Gorbenko
2013-09-12

This book constitutes the refereed proceedings of the 5th International Workshop on Software Engineering for Resilient Systems, SERENE 2013, held in Kiev, Ukraine, in October 2013. The 13 revised full papers were carefully reviewed and selected from 21 submissions. The papers are organized in topical sections on resilient software and design, rigorous reasoning, applications, concepts, and analysis.

ECRM 2019 18th European Conference on Research Methods in Business and Management – Prof. Anthony Stacey
2019-06-20

Designing the Requirements – Chris Britton
2015-10-15

Too many software applications don't do what's needed or they do it clumsily, frustrating their users and owners. The core problem: poorly conceived and poorly crafted requirements. In Designing the Requirements, Chris Britton explains why it's not enough to simply "gather" requirements—you need to design them. Britton offers powerful techniques for understanding stakeholders' concerns and working with stakeholders to get the requirements right. Using Britton's context-driven approach to requirements design, you can detect inconsistencies, incompleteness, poor usability, and misalignment with business goals upstream—long before developers start coding. You can also design outward-looking applications and services that will integrate more effectively in a coherent IT architecture. First, Britton explains what requirements design really means

and presents a hierarchy of designs that move step by step from requirements through implementation. Next, he demonstrates how to build on requirements processes you already use and how to overcome their serious limitations in large-scale development. Then, he walks you through designing your application's relationship with the business, users, data, and other software to ensure superior usability, security, and maximum scalability and resilience. Whether you're a software designer, architect, project manager, or programmer, Designing the Requirements will help you design software that works—for users, IT, and the entire business. Coverage includes Designing the entire business solution, not just its software component Using engineering-style design analysis to find flaws before implementation Designing services, and splitting large development efforts into smaller, more manageable projects Planning logical user interfaces that lead to superior user experiences Designing databases and data access to reflect the meaning of your data Building application frameworks that simplify life for programmers and project managers Setting reasonable and achievable goals for performance, availability, and security Designing for security at all levels, from strategy to code Identifying new opportunities created by context-driven design

Driving DevOps with Value Stream Management – Cecil 'Gary' Rupp
2021-08-31

A practical guide to implementing Value Stream Management to guide your strategic investments in DevOps capabilities and deliver customer-centric value quickly and economically Key Features Address DevOps implementation issues, including culture, toolchain costs, improving work and information flows, and product team alignment Implement proven VSM methodology to improve IT value stream flows Leverage VSM platforms to view, analyze, and improve end-to-end value delivery Book Description Value Stream Management (VSM) opens the door to maximizing

your DevOps pipeline investments by improving flows and eliminating waste. VSM and DevOps together deliver value stream improvements across enterprises for a competitive advantage in the digital world. Driving DevOps with Value Stream Management provides a comprehensive review and analysis of industry-proven VSM methods and tools to integrate, streamline, and orchestrate activities within a DevOps-oriented value stream. You'll start with an introduction to the concepts of delivering value and understand how VSM methods and tools support improved value delivery from a Lean production perspective. The book covers the complexities of implementing modern CI/CD and DevOps pipelines and then guides you through an eight-step VSM methodology with the help of a use case showing an Agile team's efforts to install a CI/CD pipeline. Free from marketing hype or vendor bias, this book presents the current VSM tool vendors and customer use cases that showcase their products' strengths. As you advance through the book, you'll learn four approaches to implementing a DevOps pipeline and get guidance on choosing the best fit. By the end of this VSM book, you'll be ready to develop and execute a plan to streamline your software delivery pipelines and improve your organization's value stream delivery. What you will learn Integrate Agile, systems thinking, and lean development to deliver customer-centric value Find out how to choose the most appropriate value stream for your initial and follow-on VSM projects Establish better flows with integrated, automated, and orchestrated DevOps and CI/CD pipelines Apply a proven eight-step VSM methodology to drive lean IT value stream improvements Discover the key strengths of modern VSM tools and their customer use case scenarios Understand how VSM drives DevOps pipeline improvements and value delivery transformations across enterprises Who this book is for This book will help corporate executives, managers, IT team members, and other stakeholders involved in digital

business transformations to improve the flow of customer value through their IT-based value streams. It will provide you with the practical guidance you need while adopting Lean-Agile, Value Stream Management, and DevOps capabilities on an enterprise scale to enable business agility. A basic understanding of how CI/CD and DevOps pipelines improve software delivery capabilities via integrated and automated toolchains will help you to make the most of the book.

The Power of the Agile Business

Analyst, second edition - Jamie Lynn Cooke 2018-06-11

Now in its second edition, The Power of the Agile Business Analyst has expanded to include new Agile methods that have emerged or gained prominence since the first edition. Buy this book to learn how to revolutionise your Agile development and increase the value and relevancy of your project outcomes. Learn 30 realistic, achievable ways that an Agile business analyst can increase project efficiency, add value and improve quality. Find out how an Agile business analyst bridges the gap between the needs of the business and the resources of the development team. Now updated with current Agile methods, to support emerging and established business analysts to adapt to new trends. 30 ways an Agile business analyst can help Drawing on her extensive experience, Jamie proposes a new role for Agile projects: The Agile business analyst. She details 30 achievable ways that such a role will increase relevance, quality and overall business value, and provide business users with crucial support. The Agile business analyst is also a boon to the development team, being a ready source of business knowledge and ensuring that project outcomes align with requirements. This book has been updated to: Incorporate behaviour-driven development into the work that the business analyst does to support interface design; Align the programme management strategies of the Scaled Agile Framework (SAFe) to encourage cross-organisational communication and participation; Include full

updates throughout the Qualifications section in 'Getting the Right Agile Business Analyst for Your Team'; and Provide Agile updates, bringing the book back into line with current methods. Support your Agile business user for better project outcomes.

Agile Product Development - Tathagat Varma 2015-11-05

Shows you what it takes to develop products that blow your users away—and take market share from your competitors. This book will explain how the principles behind agile product development help designers, developers, architects, and product managers create awesome products; and how to look beyond a shiny user interface to build a great product. Most importantly, this book will give you a shared framework for your product development team to collaborate effectively. Product development involves several key activities—including ideation, discovery, design, development, and delivery—and yet too many companies and innovators focus on just a few of them much to the detriment of the product's success in the marketplace. As a result we still continue to see high failure rates in new product development, be it inside organizations or startups. Unfortunately, or rather fortunately, these failures are largely avoidable. In the last fifteen years, advances in agile software development, lean product development, human-centered design, design thinking, lean startups and product delivery have helped improve individual aspects of product development. However, not enough guidance has been available to integrate them in the context of the product development life cycle. Until now. Product developer extraordinaire Tathagat Varma in *Agile Product Development* integrates individual knowledge areas into a field manual for product developers. Organized in the way an idea germinates, sprouts, and grows, the book synthesizes the body of knowledge in a pragmatic way that is more natural to the entire product creation process rather than from individual practices that constitute it. In today's hyper-innovative world, being first to the

market, or delivering feature-loaded products, or even offering the latest technology doesn't guarantee success anymore. Sure, those elements are all needed in the right measures, but they are not sufficient by themselves. And getting it right couldn't be more important: Building products that deliver awesome user experiences is the top challenge facing businesses today, especially in a post-Apple world where user experience and design has been elevated to a cult status.

Agile Processes in Software Engineering and Extreme Programming - Alberto Sillitti 2011-05-03

This book contains the refereed proceedings of the 12th International Conference on Agile Software Development, XP 2011, held in Madrid, Spain, in May 2011. The year 2011 marked the 10th anniversary of the Agile Manifesto. In this spirit, the XP conference continued its fine tradition of promoting agility by disseminating new research results in a timely manner and by bringing together researchers and practitioners for a fruitful mutual exchange of experiences. As introduced for XP 2010, there were again two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 56 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 4 out of 17 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the workshops.

Cybersecurity for Information Professionals - Hsia-Ching Chang 2020-06-28

Information professionals have been paying more attention and putting a greater focus on privacy over cybersecurity. However, the number of both cybersecurity and privacy breach incidents are soaring, which indicates that cybersecurity risks are high and growing. Utilizing cybersecurity awareness training in organizations has been an effective

tool to promote a cybersecurity-conscious culture, making individuals more cybersecurity-conscious as well. However, it is unknown if employees' security behavior at work can be extended to their security behavior at home and personal life. On the one hand, information professionals need to inherit their role as data and information gatekeepers to safeguard data and information assets. On the other hand, information professionals can aid in enabling effective information access and dissemination of cybersecurity knowledge to make users conscious about the cybersecurity and privacy risks that are often hidden in the cyber universe. *Cybersecurity for Information Professionals: Concepts and Applications* introduces fundamental concepts in cybersecurity and addresses some of the challenges faced by information professionals, librarians, archivists, record managers, students, and professionals in related disciplines. This book is written especially for educators preparing courses in information security, cybersecurity, and the integration of privacy and cybersecurity. The chapters contained in this book present multiple and diverse perspectives from professionals in the field of cybersecurity. They cover such topics as: Information governance and cybersecurity User privacy and security online and the role of information professionals Cybersecurity and social media Healthcare regulations, threats, and their impact on cybersecurity A socio-technical perspective on mobile cybersecurity Cybersecurity in the software development life cycle Data security and privacy Above all, the book addresses the ongoing challenges of cybersecurity. In particular, it explains how information professionals can contribute to long-term workforce development by designing and leading cybersecurity awareness campaigns or cybersecurity hygiene programs to change people's security behavior.

Developing and Evaluating Security-Aware Software Systems - Khan, Khaled M. 2012-11-30

"This book provides innovative ideas and methods on the development, operation, and maintenance of secure software systems and highlights the construction of a functional software system and a secure system simultaneously"--Provided by publisher.

Software Systems Development - John Carter 2002

Written in a clear style to appeal to non-specialists as well as computer professionals, this text contains chapters on requirements engineering and object-oriented development together with a set of exercises on modelling techniques.

Software System Development - Carol Britton 2006

The highly regarded textbook, *Software Systems Development: A gentle introduction*, provides a firm grounding in the principles of this topic in a clear, concise and lively form. The authors explain techniques and practices that are universally applicable to software systems development using a traditional structured approach, providing a solid background for aspiring software developers to build upon. This new edition has been thoroughly updated to develop coverage of topics such as SQL, agile methods and object-orientation. The authors' accessible, jargon-free approach to systems analysis and design is ideally suited to computer science students on an introductory course or to those from other disciplines with an interest in software development.

Software Engineering for Multi-Agent Systems III - Ricardo Choren 2011-03-30

This book presents a coherent and well-balanced survey of recent advances in software engineering approaches to the design and analysis of realistic large-scale multi-agent systems (MAS). The chapters included are devoted to various techniques and methods used to cope with the complexity of real-world MAS. The power of agent-based software engineering is illustrated using examples that are representative of successful applications. The 16 thoroughly reviewed and revised full papers are organized in topical

sections on agent methodologies and processes, requirements engineering and software architectures, modeling languages, and dependability and coordination. Most of the papers were initially presented at the 3rd International Workshop on Software Engineering for Large-Scale Multi-agent Systems, SELMAS 2004, held in Edinburgh, UK in May 2004 in association with ICSE 2004. Other papers were invited to complete coverage of all relevant aspects.

A Gentle Introduction to Lean Software Development - Stephen Haunts 2017-12-20

Discover what is involved with Lean Software Development and Kanban so that you can more efficiently deliver software to your customers

Incorporating Lean Manufacturing and Lean IT principles and practices are essential to delivering software to your customers quickly and easily.

This book, *A Gentle Introduction to Lean Software Development*, will help you understand how the lean principles can be applied to software development, *Lean Software*

Architecture and Lean Software Strategies, so that you can more efficiently deliver software to your customers. In this book you will learn about...

Lean Manufacturing
Lean Software Development Applying Lean Software Development? Agile Software Development vs. Lean Software Development Software Practices to Support Lean Kanban

About the Author Stephen Haunts is an experienced software developer with a focus on Microsoft .NET technologies and security for back-end enterprise systems. Stephen is also a

Pluralsight Author, blogger at www.stephenhaunts.com, writer and international conference speaker at events like NDC London, NDC Oslo, NDC Sydney, Techorama and SDD Conf.

Stephen also runs a user group called Derbyshire Dot Net in the UK.

Software Engineering - Eric J. Braude 2016-03-09

Today's software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely

coupled tool sets. Braude and Bernstein's thorough coverage of software engineering perfects the reader's ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . .

- Process: concentrates on how applications are planned and developed
- Design: teaches software engineering primarily as a requirements-to-design activity
- Programming and agile methods: encourages software engineering as a code-oriented activity
- Theory and principles: focuses on foundations
- Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice

In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

Agile: An Executive Guide - Jamie Lynn Cooke 2016-03-22

Agile: An Executive Guide describes Agile methods in clear business language specifically written for professionals. It will help you make realistic business-driven decisions

on whether Agile methods are appropriate for your organisation; whether you are looking to reduce your IT overheads, provide better software solutions to your clients, or have more control over your IT expenditures. This guide provides practical, proven ways to introduce, incorporate and leverage Agile methods to maximise your business returns.

Extreme Programming and Agile Methods - XP/Agile Universe 2004 - Carmen Zannier 2004-11-29

It was 1999 when *Extreme Programming Explained* was first published, making this year's event arguably the 15th anniversary of the birth of the XP/Agile movement in software development. Our fourth conference

reflected the evolution and the learning that have occurred in these exciting 7 years as agile practices have become part of the mainstream in software development. These pages are the proceedings of XP Agile Universe 2004, held in beautiful Calgary, gateway to the Canadian Rockies, in Alberta, Canada.

Evident in the conference is the fact that our learning is still in its early stages. While at times overlooked, adaptation has been a core principle of agile software development since the earliest literature on the subject. The conference and these proceedings reinforce that principle. Although some organizations are able to practice agile methods in the near-pure form, most are not, reflecting just how radically innovative these methods are to this day.

Any innovation must coexist with an existing environment and agile software development is no different. There are numerous challenges confronting IT and software development organizations today, with many solutions pitched by a cadre of advocates. Be it CMM, offshoring, outsourcing, security, or one of many other current topics in the industry, teams using or transitioning to Extreme Programming and other agile practices must integrate with the rest of the organization in order to succeed. The papers here offer some of the latest experiences that teams are having in those efforts. XP Agile Universe 2004 consisted of workshops, tutorials, papers, panels, the Open Space session, the Educators' Symposium, keynotes, educational games and industry presentations.

Lean-Agile Software Development - Alan Shalloway 2009-10-22

Agile techniques have demonstrated immense potential for developing more effective, higher-quality software. However, scaling these techniques to the enterprise presents many challenges. The solution is to integrate the principles and practices of Lean Software Development with Agile's ideology and methods. By doing so, software organizations leverage Lean's

powerful capabilities for "optimizing the whole" and managing complex enterprise projects. A combined "Lean-Agile" approach can dramatically improve both developer productivity and the software's business value. In this book, three expert Lean software consultants draw from their unparalleled experience to gather all the insights, knowledge, and new skills you need to succeed with Lean-Agile development. Lean-Agile Software Development shows how to extend Scrum processes with an Enterprise view based on Lean principles. The authors present crucial technical insight into emergent design, and demonstrate how to apply it to make iterative development more effective. They also identify several common development "anti-patterns" that can work against your goals, and they offer actionable, proven alternatives. Lean-Agile Software Development shows how to Transition to Lean Software Development quickly and successfully Manage the initiation of product enhancements Help project managers work together to manage product portfolios more effectively Manage dependencies across the software development organization and with its partners and colleagues Integrate development and QA roles to improve quality and eliminate waste Determine best practices for different software development teams The book's companion Web site, www.netobjectives.com/lasd, provides updates, links to related materials, and support for discussions of the book's content.

Creating Agile Business Systems with Reusable Knowledge - A. Mitra 2007-01-18

Agility and innovation are necessary to achieve global excellence and customer value in twenty-first century business; yet most approaches to business process engineering sacrifice these in favor of operational efficiency and economics. Moreover, the IT systems used to automate and encapsulate business processes are unresponsive to the dynamic business environment. Mitra and Gupta provide insight to close this gap - showing how innovation can

be systematized with normalized patterns of information, how business processes and information systems may be tightly aligned, and how these processes and systems can be designed to automatically adapt to change by reconfiguring shared patterns of knowledge. A modular approach to building business systems that parallels that of object oriented software is presented. Practical templates required for accelerating integration, analysis and design are provided. This book will appeal to consultants, analysts, and managers in IT as well as researchers and graduate students in business, management and IT.

Scaling Scrum Across Modern

Enterprises - Cecil Rupp 2020-08-31
Establish business agility in your organization by applying industry-proven scaling strategies from popular Scrum frameworks such as Scrum of Scrums (SoS), Scrum@Scale, Nexus, Large-Scale Scrum (LeSS), Disciplined Agile, and SAFe Key Features Learn how to be Agile at scale by implementing best practices Understand how Lean-Agile practices are incorporated in Disciplined Agile and the Scaled Agile Framework (SAFe) Customize Scrum and Lean-Agile practices to support portfolio and large product development needs Book Description Scaled Scrum and Lean-Agile practices provide essential strategies to address large and complex product development challenges not addressed in traditional Scrum. This Scrum/Lean-Agile handbook provides a comprehensive review and analysis of industry-proven scaling strategies that enable business agility on an enterprise scale. Free of marketing hype or vendor bias, this book helps you decide which practices best fit your situation. You'll start with an introduction to Scrum as a lightweight software development framework and then explore common approaches to scaling it for more complex development scenarios. The book will then guide you through systems theory, lean development, and the application of holistic thinking to more complex software and system development activities. Throughout,

you'll learn how to support multiple teams working in collaboration to develop large and complex products and explore how to manage cross-team integration, dependency, and synchronization issues. Later, you'll learn how to improve enterprise operational efficiency across value creation and value delivery activities, before discovering how to align product portfolio investments with corporate strategies. By the end of this Scrum book, you and your product teams will be able to get the most value out of Agile at scale, even in complex cyber-physical system development environments. What you will learn Understand the limitations of traditional Scrum practices Explore the roles and responsibilities in a scaled Scrum and Lean-Agile development environment Tailor your Scrum approach to support portfolio and large product development needs Apply systems thinking to evaluate the impacts of changes in the interdependent parts of a larger development and delivery system Scale Scrum practices at both the program and portfolio levels of management Understand how DevOps, test automation, and CI/CD capabilities help in scaling Scrum practices Who this book is for Executives, product owners, Scrum masters, development team members, and other stakeholders who need to learn how to scale Agile to support large, complex projects and large enterprise portfolios and programs will find this book useful. A basic understanding of the values and principles of Agile and the Scrum-based framework for Agile development practices is required before you get started with this Agile Scrum book.

Proceedings of the 2012 International Conference on Information Technology and Software Engineering - Wei Lu 2012-11-06

Proceedings of the 2012 International Conference on Information Technology and Software Engineering presents selected articles from this major event, which was held in Beijing, December 8-10, 2012. This book presents the latest research trends, methods and experimental results in the fields of information technology

and software engineering, covering various state-of-the-art research theories and approaches. The subjects range from intelligent computing to information processing, software engineering, Web, unified modeling language (UML), multimedia, communication technologies, system identification, graphics and visualizing, etc. The proceedings provide a major interdisciplinary forum for researchers and engineers to present the most innovative studies and advances, which can serve as an excellent reference work for researchers and graduate students working on information technology and software engineering. Prof. Wei Lu, Dr. Guoqiang Cai, Prof. Weibin Liu and Dr. Weiwei Xing all work at Beijing Jiaotong University.

User Stories Applied - Mike Cohn
2004-03-01

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.

Information Technology - New Generations - Shahram Latifi
2018-04-12

This volume presents a collection of peer-reviewed, scientific articles from the 15th International Conference on Information Technology - New Generations, held at Las Vegas. The collection addresses critical areas of Machine Learning, Networking and Wireless Communications, Cybersecurity, Data Mining, Software Engineering, High Performance Computing Architectures, Computer Vision, Health, Bioinformatics, and Education.

Essentials of Project Management - Adam Farag

The Essentials of Project Management is designed specifically for college students enrolled in a business program including business accounting, administration, supply chain and human resources. It describes the project management process and the role of the project manager in implementing such a process. The book is designed to help students build understanding of the importance and applications of project management.

Database and Expert Systems Applications - Sven Hartmann
2016-08-05

This two volume set LNCS 9827 and LNCS 9828 constitutes the refereed proceedings of the 27th International Conference on Database and Expert Systems Applications, DEXA 2016, held in Porto, Portugal, September 2016. The 39 revised full papers presented together with 29 short papers were carefully reviewed and selected from 137 submissions. The papers discuss a range of topics including: Temporal, Spatial, and High Dimensional Databases; Data Mining; Authenticity, Privacy, Security, and Trust; Data Clustering; Distributed and Big Data Processing; Decision Support Systems, and Learning; Data Streams; Data Integration, and Interoperability; Semantic Web, and Data Semantics;

Social Networks, and Network
Analysis; Linked Data; Data Analysis;
NoSQL, NewSQL; Multimedia Data;
Personal Information Management;
Semantic Web and Ontologies; Database

and Information System Architectures;
Query Answering and Optimization;
Information Retrieval, and Keyword
Search; Data Modelling, and
Uncertainty.