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Executable Specifications with Scrum Springer Science & Business Media

This book contains most of the papers presented at the 4th International C- ference on Extreme Programming and Agile Processes in Software Engineering (XP 2003), held in Genoa, Italy, May 2003. The XP 200n series of conferences were started in 2000 to promote the - change of new ideas, research and applications in the emerging ?eld of agile methodologies for software development. Over the years, the conference has - come the main world forum for all major advances in this important ?eld. Also this year the contributions to Agile Methodologies and Extreme P- gramming were substantial. They demonstrate that the topic is continuing to gain more and more momentum. In spite of some criticism of agile meth- ologies, everyone agrees that they address some unresolved needs of software practitioners. People still do not know how to develop software on time, with the desired features, and within the given budget! This volume is divided into several thematic sections, easing reader's na- gation through the content. Full papers are presented ?rst, followed by research reports, papers from the Educational Symposium, and papers from the Ph.D. Symposium. The presentations given during three panel sessions held at the conference conclude the book. The section on Managing Agile Processes includes contributions highlighting the sometimes di?cult relationship between agile methodologies and mana- ment, and includes approaches and suggestions that should facilitate the acc- tance of agile methodologies at the di?erent levels of management.

Agile Requirements: Managing Requirements in Scrum Framework Packt Publishing Ltd

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.

The Object Primer Pearson Education

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.

Guide to requirements SL-07: template with examples Pearson Education

Learn how to deliver software that meets your clients' needs with the help of a structured, end-to-end methodology for managing software requirements and building suitable systems Key FeaturesLearn how to communicate with a project's stakeholders to elicit software requirementsDeal every phase of the requirement life cycle with pragmatic methods and techniquesManage the software development process and deliver verified requirements using Scrum and KanbanBook Description Difficulty in accurately capturing and managing requirements is the most common cause of software project failure. Learning how to analyze and model requirements and produce specifications that are connected to working code is the single most fundamental step that you can take toward project success. This book focuses on a delineated and structured methodology that will help you analyze requirements and write comprehensive, verifiable specifications. You'll start by learning about the different entities in the requirements domain and how to discover them based on customer input. You'll then explore tried-and-tested methods such as impact mapping and behavior-driven development (BDD), along with new techniques such as D3 and feature-first development. This book takes you through the process of modeling customer requirements as impact maps and writing them as executable specifications. You'll also understand how to organize and prioritize project tasks using Agile frameworks, such as Kanban and Scrum, and verify specifications against the delivered code. Finally, you'll see how to start implementing the requirements management methodology in a real-life scenario. By the end of this book,

you'll be able to model and manage requirements to create executable specifications that will help you deliver successful software projects. What you will learnKick-start the requirements-gathering and analysis process in your first meeting with the clientAccurately define system behavior as featuresModel and describe requirement entities using Impact Mapping and BDDCreate a feature-based product backlog and use it to drive software developmentWrite verification code to turn features into executable specificationsDeliver the right software and respond to change using either Scrum or KanbanChoose appropriate software tools to provide transparency and traceability to your clientsWho this book is for This book is for software engineers, business analysts, product managers, project managers, and software project stakeholders looking to learn a variety of techniques and methodologies for collating accurate software requirements. A fundamental understanding of the software development life cycle (SDLC) is needed to get started with this book. Although not necessary, basic knowledge of the Agile philosophy and practices, such as Scrum, along with some programming experience will help you to get the most out of this book.

Agile Documentation Addison-Wesley Professional
"Mastering the Requirements Process: Getting Requirements Right" sets out an industry-proven process for gathering and verifying requirements, regardless of whether you work in a traditional or agile development environment. In this sweeping update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs, in the most efficient manner possible.

Agile Estimating and Planning Pearson Education
Get a 360-degree view of digital project management. Learn proven best practices from case studies and real-world scenarios. A variety of project management tools, templates, models, and frameworks are covered. This book provides an in-depth view of digital project management from initiation to execution to monitoring and maintenance. Covering end-to-end topics from pre-sales to post-production, the book explores project management from various dimensions. Each core concept is complemented by case studies and real-world scenarios. The Complete Guide to Digital Project Management provides valuable tools for your use such as: Frameworks: governance, quality, knowledge transfer, root cause analysis, digital product evaluation, digital consulting, estimation Templates: estimation, staffing, resource induction, RACI Models: governance, estimation, pricing, digital maturity continuous execution, earned value management and effort forecast Metrics: project management, quality What You'll Learn Study best practices and failure scenarios in digital projects, including common challenges, recurring problem themes, and

leading indicators of project failures Explore an in-depth discussion of topics related to project quality and project governance Understand Agile and Scrum practices for Agile execution See how to apply Quality Management in digital projects, including a quality strategy, a quality framework, achieving quality in various project phases, and quality best practices Be able to use proven metrics and KPIs to track, monitor, and measure project performance Discover upcoming trends and innovations in digital project management Read more than 20 real-world scenarios in digital project management with proven best practices to handle the scenarios, and a chapter on a digital transformation case study Who This Book Is For Software project managers, software program managers, account managers, software architects, lead developers, and digital enthusiasts

Agile Processes in Software Engineering and Extreme Programming "O'Reilly Media, Inc."
This book discusses how requirements are handled in scrum framework. This book starts with discussions on agile software development and scrum framework. Then it moves to a detailed discussion on requirements. This book is helpful for anyone who is associated with agile software development or anyone who wish to learn how requirements are managed in agile software development using Scrum framework. A basic knowledge of software development is helpful. This book, in the first session covers the basics of Agile software development and Scrum framework. This book covers all major aspects of managing requirements in agile software development using Scrum framework. The book starts with product vision, then a detailed discussion on product backlog and user stories. It covers estimation methods used in agile. Then there is a quick discussion on collecting requirements and a discussion with example on user story mapping. It covers with examples, many techniques for breaking down the user stories. It covers a few methods for ordering/prioritizing product backlog items. In the final session discusses different prescribed events and activities in scrum, that processes these requirements.

Specification by Example Apress
User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

WAgile Project Management in 30 Minutes IGI Global
It was 1999 when Extreme Programming Explained was ?rst published, making this year's event arguably the ?fth anniversary of the birth of the

XP/Agile movement in software development. Our fourth conference re?ected the evolution and the learning that have occurred in these exciting ?ve years as agile practices have become part of the mainstream in software development. These pages are the proceedingsof XP Agile Universe 2004, held in beautiful Calgary, gateway to the Canadian Rockies, in Alberta, Canada. Evidentintheconferenceis thefactthatourlearningis still inits earlystages. While at times overlooked,adaptation has beena core principleof agile software development since the earliest literature on the subject. The conference and these proceedings re- force that principle. Although some organizations are able to practice agile methods in the near-pure form, most are not, re?ecting just how radically innovativethese methods areto thisday. Anyinnovationmustcoexistwithan existingenvironmentandagileso- ware 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 2004consisted of workshops,tutorials, papers, panels, the Open Space session, the Educators' Symposium, keynotes, educational games and industry presentations.

Managing Software Requirements the Agile Way Cambridge University Press
"We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation." –From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of Managing the Design Factory; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In Agile Software Requirements, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the "big picture" of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger "systems of systems," application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You'll find proven solutions you can apply right

now–whether you're a software developer or tester, executive, project/program manager, architect, or team leader.

Durable Ideas in Software Engineering: Concepts, Methods and Approaches from My Virtual Toolbox Addison-Wesley Professional

Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. 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. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies ============= ================================ Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts
Software Requirements Simon and Schuster
"Companies have been implementing large agile projects for a number of years, but the 'stigma' of 'agile only works for small projects' continues to be a frequent barrier for newcomers and a rallying cry for agile critics. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. Dean Leffingwell's book Scaling Software Agility fills this gap admirably. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. Leffingwell's book is a necessary guide for large projects and large organizations making the transition to agile development." —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of Agile Project Management "There's tension between building software fast and delivering software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability. In his latest work, Scaling Software Agility, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. Leffingwell's observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he's been there, done that, and has seen what's worked." —Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. However, agile practices have been defined and recommended primarily to small teams. In Scaling Software Agility, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. Part I provides an overview of the most common and effective agile methods. Part II describes seven best practices of agility that natively scale to the enterprise level. Part III describes an additional set of seven organizational capabilities that companies can master to achieve the full benefits of software agility on an enterprise scale. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the challenges of developing software on an enterprise scale.

Extreme Programming and Agile Processes in Software Engineering Jimmy Mathew

This book is a practical guide for new agile practitioners and contains everything a new project manager needs to know to get up to speed with agile practices quickly and sort out the hype and dogma of pseudo-agile practices.The author lays out the general guidelines for running an agile project with the assumption that the project team may be working in a traditional environment (using the waterfall model, or something similar). Agile Development in the Real World conveys valuable insights to multiple audiences: For new-to-agile project managers, this book provides a distinctive approach that Alan Cline has used with great success, while showing the decision points and perspectives as the agile project moves forward from one step to the next. This allows new agile project managers or agile coaches to choose between the benefits of agile and the benefits of other methods. For the agile technical team member, this book contains templates and sample project artifacts to assist in learning agile techniques and to be used as exemplars for the new practitioner's own project. For the

Project Management Office (PMO), the first three chapters focus on portfolio management. They explain, for the agilists' benefit, how projects are selected and approved, and why projects have an inherent "shelf-life" that results in hard deadlines that may seem arbitrary to traditional technical teams. What You Will Learn: How and why the evolution of project management, from PM-1 (prescriptive) to PM-2 (adaptive) affects modern 21st century project management. How sociology (stakeholder management), psychology (team dynamics), and anthropology (organizational culture) affect the way software is developed today, and why it is far more effective A clear delineation of what must to be accomplished by all the roles (PM, BA, APM, Developer, and Tester), why those roles are needed, and what they must do Step-by-step guide for a successful project based on studies and the author's own experiences. Specific techniques for each role on the development team, both in the pre-iteration and iteration cycles, of product development. The appendices contain templates that the team could use or modify to tailor their own agile processes specific to the team, project, and organization.

Agile Practice Guide Project Management Institute
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.
Mastering the Requirements Process Pearson Education
Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much

can I really complete by then? You will first learn what makes a good plan-and then what makes it agile. Using the techniques in Agile Estimating and Planning, you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days–and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

Writing Effective Use Cases Newnes

Are you a Project Manager, an unofficial Project Manager, an accidental Project Manager or simply interested in the secrets of great project management? Have you ever wondered why some projects are successful, and others over-run, overspend and do not deliver the expected benefits? Maybe you have been unfortunate enough to lead, sponsor, or be part of a project that was so out of control it was abandoned. The top three requisites a project manager must fulfil are control, visibility, and pace. Agile principles and Waterfall project life cycle are opposite ends of the spectrum. Neither will deliver all three, however, the right combination of the key components will revolutionise how you approach project management. Covering… 1. Agile Principles 2. Waterfall Project Management 3. Why we need WAgile 4. When is WAgile appropriate 5. Areas to consider when designing a WAgile project · Planning Approach · Stakeholder/Customer Engagement · Requirements Gathering · Communication · Quality · Testing · Documentation · Governance 6. The WAgile Process This book is not intended as a substitute for project management training and exams. Rather it is a practical guide to applying your own learning for best results. To encourage, motivate and inspire you to find your perfect recipe each time you step up to the project plate. You may find yourself violently disagreeing with some of the content, which is excellent. It means you are thinking about what will work best in your industry, for your business needs, and can develop a hybrid project management framework that is fit for purpose for your circumstances. This concise short read will get you ready to take on a leadership role and set your projects up for success. BUY NOW and show your team you can lead effectively as soon as tomorrow.

Requirements Engineering and Management for Software Development Projects Cambridge University Press

"If the purpose is to create one of the best books on requirements yet written, the authors have succeeded." —Capers Jones It is widely recognized that incorrect requirements account for up to 60 percent of errors in software products, and yet the majority of software development organizations do not have a formal requirements process. Many organizations appear willing to spend huge amounts on fixing and altering poorly specified software, but seem unwilling to invest a much smaller amount to get the requirements right in the first place. Mastering the Requirements Process, Second Edition, sets out an industry-proven process for gathering and verifying requirements with an eye toward today's agile development environments. In this total update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs while doing the minimum requirements work according to the project's level of agility. Features include The Volere requirements process—completely specified, and revised for compatibility with agile environments A specification template that can be used as the basis for your own requirements specifications New agility ratings that help you funnel your efforts into only the requirements work needed for your particular development environment and project How to make requirements testable using fit criteria Iterative requirements gathering leading to faster delivery to the client Checklists to help identify stakeholders, users, nonfunctional requirements, and more Details on gathering and implementing requirements for iterative releases An expanded project sociology section for help with identifying and communicating with stakeholders Strategies for exploiting use cases to determine the best product to build Methods for reusing requirements and requirements patterns Examples showing how the techniques and templates are applied in real-world situations

Agile Data Warehouse Design Pearson Education

Agile Data Warehouse Design is a step-by-step guide for capturing data warehousing/business intelligence (DW/BI) requirements and turning them into high performance dimensional models in the most direct way: by modelstorming (data modeling + brainstorming) with BI stakeholders. This book describes BEAM?, an agile approach to dimensional modeling, for improving communication between data warehouse designers, BI stakeholders and the whole DW/BI development team. BEAM? provides tools and techniques that will encourage DW/BI designers and developers to move away from their keyboards and entity relationship based tools and model interactively with their colleagues. The result is everyone thinks dimensionally from the outset! Developers understand how to efficiently implement dimensional modeling solutions. Business stakeholders feel ownership of the data warehouse they have created, and can already

imagine how they will use it to answer their business questions. Within this book, you will learn: ? Agile dimensional modeling using Business Event Analysis & Modeling (BEAM?) ? Modelstorming: data modeling that is quicker, more inclusive, more productive, and frankly more fun! ? Telling dimensional data stories using the 7Ws (who, what, when, where, how many, why and how) ? Modeling by example not abstraction; using data story themes, not crow's feet, to describe detail ? Storyboarding the data warehouse to discover conformed dimensions and plan iterative development ? Visual modeling: sketching timelines, charts and grids to model complex process measurement - simply ? Agile design documentation: enhancing star schemas with BEAM? dimensional shorthand notation ? Solving difficult DW/BI performance and usability problems with proven dimensional design patterns Lawrence Corr is a data warehouse designer and educator. As Principal of DecisionOne Consulting, he helps clients to review and simplify their data warehouse designs, and advises vendors on visual data modeling techniques. He regularly teaches agile dimensional modeling courses worldwide and has taught dimensional DW/BI skills to thousands of students. Jim Stagnitto is a data warehouse and master data management architect specializing in the healthcare, financial services, and information service industries. He is the founder of the data warehousing and data mining consulting firm Llumino.

Agile Development in the Real World Springer

This book constitutes the proceedings of the second Asia Pacific Requirements Engineering Symposium, APRES 2015, held in Wuhan, China, in October 2015. The 9 full papers presented together with 3 tool demos papers and one short paper, were carefully reviewed and selected from 18 submissions. The papers deal with various aspects of requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools.requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools.

Research Anthology on Agile Software, Software Development, and Testing Pearson Education

IT developers and consultants often ask for an exemplary requirements specification as a starting point for their own project. This title covers the specification SL-07 with a guide to why it is written this way, how to gather and test the requirements, and critical contract issues. IT developers and consultants often ask for an exemplary requirements specification as a starting point for their own project. This booklet is such a specification (SL-07) with a guide to why it is written this way, how to gather and test the requirements, critical contract issues, etc. The specification itself is a template filled

out with a complex example: requirements for an Electronic Health Record system (EHR). The author made large parts of the template on request from the Danish Ministry of Research and Development, as part of a standard contract for software acquisition (K02). To his own surprise, it was possible to make also a 'standard' requirements specification. Earlier versions of the template have been used with success in 18 very different projects, for instance requirements to the new CMS of the Danish Defense, to Novo's environmental reporting system, and to a COTS vendor's next version of his product. Experiences from these 18 projects helped me improve this version.