

Team-Based Software Development

Extreme Programming

Pocket Guide



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Extreme Programming Pocket Guide

Tom Adelstein, Sam Hiser



Extreme Programming Pocket Guide:

Extreme Programming Pocket Guide Chromatic, 2003-07-24 Extreme Programming XP is a radical new approach to software development that has been accepted quickly because its core practices the need for constant testing programming in pairs inviting customer input and the communal ownership of code resonate with developers everywhere Although many developers feel that XP is rooted in commonsense its vastly different approach can bring challenges frustrations and constant demands on your patience Unless you've got unlimited time and who does these days you can't always stop to thumb through hundreds of pages to find the piece of information you need The *Extreme Programming Pocket Guide* is the answer Concise and easy to use this handy pocket guide to XP is a must have quick reference for anyone implementing a test driven development environment The *Extreme Programming Pocket Guide* covers XP assumptions principles events artifacts roles and resources and more It concisely explains the relationships between the XP practices If you want to adopt XP in stages the *Extreme Programming Pocket Guide* will help you choose what to apply and when You'll be surprised at how much practical information is crammed into this slim volume O'Reilly's Pocket Guides have become a favorite among developers everywhere By providing a wealth of important details in a concise well organized format these handy books deliver just what you need to complete the task at hand When you've reached a sticking point in your work and need to get to a solution quickly the new *Extreme Programming Pocket Guide* is the book you'll want to have beside your keyboard

Agile Processes in Software Engineering and Extreme Programming Alberto Sillitti, Orit Hazzan, Emily Bache, Xavier Albaladejo, 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

Open Source for the Enterprise Dan Woods, Gautam Guliani, 2005-07-27 This book provides something far more valuable than either the cheerleading or the fear mongering one hears about open source The authors are Dan Woods former CTO of TheStreet.com and a consultant and author of several books about IT and Gautam Guliani Director of Software Architecture at Kaplan Test Prep Admissions Each has used open source software for some 15 years at IT departments large and small They have collected the wisdom of a host of experts from IT departments open source communities and software companies *Open Source for the Enterprise* provides a top to bottom view not only of the technology but of the skills required to manage it and

the organizational issues that must be addressed

Unit Test Frameworks Paul Hamill,2004-11-02 Unit test frameworks are a key element of popular development methodologies such as eXtreme Programming XP and Agile Development But unit testing has moved far beyond eXtreme Programming it is now common in many different types of application development Unit tests help ensure low level code correctness reduce software development cycle time improve developer productivity and produce more robust software Until now there was little documentation available on unit testing and most sources addressed specific frameworks and specific languages rather than explaining the use of unit testing as a language independent standalone development methodology This invaluable new book covers the theory and background of unit test frameworks offers step by step instruction in basic unit test development provides useful code examples in both Java and C and includes details on some of the most commonly used frameworks today from the XUnit family including JUnit for Java CppUnit for C and NUnit for NET Unit Test Frameworks includes clear concise and detailed descriptions of The theory and design of unit test frameworks Examples of unit tests and frameworks Different types of unit tests Popular unit test frameworks And more It also includes the complete source code for CppUnit for C and NUnit for NET

Agile Foundation Courseware - English Nader Rad,2020-08-01 This Courseware package consist out of two publications Agile Foundation Courseware English and you are adviced to obtain the publication Agile for responsive organizations A Pocket Guide This courseware is for the Agile Foundation certification by the Agile Consortium and follows the Certify to Inspire philosophy enabling continuous learning and an adaptive mindset in an Agile world and corporate environment This courseware has been reviewed by Agile Consortium board members and been accredited by Van Haren Learning Solutions This Courseware provides a didactic journey in Agile including teasers energizers and many little assignments There is also a reference to free online Agile literature and to the online Agile Foundation demo exam The main modules of this exam are o What is Agile o Agile Culture and Leadership o Scrum o Methods and frameworks o Agile way of working o Value and Continuous delivery o Empiricism and improvement Modules of this course ware o What is Agile o Fundamental systems to Agile XP Crystal Scrum DSDM o Philosophizing o Scaling o Kanban o Lean Startup About the Agile Foundation Certification The Agile Foundation certificate is intended for those who are relatively new to the concept of Agile and would like to discover what it exactly entails The idea behind this exam is that you are serious about delving into the Agility concept and related practices How you decide to do that will be up to you You can read books articles or blogs You can also watch videos listen to podcasts attend events or observe others who are working with Agile in practice Or another possibility is to follow a course in Agile The Agile Foundation Exam is an independent exam meaning it is not tied to a specific method If you have the Agile Foundation certificate you will have demonstrated you understand what Agile means and that you can identify the methods and concepts most commonly used in Agile organizations

Exploring the JDS Linux Desktop Tom Adelstein,Sam Hiser,2004 Accompanying disc contains a version of JDS Linux Desktop which can be run directly from the disc without installation

AspectJ Cookbook Russ Miles, 2005 This hands on book shows readers why and how common Java development problems can be solved by using new Aspect oriented programming AOP techniques With a wide variety of code recipes for solving day to day design and coding problems using AOP s unique approach AspectJ Cookbook demonstrates that AOP is more than just a concept

The Art of Lean Software Development Curt Hibbs, Steve Jewett, Mike Sullivan, 2009-01-15 This succinct book explains how you can apply the practices of Lean software development to dramatically increase productivity and quality Based on techniques that revolutionized Japanese manufacturing Lean principles are being applied successfully to product design engineering the supply chain and now software development With The Art of Lean Software Development you ll learn how to adopt Lean practices one at a time rather than taking on the entire methodology at once As you master each practice you ll see significant measurable results With this book you will Understand Lean s origins from Japanese industries and how it applies to software development Learn the Lean software development principles and the five most important practices in detail Distinguish between the Lean and Agile methodologies and understand their similarities and differences Determine which Lean principles you should adopt first and how you can gradually incorporate more of the methodology into your process Review hands on practices including descriptions benefits trade offs and roadblocks Learn how to sell these principles to management The Art of Lean Software Development is ideal for busy people who want to improve the development process but can t afford the disruption of a sudden and complete transformation The Lean approach has been yielding dramatic results for decades and with this book you can make incremental changes that will produce immediate benefits This book presents Lean practices in a clear and concise manner so readers are motivated to make their software more reliable and less costly to maintain I recommend it to anyone looking for an easy to follow guide to transform how the developer views the process of writing good software Bryan Wells Boeing Intelligence Security Systems Mission System If you re new to Lean software development and you re not quite sure where to start this book will help get your development process going in the right direction one step at a time John McClenning software development lead Aclara

The Art of Agile Development James Shore, Shane Warden, 2008 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

Handbook of Computational Economics Leigh Tesfatsion, Kenneth L. Judd, 2006-05-15 The explosive growth in computational power over the past several decades offers new tools and opportunities for economists This handbook volume surveys recent research on Agent based Computational Economics ACE the computational study of economic processes modeled as dynamic systems of interacting agents Empirical referents for agents in ACE models can range from individuals or social groups with learning capabilities to physical world features with no cognitive function Topics covered include learning empirical validation network economics social dynamics financial markets innovation and

technological change organizations market design automated markets and trading agents political economy social ecological systems computational laboratory development and general methodological issues Every volume contains contributions from leading researchers Each Handbook presents an accurate self contained survey of a particular topic The series provides comprehensive and accessible surveys

Learning Red Hat Enterprise Linux and Fedora Bill McCarty, 2004 Explains how to install and configure Linux how to run productivity tools how to burn CDs and synchronize a PalmPilot how to set up software how to configure a network and how to use the system administration tools

Introduction to Software Project Management Adolfo Villafiorita, 2016-04-19 Although software development is one of the most complex activities carried out by man sound development processes and proper project management can help ensure your software projects are delivered on time and under budget Providing the know how to manage software projects effectively Introduction to Software Project Management supplies an acces

Introduction to Agile Methods Sondra Ashmore, Kristin Runyan, 2014 This book is written as an instructional resource for those new to agile including software engineering undergraduate students and any others within the computer science degree programs who want to understand what it means to work in an Agile environment The book includes the history and value of the shift to agile development as well as insightful vignettes on the practical application of how it is being implemented in the workplace This book will help arm newer practitioners with a functional knowledge of agile and to give them valuable experience with the key concepts common vocabulary and known implications of the overall agile paradigm

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

Extreme Programming Adventures in C# Ron Jeffries, 2004 See eXtreme Programming XP in action at the hands of an XP master and learn Microsoft NET and C programming in the process In this fast paced hands on exposition Ron Jeffries one of the leading voices and practitioners in the XP community demonstrates that you can write well designed resilient code incrementally and safely while minimizing your investment in speculative up front design As Jeffries builds his sample application you get firsthand insights into what successful XP development looks like complete with real world challenges such as the eleventh hour change order For further practice and study you can download all the author s code including the missteps so you can see XP and agile concepts in action and assess how they fit into your own work Pair program with an XP master discovering how to Streamline and simplify the software development process Work more effectively as part of an XP development team Reduce missteps by designing testing and refining code in increments Receive clearer specifications and feedback from customers Write cleaner

more expressive code and weed out more bugs Conserve resources by planning and reassessing progress as you go Maintain a sustainable work pace and avoid burnout Step up delivery dates shipping the most crucial features first Improve customer satisfaction

Consider Your Possibilities Dr. Alyce Reopelle,2023-02-17 Have you ever heard the words You ll never do anything more or found yourself dreaming while you are serving tables at a restaurant or that corner office If so then this book is written for you It doesn t matter what you are doing now what jobs you have held in the past or what education level you have today what matters is what you are going to make of tomorrow and the journey that you decide to go on All through my life I have had my share of naysayers comments like Why at your age would you want to do that but none of those stopped me and they shouldn t stop you Even if you get one little piece or idea from this book that puts you on your next journey then that is the start This book isn t written in long chapters but short quick reads that deal with different areas of personal and professional growth Regardless of what industry you work in the majority if not all of these skills are needed in one shape or another

JUnit Pocket Guide Kent Beck,2004-09-23 JUnit created by Kent Beck and Erich Gamma is an open source framework for test driven development in any Java based code JUnit automates unit testing and reduces the effort required to frequently test code while developing it While there are lots of bits of documentation all over the place there isn t a go to manual that serves as a quick reference for JUnit This Pocket Guide meets the need bringing together all the bits of hard to remember information syntax and rules for working with JUnit as well as delivering the insight and sage advice that can only come from a technology s creator Any programmer who has written or is writing Java Code will find this book valuable Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test driven development under agile methodologies such as Extreme Programming XP another Beck creation

TeX, XML, and Digital Typography Apostolos Syropoulos,Karl Berry,Yannis Haralambous,Baden Hughes,Steven Peter,John Plaice,2004-08-11 This book constitutes the refereed proceedings of the International Conference on TEX XML and Digital Typography held jointly with the 25th Annual Meeting of the TEX User Group TUG 2004 in Xanthi Greece in August September 2004 The 21 revised full papers presented were carefully reviewed and selected for inclusion in the book The papers reflect the state of the art of digital typography using TEX or its offsprings Besides typesetting issues the papers deal with topics like multilingual document preparation XML document processing and generation complex bibliographic databases and automatic conversion

Agile! Bertrand Meyer,2014-04-03 Are you attracted by the promises of agile methods but put off by the fanaticism of many agile texts Would you like to know which agile techniques work which ones do not matter much and which ones will harm your projects Then you need Agile the first exhaustive objective review of agile principles techniques and tools Agile methods are one of the most important developments in software over the past decades but also a surprising mix of the best and the worst Until now every project and developer had to sort out the good ideas from the bad by themselves This book spares you the pain It offers both a thorough descriptive presentation of agile techniques

and a perceptive analysis of their benefits and limitations Agile serves first as a primer on agile development one chapter each introduces agile principles roles managerial practices technical practices and artifacts A separate chapter analyzes the four major agile methods Extreme Programming Lean Software Scrum and Crystal The accompanying critical analysis explains what you should retain and discard from agile ideas It is based on Meyer's thorough understanding of software engineering and his extensive personal experience of programming and project management He highlights the limitations of agile methods as well as their truly brilliant contributions even those to which their own authors do not do full justice Three important chapters precede the core discussion of agile ideas an overview serving as a concentrate of the entire book a dissection of the intellectual devices used by agile authors and a review of classical software engineering techniques such as requirements analysis and lifecycle models which agile methods criticize The final chapters describe the precautions that a company should take during a transition to agile development and present an overall assessment of agile ideas This is the first book to discuss agile methods beyond the brouhaha in the general context of modern software engineering It is a key resource for projects that want to combine the best of established results and agile innovations

Perl Medic Peter Scott, 2013-08-22 Bring new power performance and scalability to your existing Perl code Cure whatever ails your Perl code Maintain optimize and scale any Perl software whether you wrote it or not Perl software engineering best practices for enterprise environments Includes case studies and code in a fun to read format Today's Perl developers spend 60-80% of their time working with existing Perl code Now there's a start to finish guide to understanding that code maintaining it updating it and refactoring it for maximum performance and reliability Peter J Scott lead author of Perl Debugged has written the first systematic guide to Perl software engineering Through extensive examples he shows how to bring powerful discipline consistency and structure to any Perl program new or old You'll discover how to Scale existing Perl code to serve larger network Web enterprise or e-commerce applications Rewrite restructure and upgrade any Perl program for improved performance Bring standards and best practices to your entire library of Perl software Organize Perl code into modules and components that are easier to reuse Upgrade code written for earlier versions of Perl Write and execute better tests for your software or anyone else's Use Perl in team-based methodology-driven environments Document your Perl code more effectively and efficiently If you've ever inherited Perl code that's hard to maintain if you write Perl code others will read if you want to write code that'll be easier for you to maintain the book that comes to your rescue is Perl Medic If you code in Perl you need to read this book Adam Turoff Technical Editor The Perl Review Perl Medic is more than a book It is a well-crafted strategy for approaching updating and furthering the cause of inherited Perl programs Allen Wyke co-author of several computer books including JavaScript Unleashed and Pure JavaScript Scott's explanations of complex material are smooth and deceptively simple He knows his subject matter and his craft he makes it look easy Scott remains relentless practical even the Analysis chapter is filled with code and tests to run Dan Livingston author of several computer books

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