
A Gentle Introduction To Agile And Lean Software Development Agile Agile Coaching Agile Software Development Agile Project Management Scrum Scrum Product Owner XP Lean Lean Software

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Agile Practice Guide
(Hindi) Newnes
PRINCE2 Agile: An
Implementation Pocket
Guide is an official
AXELOS-licensed guide
that explains the
PRINCE2 Agile
framework in clear
business language with
practical guidance on how
to implement this
framework for any project

in your organisation. It is ideal for those who need a readily available reference source to supplement the official AXELOS PRINCE2 Agile guide.

[A learning journey in technical practices and principles of software design](#) IT Governance Publishing Ltd
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.

A Gentle Introduction Springer
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 Pasman, Cocoacast.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*
ECRM 2019 18th European Conference on Research Methods in Business and Management Academic Conferences and publishing limited

Cover classical algorithms commonly used as artificial intelligence techniques and program agile artificial intelligence applications using Pharo. This book takes a practical approach by presenting the implementation details to illustrate the numerous concepts it explains. Along the way, you'll learn neural net fundamentals to set you up for practical examples such as the traveling salesman problem and cover genetic algorithms including a fun zoomorphic creature example. Furthermore, *Practical Agile AI with Pharo* finishes with a data classification application and two game applications including a Pong-like game and a Flappy Bird-like game. This book is informative and

fun, giving you source code to play along with. You'll be able to take this source code and apply it to your own projects. What You Will Learn Use neurons, neural networks, learning theory, and more Work with genetic algorithms Incorporate neural network principles when working towards neuroevolution Include neural network fundamentals when building three Pharo-based applications Who This Book Is For Coders and data scientists who are experienced programmers and have at least some prior experience with AI or deep learning. They may be new to Pharo programming, but some prior experience with it would be helpful. Kanban in Action Packt Publishing Ltd 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. Lean Architecture Packt Publishing Ltd Agile project management is a proven approach for designing and delivering software with improved value to customers. Agility is all

about self-directed teams, feedback, light documentation, and working software with shorter development cycles. The role of the project manager with agile differs significantly from traditional project management in that there is minimal up-front planning. Agile for Project Managers will help project managers from any industry transition to agile project management. The book examines the project management component of agility, concentrating on industry standards, certifications, and being agile. It also compares agile methods to traditional project management methods throughout to provide readers with a clear understanding of the differences between the two. The book's focus is in alignment with the Project Management Institute (PMI®) Agile Certified Practitioner (PMI-ACP®) credential—making it an ideal resource for anyone preparing for the PMI-ACP® exam. Coverage includes: Agile as a project management methodology Agile teams Agile tools and techniques Flavors of agile Agile principles Agile certifications The book provides readers with the understanding required to decide which projects will benefit from agile. It also includes information that can help readers to assess their organizations' readiness for agile methods. Complete with a list of agile training providers, the book will help certified project managers make a smooth transition to agile project management and will provide newcomers with the basic knowledge needed to pass the PMI-ACP® exam, the first time around. Agile Technical Practices Distilled Apress 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 Productivity Unleashed Springer Science & Business Media In The ART of Avoiding a Train Wreck, Em and Adrienne share their "trade secrets" for launching and operating powerful and effective Agile Release Trains. There's a lot at stake when launching an

Agile Release Train. When taking on an Enterprise Lean-Agile Transformation you only get one shot at a first impression. Runaway trains are expensive. Money gets wasted, time gets lost and the reputational damage can take years to repair. Going well beyond the standard SAFe training, this book deep dives into the practical tips and tricks that only over 15 years of combined real world experience can teach. You will learn how to get a ticket on the SAFe railway, load the cargo on your train, set the timetable, SAFely board and stay on the tracks. No matter your context, you are sure to find plenty of actionable ideas for launching and operating Agile Release Trains.

Software Engineering for Resilient Systems A Gentle Introduction to Agile Software Development 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. A Gentle Introduction to Agile and Lean Software Development 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.

Real results from IT budgets Project Management Institute Provides information on eXtreme programming, or XP, a software development methodology.

Step-by-step advice for every project type IT Governance Ltd

The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently,

ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from “command and control” to agile coaching requires a whole new mind-set. In *Coaching Agile Teams*, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching

Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding? Everything you want to know about Agile John Wiley & Sons

This text combines a practical, hands-on approach to programming with the introduction of sound theoretical support focused on teaching the construction of high-quality software. A major feature of the book is the use of Design by Contract. Software System Development IT Governance Publishing

ROS (Robot Operating System) is rapidly becoming a de facto standard for writing interoperable and reusable robot software. This book supplements ROS's own documentation, explaining how to interact with existing ROS systems and how to create new ROS programs using C++, with special attention to

common mistakes and misunderstandings. The intended audience includes new or potential ROS users.

Managing Agile Science & Business Media 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.

Agile: An Executive Guide Springer

Janet Gregory and Lisa Crispin pioneered the agile testing discipline with their previous work, Agile Testing. Now, in More Agile Testing, they reflect on all they've learned since. They address crucial emerging issues, share evolved agile practices, and cover key issues agile testers have asked to learn more about. Packed with new

examples from real teams, this insightful guide offers detailed information about adapting agile testing for your environment; learning from experience and continually improving your test processes; scaling agile testing across teams; and overcoming the pitfalls of automated testing. You'll find brand-new coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI systems, and DevOps practices. You'll come away with a clear understanding of how to clarify testing activities within the team • Ways to collaborate with business experts to identify valuable features and deliver the right capabilities • How to design automated tests for superior reliability and easier maintenance • How agile team members can improve and expand their testing skills • How to plan “just enough,” balancing small increments with larger feature sets and the entire system • How to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects • How to

address challenges within your product or organizational context • How to perform exploratory testing using “personas” and “tours” • Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques • How to bring new agile testers up to speed quickly – without overwhelming them Janet Gregory is founder of DragonFire Inc., an agile quality process consultancy and training firm. Her passion is helping teams build quality systems. For almost fifteen years, she has worked as a coach and tester, introducing agile practices into companies of all sizes and helping users and testers understand their agile roles. She is a frequent speaker at agile and testing software conferences, and is a major contributor to the agile testing community. Lisa Crispin, an experienced agile testing practitioner and coach, regularly leads conference workshops on agile testing and contributes frequently to agile software publications. She enjoys

collaborating as part of an awesome agile team to produce quality software. Since 1982, she has worked in a variety of roles on software teams, in a wide range of industries. She joined her first agile team in 2000 and continually learns from other teams and practitioners.

Becoming Agile MIT Press

Being able to fit design into the Agile software development processes is an important skill in today's market. There are many ways for a UX team to succeed (and fail) at being Agile. This book provides you with the tools you need to determine what Agile UX means for you. It includes practical examples and case studies, as well as real-life factors to consider while navigating the Agile UX waters. You'll learn about what contributes to your team's success, and which factors to consider when determining the best path for getting there. After reading this book, you'll have the knowledge to improve

your software and product development with Agile processes quickly and easily. Includes hands on, real-world examples to illustrate the successes and common pitfalls of Agile UX Introduces practical techniques that can be used on your next project Details how to incorporate user experience design into your company's agile software/product process 4th Conference on Extreme Programming and Agile Methods, Calgary, Canada, August 15-18, 2004, Proceedings Van Haren It was 1999 when Extreme Programming Explained was first published, making this year's event arguably the 20th 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 20 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.

Agile Service Development
CRC Press

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.

Learning Journeys for
the Whole Team IT
Governance Ltd

In this new edition of her award-winning book, Jamie Lynn Cooke reveals the

secrets of the Agile methodologies that have revolutionized the way that many of the world's most successful companies operate. Written for business professionals and managers, the book explains the core principles of Agile, shows why these approaches work, and demonstrates how to use Agile to significantly increase productivity, quality, and customer satisfaction in any industry.

Touch of Class IT
Governance Ltd

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.