

# The Agile Samurai How Masters Deliver Great Software Ebook Jonathan Rasmusson

Right here, we have countless ebook **The Agile Samurai How Masters Deliver Great Software Ebook Jonathan Rasmusson** and collections to check out. We additionally provide variant types and furthermore type of the books to browse. The customary book, fiction, history, novel, scientific research, as with ease as various additional sorts of books are readily clear here.

As this The Agile Samurai How Masters Deliver Great Software Ebook Jonathan Rasmusson, it ends taking place mammal one of the favored books The Agile Samurai How Masters Deliver Great Software Ebook Jonathan Rasmusson collections that we have. This is why you remain in the best website to look the unbelievable books to have.



**Liftoff** Newnes  
Packed with best practices, war stories, and hands-on tutorial exercises, "The Agile Samurai" slices away the fluff and theory that make other books un-agile.

**Agile Retrospectives** John Wiley & Sons  
- Opens the black box of methodologies and demonstrates that software development is fundamentally a value creation process - Covers new and radical approaches to software development that respond to business demands for shorter investment periods and increased agility - Provides software engineers tools for understanding enterprise-level value creation and managing financial objectives

*The Agile Samurai* Pearson Education  
This book is for everyone who needs to test the web. As a tester, you'll automate your tests. As a developer, you'll build more robust solutions. And as a team, you'll gain a vocabulary and a means to coordinate how to write and organize automated tests for the web. Follow the testing pyramid and level up your skills in user interface testing, integration testing, and unit testing. Your new skills will free you up to do other, more important things while letting the computer do the one thing it's really good at: quickly running thousands of repetitive tasks. This book shows you how to do three things: How to write really good automated tests for the web. How to pick and choose the right ones. \* How to explain, coordinate, and share your efforts with others. If you're a traditional software tester who has never written an automated test before, this is the perfect book for getting started. Together, we'll go through everything you'll need to start writing your own tests. If you're a developer, but haven't thought much about testing, this book will show you how to move fast without breaking stuff. You'll test RESTful web services and legacy systems, and see how to organize your tests. And if you're a team lead, this is the Rosetta Stone you've been looking for. This book will help you bridge that testing gap between your developers and your testers by giving your team a model to discuss automated testing, and most importantly, to coordinate their efforts. The Way of the Web Tester is packed with cartoons, graphics, best practices, war stories, plenty of humor, and hands-on tutorial exercises that will get you doing the right things, the right way.

Eloquent Zen Microsoft Press  
Your team is stressed; priorities are unclear. You're not sure what your teammates are working on, and management isn't helping. If your team is struggling with any of these symptoms, these four case studies will guide you to project success. See how Kanban was used to significantly improve time to market and to create a shared focus across marketing, IT, and operations. Each case study comes with illustrations of the Kanban board and diagrams and graphs to help you see behind the scenes. Learn a Lean approach by seeing how Kanban made a difference in four real-world situations. You'll explore how four different teams used Kanban to make paradigm-changing improvements in software development. These teams were struggling with overwork, unclear priorities, and lack of direction. As you discover what worked for them, you'll understand how to make significant changes in real situations. The four case studies in this book explain how to: Improve the full value chain by using Enterprise Kanban Boost engagement, teamwork, and flow in change management and operations Save a derailing project with Kanban Help an office team outside IT keep up with growth using Kanban What seems easy in theory can become tangled in practice. Discover why "improving IT" can make you miss your biggest improvement opportunities, and why you should focus on fixing quality and front-end operations before IT. Discover how to keep long-term focus and improve across department borders while dealing with everyday challenges. Find out what happened when using Kanban to find better ways to do work in a well-established company, including running multi-team development without a project office. You'll inspire your team and engage management to make it easier to develop

better products. What You Need: This is a case study book, so there are no software requirements. The book covers the relevant bits of theory before presenting the case studies.

The Samurai Strategy Pragmatic Bookshelf  
Agile software development approaches have had significant impact on industrial software development practices. Today, agile software development has penetrated to most IT companies across the globe, with an intention to increase quality, productivity, and profitability. Comprehensive knowledge is needed to understand the architectural challenges involved in adopting and using agile approaches and industrial practices to deal with the development of large, architecturally challenging systems in an agile way. Agile Software Architecture focuses on gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox. Readers will learn how agile and architectural cultures can co-exist and support each other according to the context. Moreover, this book will also provide useful leads for future research in architecture and agile to bridge such gaps by developing appropriate approaches that incorporate architecturally sound practices in agile methods. Presents a consolidated view of the state-of-art and state-of-practice as well as the newest research findings Identifies gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox Explains whether or not and how agile and architectural cultures can co-exist and support each other depending upon the context Provides useful leads for future research in both architecture and agile to bridge such gaps by developing appropriate approaches, which incorporate architecturally sound practices in agile methods

**Parallel Agile – faster delivery, fewer defects, lower cost**Pragmatic Bookshelf  
A successful digital transformation must start with a conversational transformation. Today, software organizations are transforming the way work gets done through practices like Agile, Lean, and DevOps. But as commonly implemented as these methods are, many transformations still fail, largely because the organization misses a critical step: transforming their culture and the way people communicate. Agile Conversations brings a practical, step-by-step guide to using the human power of conversation to build effective, high-performing teams to achieve truly Agile results. Consultants Douglas Squirrel and Jeffrey Fredrick show readers how to utilize the Five Conversations to help teams build trust, alleviate fear, answer the “whys,” define commitments, and hold everyone accountable. These five conversations give teams everything they need to reach peak performance, and they are exactly what’s missing from too many teams today. Stop focusing on processes and practices that leave your organization stuck with culture-less rituals. Instead, unleash the unique human power of conversation.

More Agile Testing Pearson Education  
Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the

fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

Explore It! Penguin  
Zen master Daito (1282-1337) played a leading role in the transmission of Zen (Ch'an) from China to Japan. He founded Daitokuji, a major monastery that has been influential for centuries, and he provided interpretations of Chinese texts. Daito's traditional biography is full of vivid episodes, including his years among the beggars of Kyoto and ending with his dramatic death in the meditation posture. Despite his importance, however, Daito has remained virtually unknown in the West. With the publication of Eloquent Zen Kenneth Kraft offers the first comprehensive account of the life and teachings of one of the greatest of Japan's Zen masters. Dr. Kraft begins with the foundations of medieval Japanese Zen. He shows that Daito's predecessors were concerned with clarifying the essentials of Zen as it began to take root in Japan. During this formative phase, the Zen pioneers embraced varied conceptions of enlightenment and divergent notions of authenticity. Kraft places Daito's contributions within this context, offering new insights about early Japanese Zen and about Zen itself. Throughout this study, Kraft looks closely at the complex role of language in Zen--a tradition supposedly distrustful of words. Daito wrote haiku-like poetry, participated in brilliant dialogues, and delivered powerful sermons. His virtuosity in articulating the way of Zen, "beyond words, beyond silence, " is nowhere more apparent than in his use of the capping phrase, an interpretive and commentarial device unique to Zen. Analyzing Daito's use of this device, Kraft elucidates the significance of the literary and aesthetic dimensions of the Zen tradition. Eloquent Zen includes valuable translations of Daito's poetry and other writings. Illustrations include three classic portraits of Daito and rare examples of his calligraphy. This lucid and engaging study will interest scholars and nonspecialists interested in Zen, Japanese culture, and Asian philosophy, poetry, and related fields.

Samurai Spirit Pragmatic Bookshelf  
Project management—it’s not just about following a template or using a tool, but rather developing personal skills and intuition to find a method that works for everyone. Whether you’re a designer or a manager, Project Management for Humans will help you estimate and plan tasks, scout and address issues before they become problems, and communicate with and hold people accountable.

Effective TypeScript Microsoft Press  
Project retrospectives help teams examine what went right and what went wrong on a project. But traditionally, retrospectives (also known as “post-mortems”) are only held at the end of the project—too late to help. You need agile retrospectives that are iterative and incremental. You need to accurately find and fix problems to help the team today. Now Esther and Diana show you the tools, tricks and tips you need to fix the problems you face on a software development project on an on-going basis. You’ll see how to architect retrospectives in general, how to design them specifically for your team and organization, how to run them effectively, how to make the needed changes and how to scale these techniques up. You’ll learn how to deal with problems, and implement solutions effectively throughout the project—not just at the end. This book will help you: Design and run effective retrospectives Learn how to find and fix problems Find and reinforce team strengths Address people issues as well as technological Use tools and recipes proven in the real world With regular tune-ups, your team will hum like a precise, world-class orchestra.

Bending Adversity Souvenir Press  
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 understanding

- 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. Dreaming in Code Lulu.com

Software Quality Assurance (SQA) as a professional domain is becoming increasingly important. This book provides practical insight into the topic of Software Quality Assurance. It covers discussion on the importance of software quality assurance in the business of Information Technology, covers key practices like Reviews, Verification & Validation. It also discusses people issues and other barriers in successful implementatin of Quality Management Systems in organization. This work presents methodologies, concepts as well as practical scenarios while deploying Quality Assurance practices and integrates the underlying principle into a complete reference book on this topic. -- Publisher description.

Agile Innovation John Wiley & Sons

A methodologically sophisticated, comprehensive approach toapplying the Agile fixed-price contract to IT projects whilemaximizing customer and supplier relationships "Interesting and necessary for IT managers and ITlawyers." —Walter J. Jaburek, Dipl.-Ing., Dr. iur., Dr. techn. Approximately 50 percent of software developers use Scrum, aniterative and incremental development method for managing softwareprojects and product or application development, in their work. Thebenefit of Scrum and other Agile methods is that they can addressshifts in a large project that traditional managerial methodscannot. Written by pioneers and leaders in the field of Agile and Scrum,Agile Contracts is the only book dedicated exclusively tothe legal, procurement, and project management considerations ofAgile contracts. Providing templates, a toolbox, and examples ofAgile fixed-price contracts, the book presents an alternativeoption to fixed-price, time-based, and supply-basedcontracts—reducing the risk for both the supplier and thecustomer with a contract that offers the possibility of flux andflexible scenarios as a project progresses. Agile Contracts features in-depth chapter coverageof: The Agile Manifesto of 2001 Agility from the perspective of procurement and the softwareprovider The problems with traditional fixed-price contracts and timematerial contracts What the Agile fixed-price contract is and how it is setup Tendering based on the Agile fixed-price contract How to negotiate an Agile fixed-price contract Special guidelines for the legal framework of an Agilefixed-price contract Adaptable Scope System The Black Swan scenario Contracts and procedures for the featured methodologies Especially applicable within highly structured businessorganizations, Agile Contracts is a must-read for projectmanagers, agile practitioners, procurement representatives, and ITlawyers.

Pragmatic Thinking and Learning Pragmatic Bookshelf

Real agilists don't weigh themselves down with libraries of books, they keep their important information handy with them at all times. Jeff and Tim pack over two decades of experience coaching and doing agile into Agile in a Flash, a unique deck of index cards that fit neatly in your pocket and tack easily onto the wall. Agile in a Flash cards run the gamut of agile, covering customer, planning, team, and developer concepts to help you succeed on agile projects. You can use cards from the deck in many ways: as references, reminders, teaching tools, and conversation pieces. Why not get sets for your entire team or organization? This comprehensive set of cards is an indispensable resource for agile teams. The deck of Agile in a Flash cards teaches leadership, teamwork, clean programming, agile approaches to

problem solving, and tips for coaching agile teams. Team members can use the cards as reference material, ice breakers for conversations, reminders (taped to a wall or monitor), and sources of useful tips and hard-won wisdom. The cards are: Bite-sized! Read one practice or aspect at a time in a couple of minutes. Smart! Each card has years of practical experience behind it. Portable! Cards fit easily in your pocket or backpack. An Indispensable tool for any agile team, and a must-have for every agile coach or Scrum Master. The Agile in a Flash deck is broken into four areas: planning, team, coding, and agile concepts. The front of each card is a quick list - a summary of the things you want to know and remember. The back provides further detail on each of the bullet points, and offers sage nuggets of knowledge based on extensive professional experience. Tape the cards to your wall, stick them on your monitor, and get agile fast.

Create Your Successful Agile Project Tundra Books

TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to improve your use of TypeScript. Author Dan Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to apply these ideas, following the format popularized by Effective C++ and Effective Java (both from Addison-Wesley). You ’ ll advance from a beginning or intermediate user familiar with the basics to an advanced user who knows how to use the language well. Effective TypeScript is divided into eight chapters: Getting to Know TypeScript TypeScript ’ s Type System Type Inference Type Design Working with any Types Declarations and @types Writing and Running Your Code Migrating to TypeScript Drive Pragmatic Bookshelf

Being an agile seller virtually guarantees a prosperous career. When salespeople are promoted, switch jobs, or face new business conditions, they need to learn lots of new information and skills quickly. It's a daunting task, compounded by the fact that they're under intense pressure to deliver immediate results. What Jill Konrath calls agile selling is the ability to quickly learn all this new info and then leverage it for maximum impact. Having an agile mindset, one that keeps you going through challenging times, is the crucial starting point. You also need a rapid-learning plan that helps you establish situational credibility with your targeted or existing customers in just thirty days. In Agile Selling, you'll discover numerous strategies to help you become an overnight sales expert, slashing your path to proficiency. Jill Konrath's fresh sales strategies, provocative insights, and practical advice help sellers win business with today's crazy-busy prospects.

Real-World Kanban Penguin

The New York Times bestseller that gives readers a paradigm-shattering new way to think about motivation from the author of When: The Scientific Secrets of Perfect Timing Most people believe that the best way to motivate is with rewards like money—the carrot-and-stick approach. That's a mistake, says Daniel H. Pink (author of To Sell Is Human: The Surprising Truth About Motivating Others). In this provocative and persuasive new book, he asserts that the secret to high performance and satisfaction-at work, at school, and at home—is the deeply human need to direct our own lives, to learn and create new things, and to do better by ourselves and our world. Drawing on four decades of scientific research on human motivation, Pink exposes the mismatch between what science knows and what business does—and how that affects every aspect of life. He examines the three elements of true motivation—autonomy, mastery, and purpose-and offers smart and surprising techniques for putting these into action in a unique book that will change how we think and transform how we live.

Project Management for Humans Rosenfeld Media

From the beginning of software time, people have wondered why it isn ’ t possible to accelerate software projects by simply adding staff. This is sometimes known as the “ nine women can ’ t make a baby in one month ” problem. The most famous treatise declaring this to be impossible is Fred Brooks ’ 1975 book The Mythical Man-Month, in which he declares that “ adding more programmers to a late software project makes it later, ” and indeed this has proven largely true over the decades. Aided by a domain-driven code generator that quickly creates database and API code, Parallel Agile (PA) achieves significant schedule compression using parallelism: as many developers as necessary can independently and concurrently develop the scenarios from initial prototype through production code. Projects can

scale by elastic staffing, rather than by stretching schedules for larger development efforts. Schedule compression with a large team of developers working in parallel is analogous to hardware acceleration of compute problems using parallel CPUs. PA has some similarities with and differences from other Agile approaches. Like most Agile methods, PA "gets to code early" and uses feedback from executable software to drive requirements and design. PA uses technical prototyping as a risk-mitigation strategy, to help sanity-check requirements for feasibility, and to evaluate different technical architectures and technologies. Unlike many Agile methods, PA does not support "design by refactoring," and it doesn't drive designs from unit tests. Instead, PA uses a minimalist UML-based design approach (Agile/ICONIX) that starts out with a domain model to facilitate communication across the development team, and partitions the system along use case boundaries, which enables parallel development. Parallel Agile is fully compatible with the Incremental Commitment Spiral Model (ICSM), which involves concurrent effort of a systems engineering team, a development team, and a test team working alongside the developers. The authors have been researching and refining the PA process for several years on multiple test projects that have involved over 200 developers. The book ’ s example project details the design of one of these test projects, a crowdsourced traffic safety system.

Agile Selling University of Hawaii Press

O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell.As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides.If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

A Scrum Book Thomas Hoover

Provides information on JavaScript, covering such topics as DOM, events, timers, mashups, forms, and Ajax--