

Agile Documentation A Pattern Guide To Producing Lightweight Documents For Software Projects | 52f69c1b8e5b8c5fae1441403225d73e

Patterns for Effective Use Cases Individuals and Interactions Agile Project Management Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications Writing Effective Use Cases Software Applications: Concepts, Methodologies, Tools, and Applications Designing Usable Apps Guide to the Unified Process featuring UML, Java and Design Patterns User Stories Applied Living Documentation Enterprise Information Systems and Advancing Business Solutions: Emerging Models Agile Adoption Patterns Pattern Languages of Program Design 5 The Art of Agile Development Agile Principles, Patterns, and Practices in C# Agile Practice Guide (Hindi) Enterprise Architecture at Work Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics The Business Value of Agile Software Methods New Trends in Software Methodologies, Tools and Techniques Encyclopedia of Information Science and Technology Agile Network Businesses Agile Modeling Agile Documentation Developments and Advances in Intelligent Systems and Applications Expert Python Programming, Encyclopedia of Computer Science and Technology Intelligent Systems: Concepts, Methodologies, Tools, and Applications Data Modeling Theory and Practice Search-Based Software Engineering Agile Management Agile Project Management For Dummies Implementation Patterns Applied Computer Science for GGOS Observatories Encyclopedia of Information Science and Technology, Fourth Edition Organizational Patterns of Agile Software Development Choose your WoW Product-Focused Software Process Improvement Pattern-Oriented Software Architecture, On Patterns and Pattern Languages Agile Portfolio Management

"A highly readable and yet comprehensive book on network businesses that have become governable with the advent of cloud and big data computing. Vivek Kale is a master of simplifying the complex world of network theory and its relevance to business." — Jagdish N. Sheth, Charles H. Kellstadt Professor of Marketing, Emory University Agile Network Businesses: Collaboration, Coordination, and Competitive Advantage reflects the shift from traditional networks to virtual and agile networks that enable businesses to operate dynamically, thereby representing markets more closely. This book enables IT managers and business decision-makers to understand clearly what network businesses and enterprises are, what they can do for them, and how to realize them. Customers in geographically dispersed markets are demanding higher quality products in a greater variety, at lower cost, and in a shorter time. Thus, enterprises have moved from a few centralized and vertically integrated facilities to geographically dispersed networks of capabilities, competencies and resources, which are the core of network businesses. Enterprises are now constructing more fluid network businesses in which each member facility focuses on differentiation and relies increasingly on its partners, suppliers, and customers to provide the rest. Network businesses have emerged as an organizational paradigm for collaboration and coordination across loosely connected individual organizations. This pragmatic book: Introduces network solutions and distributed systems that are a first step towards enabling a network enterprise. It also gives a detailed description of networks and agent system that have paved the road to network enterprises. Describes the basics of service-oriented architecture (SOA), cloud computing, and big data that are essential to network enterprises. Details the distinguishing aspects of network enterprises, which include virtual enterprises, management of network enterprises, and collaborative network enterprises. Covers such major application areas as supply, manufacturing, e-business, platform, social and wireless sensor networks. Introduces decision networks in the context of supply chain networks This book reinterprets the traditional supply chain in terms of the flow of decisions, information, and materials, which leads to reconfiguring the traditional supply chain network into mutually separate decision networks (e.g., fourth-party logistics or 4PL), information networks (e.g., wireless sensor networks), and logistics networks (e.g., third-party logistics or 3PL).

Discover how to create software products your customers will love! In today's competitive software market, to attract and retain users and customers, software products and websites need attractive, eye-catching interfaces, and they must provide frustration-free user experiences. Whether you're designing a mobile, tablet, desktop, or web-based software application, Designing Usable Apps will teach you the principles you need to know and the tried-and-tested techniques you'll want to use to make your product easy to learn and fun to use. Designing

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Usable Apps is a compact, practical guide to the key ideas, principles, and practices of User Experience design and usability evaluation. Read this book, and you will: Discover the fundamental psychological principles behind how people use computing devices and software Learn techniques for discovering the needs and characteristics of your users Become familiar with the recommended techniques and project processes, both for agile and traditional teams, that will help ensure usability is built in to your product throughout the software development lifecycle Understand techniques for creating effective prototypes and lightweight software design specifications Grasp the key processes and techniques for evaluating and testing the usability of software designs, prototypes, and products Recognize what problems cause user frustration and dissatisfaction, so you can identify and correct usability issues

Data Modeling Theory and Practice is for practitioners and academics who have learned the conventions and rules of data modeling and are looking for a deeper understanding of the discipline. The coverage of theory includes a detailed review of the extensive literature on data modeling and logical database design, referencing nearly 500 publications, with a strong focus on their relevance to practice. The practice component incorporates the largest-ever study of data modeling practitioners, involving over 450 participants in interviews, surveys and data modeling tasks. The results challenge many long-held assumptions about data modeling and will be of interest to academics and practitioners alike. Graeme Simsion brings to the book the practical perspective and intellectual clarity that have made his Data Modeling Essentials a classic in the field. He begins with a question about the nature of data modeling (design or description), and uses it to illuminate such issues as the definition of data modeling, its philosophical underpinnings, inputs and deliverables, the necessary behaviors and skills, the role of creativity, product diversity, quality measures, personal styles, and the differences between experts and novices. Data Modeling Theory and Practice is essential reading for anyone involved in data modeling practice, research, or teaching.

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

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

Lankhorst and his co-authors present ArchiMate® 3.0, enterprise modelling language that captures the complexity of architectural domains and their relations and allows the construction of integrated enterprise architecture models. They provide architects with concrete instruments that improve their architectural practice. As this is not enough, they additionally present techniques and heuristics for communicating with all relevant

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stakeholders about these architectures. Since an architecture model is useful not only for providing insight into the current or future situation but can also be used to evaluate the transition from 'as-is' to 'to-be', the authors also describe analysis methods for assessing both the qualitative impact of changes to an architecture and the quantitative aspects of architectures, such as performance and cost issues. The modelling language presented has been proven in practice in many real-life case studies and has been adopted by The Open Group as an international standard. So this book is an ideal companion for enterprise IT or business architects in industry as well as for computer or management science students studying the field of enterprise architecture. This fourth edition of the book has been completely reworked to be compatible with ArchiMate® 3.0, and it includes a new chapter relating this new version to other standards. New sections on capability analysis, risk analysis, and business architecture in general have also been introduced.

There are four broad topics covered in Agile Project Management: opportunity, principles, framework and practices. The opportunity lies in creating innovative products and services—things that are new, different, and creative. These are products that can't be defined completely in the beginning but evolve over time through experimentation, exploration, and adaptation. The book discusses the Agile Revolution; describe the value and principles that actuate APM; cover the APM process framework and individual practices; examine how agile principles are used and underscores; and how APM helps address the changing nature of new product development.

This updated edition shows you how to use the agile project management framework for success! Learn how to apply agile concepts to your projects. This fully updated book covers changes to agile approaches and new information related to the methods of managing an agile project. Agile Project Management For Dummies, 3rd Edition gives product developers and other project leaders the tools they need for a successful project. This book's principles and techniques will guide you in creating a product roadmap, self-correcting iterations of deployable products, and preparing for a product launch. Agile approaches are critical for achieving fast and flexible product development. It's also a useful tool for managing a range of business projects. Written by one of the original agile technique thought-leaders, this book guides you and your teams in discovering why agile techniques work and how to create an effective agile environment. Users will gain the knowledge to improve various areas of project management. Define your product's vision and features Learn the steps for putting agile techniques into action Manage the project's scope and procurement Plan your team's sprints and releases Simplify reporting related to the project Agile Project Management For Dummies can help you to better manage the scope of your project as well as its time demands and costs. You'll also be prepared to skillfully handle team dynamics, quality challenges, and risks.

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

Proven Patterns and Techniques for Succeeding with Agile in Your Organization Agile methods promise to help you create software that delivers far more business value—and do it faster, at lower cost, and with less pain. However, many organizations struggle with implementation and leveraging these methods to their full benefit. In this book, Amr Elssamadisy identifies the powerful lessons that have been learned about successfully moving to agile and distills them into 30 proven agile adoption patterns. Elssamadisy walks you through the process of

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defining your optimal agile adoption strategy with case studies and hands-on exercises that illuminate the key points. He systematically examines the most common obstacles to agile implementation, identifying proven solutions. You'll learn where to start, how to choose the best agile practices for your business and technical environment, and how to adopt agility incrementally, building on steadily growing success.

Provides 31 development and structural patterns for software developers to refer to as examples of well-written use cases that help model software requirements. The development patterns describe the characteristics of good writing practices and project organization, while the structural patterns identify the basic components of use cases and how they should be organized. Annotation copyrighted by Book News, Inc., Portland, OR

"This book is to provide comprehensive coverage and understanding of various enterprise information systems (EIS) such as enterprise resource planning (ERP) and electronic commerce (EC) and their implications on supply chain management and organizational competitiveness"--Provided by publisher.

Whether to continue using traditional cost and benefit analysis methods such as systems and software engineering standards or to use a relatively new family of software development processes known as Agile methods is one of most prevalent questions within the information technology field today. Since each family of methods has its strengths and weaknesses, the question being raised by a growing number of executives and practitioners is: Which family of methods provides the greater business value and return on investment (ROI)? Whereas traditional methods have been in use for many decades, Agile methods are still a new phenomenon and, until now, very little literature has existed on how to quantify the business value of Agile methods in economic terms, such as ROI and net present value (NPV). Using cost of quality, total cost of ownership, and total life cycle cost parameters, The Business Value of Agile Software Methods offers a comprehensive methodology and introduces the industry's initial top-down parametric models for quantifying the costs and benefits of using Agile methods to create innovative software products. Based on real-world data, it illustrates the first simple-to-use parametric models of Real Options for estimating the business value of Agile methods since the inception of the Nobel prize winning Black-Scholes formulas. Numerous examples on how to estimate the costs, benefits, ROI, NPV, and real options of the major types of Agile methods such as Scrum, Extreme Programming and Crystal Methods are also included. In addition, this reference provides the first comprehensive compilation of cost and benefit data on Agile methods from an analysis of hundreds of research studies. The Business Value of Agile Software Methods shatters key myths and misconceptions surrounding the modern-day phenomenon of Agile methods for creating innovative software products. It provides a complete business value comparison between traditional and Agile methods. The keys to maximizing the business value of any method are low costs and high benefits and the business value of Agile methods, when compared to traditional methods, proves to be very impressive. Agile methods are a new model of project management that can be used to improve the success, business value, and ROI of high-risk and highly complex IT projects in today's dynamic, turbulent, and highly uncertain marketplace. If you are an executive, manager, scholar, student, consultant or practitioner currently on the fence, you need to read this book!

With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

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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.

This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.

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.

This book primarily addresses Intelligent Information Systems (IIS) and the integration of artificial intelligence, intelligent systems and technologies, database technologies and information systems methodologies to create the next generation of information systems. It includes original and state-of-the-art research on theoretical and practical advances in IIS, system architectures, tools and techniques, as well as “success stories” in intelligent information systems. Intended as an interdisciplinary forum in which scientists and professionals could share their research results and report on new developments and advances in intelligent information systems, technologies and related areas – as well as their applications –, it offers a valuable resource for researchers and practitioners alike.

The UML, or Unified Modeling Language, is the de facto standard adopted by the Object Management Group (OMG) and by almost all vendors of object modeling tools. The Unified Process is explicitly designed to work with the UML and is a whole design method covering the majority of the life cycle of a software product. John Hunt's book guides you through the use of the UML and the Unified Process and their application to Java systems. Key Topics Focusing explicitly on applying the notation and the method to Java, the book is clearly written to appeal to practitioners. This second edition is considerably revised and extended and includes examples taken from the latest version of Rational Rose and Together. All the UML references are updated to the latest version and the Patterns chapter has been expanded to include J2EE examples. New chapters are included showing how the Unified Process can be used in real world projects and project management, and there is comprehensive coverage of Agile Modeling. - A truly practical introduction to object oriented analysis and design using the Unified Process. Where necessary the UML is introduced, to support the Unified Process steps. - Good coverage of Design Patterns and how they integrate into Java development - Focuses on the real world use of UML and the Unified Process via a detailed case study that follows the whole design process through from the initial setting up, to implementation in Java and Agile Modeling - Features and Benefits - How to use the Unified Process in real world projects - Covers the Unified Process and UML in one book - A concise and accessible step-by-step guide to applying the Unified Process and UML in Java - Explains Design Patterns and discusses how Agile Modeling fits with the Unified Process John Hunt is Technical Director at JayDee Technology Ltd. He runs industrial courses, including server-side Java technologies. He also leads development projects for government and blue chip organizations using Java, J2EE, XML and C#. He is the author of nine other books on Java, XML and object orientation.

Use an Approach Inspired by Domain-Driven Design to Build Documentation That Evolves to Maximize Value Throughout Your Development Lifecycle Software documentation can come to life, stay dynamic, and actually help you build better software. Writing for developers, coding architects, and other software professionals, Living Documentation shows how to create documentation that evolves throughout your entire design and development lifecycle. Through patterns, clarifying illustrations, and concrete examples, Cyrille Martraire demonstrates how to use well-crafted artifacts and automation to dramatically improve the value of documentation at minimal extra cost. Whatever your domain, language, or technologies, you don't have to choose between working software and comprehensive, high-quality documentation: you can have both. · Extract and augment available knowledge, and make it useful through living curation · Automate the creation of documentation and diagrams that evolve as knowledge changes · Use development tools to refactor documentation · Leverage documentation to improve software designs · Introduce living documentation to new

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and legacy environments

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

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

Hundreds of organizations around the world have already benefited from Disciplined Agile Delivery (DAD). Disciplined Agile (DA) is the only comprehensive tool kit available for guidance on building high-performance agile teams and optimizing your way of working (WoW). As a hybrid of all the leading agile and lean approaches, it provides hundreds of strategies to help you make better decisions within your agile teams, balancing self-organization with the realities and constraints of your unique enterprise context. The highlights of this handbook include:

- As the official source of knowledge on DAD, it includes greatly improved and enhanced strategies with a revised set of goal diagrams based upon learnings from applying DAD in the field.*
- It is an essential handbook to help coaches and teams make better decisions in their daily work, providing a wealth of ideas for experimenting with agile and lean techniques while providing specific guidance and trade-offs for those “it depends” questions.*
- It makes a perfect study guide for Disciplined Agile certification. Why “fail fast” (as our industry likes to recommend) when you can learn quickly on your journey to high performance? With this handbook, you can make better decisions based upon proven, context-based strategies, leading to earlier success and better outcomes.*

Agile portfolio management deals with how an organization identifies, prioritizes, organizes, and manages different products. This is done in a streamlined way in order to optimize the development of value in a manner that’s sustainable in the long run. It ensures that a company provides their clients with the best value for their investment. A good portfolio manager understands and follows the agile principles while also considering the various factors needed to successfully manage numerous teams and projects. The project management office of many organizations are faced with the reality of more and more agile deliverables as part of agile transformations, however they lack the knowledge to perform these tasks. Researchers and practitioners have a good understanding of project, program and portfolio management in a planned based perspective. They have common standards from Axelos, PMI and such, so they know the best practices. The knowledge of agile on a team level is fairly mature and the knowledge of more agile teams (scaling) are increasing. However, the knowledge of agile portfolio management is still limited. The aim of this book is to give the reader an understanding of portfolio management of a portfolio of agile deliverables, what the options are (theory), what we know (research) and what others are doing (practice). Many organizations in banking, insurance to name a few are in the middle of major agile transformations with limited knowledge of the practice. In this book, the author collects and analyzes common practices in various industries. He provides both theory and through case studies the practical aspects of agile portfolio management.

Please note - there is now a second edition of this book available, with the ISBN of 0321658396. “Jim Highsmith is one of a few modern writers who are helping us understand the new nature of work in the knowledge economy.”—Rob Austin, Assistant Professor, Harvard Business School “This is the project management book we’ve all been waiting for—the book that effectively combines Agile methods and rigorous project management. Not only does this book help us make sense of project management in this current world of iterative, incremental Agile methods, but it’s an all-around good read!”—Lynne Ellen, Sr. VP & CIO, DTE Energy “Finally a book that reconciles the passion of the Agile Software movement with the needed disciplines of project management. Jim’s book has provided a service to all of us.”—Neville R(oy) Singham, CEO, ThoughtWorks, Inc. “The world of product development is becoming more dynamic and uncertain. Many

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managers cope by reinforcing processes, adding documentation, or further honing costs. This isn't working. Highsmith brilliantly guides us into an alternative that fits the times.” —Preston G. Smith, principal, New Product Dynamics/coauthor, Developing Products in Half the Time One of the field's leading experts brings together all the knowledge and resources you need to use APM in your next project. Jim Highsmith shows why APM should be in every manager's toolkit, thoroughly addressing the questions project managers raise about Agile approaches. He systematically introduces the five-phase APM framework, then presents specific, proven tools for every project participant. Coverage includes: Six principles of Agile Project Management How to capitalize on emerging new product development technologies Putting customers at the center of your project, where they belong Creating adaptive teams that respond quickly to changes in your project's "ecosystem" Which projects will benefit from APM—and which won't APM's five phases: Envision, Speculate, Explore, Adapt, Close APM practices, including the Product Vision Box and Project Data Sheet Leveraging your PMI skills in Agile environments Scaling APM to larger projects and teams For every project manager, team leader, and team member

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

This book constitutes the refereed proceedings of the 6th International Symposium on Search-Based Software Engineering, SSBSE 2014, held in Fortaleza, Brazil. The 14 revised full papers presented together with 2 keynote addresses, 1 invited talk, 1 short paper, 3 papers of the graduate track, and 4 challenge track papers were carefully reviewed and selected from 51 submissions. Search Based Software Engineering (SBSE) studies the application of meta-heuristic optimization techniques to various software engineering problems, ranging from requirements engineering to software testing and maintenance.

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

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

Refine your Python programming skills and build professional grade applications with this comprehensive guide Key Features Create manageable code that can run in various environments with different sets of dependencies Implement effective Python data structures and algorithms to write optimized code Discover the

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exciting new features of Python 3.7 Book Description Python is a dynamic programming language that's used in a wide range of domains thanks to its simple yet powerful nature. Although writing Python code is easy, making it readable, reusable, and easy to maintain is challenging. Complete with best practices, useful tools, and standards implemented by professional Python developers, the third edition of Expert Python Programming will help you overcome this challenge. The book will start by taking you through the new features in Python 3.7. You'll then learn the advanced components of Python syntax, in addition to understanding how to apply concepts of various programming paradigms, including object-oriented programming, functional programming, and event-driven programming. This book will also guide you through learning the best naming practices, writing your own distributable Python packages, and getting up to speed with automated ways of deploying your software on remote servers. You'll discover how to create useful Python extensions with C, C++, Cython, and CFFI. Furthermore, studying about code management tools, writing clear documentation, and exploring test-driven development will help you write clean code. By the end of the book, you will have become an expert in writing efficient and maintainable Python code. What you will learn Explore modern ways of setting up repeatable and consistent development environments Package Python code effectively for community and production use Learn modern syntax elements of Python programming such as f-strings, enums, and lambda functions Demystify metaprogramming in Python with metaclasses Write concurrent code in Python Extend Python with code written in different languages Integrate Python with code written in different languages Who this book is for This book will appeal to you if you're a programmer looking to take your Python knowledge to the next level by writing efficient code and learning the latest features of version 3.7 and above.

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

“In my opinion, this is the handbook for Agile teams. I have been wishing for this book since we implemented Agile several years ago. In many Agile process books, the team aspect of Agile has been glossed over in favor of the technical aspects; this book is a welcome change.” --Sarah Edrie, Director of Quality Engineering, Harvard Business School “Cloud Computing, Distributed Architecture, Test Driven Development these are simple to master compared to building an agile, efficient, and top-performing team. The path from skilled developer/tester to successful manager, team leader, and beyond is now more easily attainable with the insights, knowledge, and guidance provided by Ken Howard and Barry Rogers in Individuals and Interactions: An Agile Guide.” --R.L. Bogetti, www.RLBogetti.com, Lead System Designer, Baxter Healthcare “This book provides fantastic insight on how individuals act and relate as a team. Ken and Barry give great examples and exercises to help the reader understand behaviors of each individual and use this knowledge to perform better as a team.” --Lisa Shoop, Director Product Development, Sabre-Holdings “Individuals and Interactions is a masterfully crafted must-read for anyone who is serious about understanding and applying the human-centered values of Agile development. It is like Patrick Lencioni meets the Poppendiecks to write ‘Agile through the Looking-Glass.’ Here the ‘Looking-Glass’ is the powerful DISC framework, and we see it used to enable different kind of TDD (Team-Driven Development) through the use of stories, examples, models, and guidance.” --Brad Appleton, Agile coach/consultant in a Fortune 100 telecom company; coauthor of Software Configuration Management Patterns “This book is essential reading for any engineering team that's serious about Agile development. Its chapters on team dynamics and development lay the foundation for learning all of the factors that enable a team to transform itself into an Agile success story.” --Bernard Farrell, Consultant Software Engineer at EMC Corporation Great emphasis is typically placed on the “mechanics” of agile development--its processes and tools. It's easy to forget that the Agile Manifesto values individuals and interactions ahead of processes and tools. You can gain powerful benefits by refocusing on the people side of agile development. This book will show you how. It's your practical user's guide to solving the problems agile teams encounter, packed with stories, best practices, exercises, and tips you can actually use. Step by step, you'll learn how to get teams to truly work as teams, not as disconnected individuals. Along the way, you'll find profoundly realistic advice on communication, motivation, collaboration, change, group dynamics, and much more. Whether you are an agile project manager, ScrumMaster, product owner, developer, trainer, or consultant, this book will help you make your agile environment more productive, more effective, and more personally fulfilling.

The long awaited fifth volume in a collection of key practices for pattern languages and design.

This book constitutes the refereed proceedings of the 7th International Conference on Product-Focused

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Software Process Improvement, PROFES 2006, held in Amsterdam, June 2006. The volume presents 26 revised full papers and 12 revised short papers together with 6 reports on workshops and tutorials. The papers constitute a balanced mix of academic and industrial aspects, organized in topical sections on decision support, embedded software and system development, measurement, process improvement, and more.

Ongoing advancements in modern technology have led to significant developments in intelligent systems. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Intelligent Systems: Concepts, Methodologies, Tools, and Applications contains a compendium of the latest academic material on the latest breakthroughs and recent progress in intelligent systems. Including innovative studies on information retrieval, artificial intelligence, and software engineering, this multi-volume book is an ideal source for researchers, professionals, academics, upper-level students, and practitioners interested in emerging perspectives in the field of intelligent systems.

Part of SoMet series, this book contains reviewed papers given at the Seventh International Conference on New Trends in Software Methodology Tools, and Techniques (SoMeT_08) held in Sharjah, United Arab Emirates. It addresses handling of cognitive issues on software development to adapt to user mental state.

This book combines elementary theory from computer science with real-world challenges in global geodetic observation, based on examples from the Geodetic Observatory Wettzell, Germany. It starts with a step-by-step introduction to developing stable and safe scientific software to run successful software projects. The use of software toolboxes is another essential aspect that leads to the application of generative programming. An example is a generative network middleware that simplifies communication. One of the book's main focuses is on explaining a potential strategy involving autonomous production cells for space geodetic techniques. The complete software design of a satellite laser ranging system is taken as an example. Such automated systems are then combined for global interaction using secure communication tunnels for remote access. The network of radio telescopes is used as a reference. Combined observatories form coordinated multi-agent systems and offer solutions for operational aspects of the Global Geodetic Observing System (GGOS) with regard to "Industry 4.0".

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.

Software patterns have revolutionized the way developers think about how software is designed, built, and documented, and this unique book offers an in-depth look of what patterns are, what they are not, and how to use them successfully The only book to attempt to develop a comprehensive language that integrates patterns from key literature, it also serves as a reference manual for all pattern-oriented software architecture (POSA) patterns Addresses the question of what a pattern language is and compares various pattern paradigms Developers and programmers operating in an object-oriented environment will find this book to be an invaluable resource

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

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