Free read Succeeding with agile software development using scrum addison wesley signature (2023)

test driven development by example kent beck i 4 5 7 10 11 13 14 16 ii xunit 18 xunit 20 21 22 xunit iii

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domain driven design tackling complexity in the heart of software

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□ □ □ □ □ about software development through constant testing quite simply test driven development is meant to eliminate fear in application development while some fear is healthy often viewed as a conscience that tells programmers to be careful the author believes that byproducts of fear include tentative grumpy and uncommunicative programmers who are unable to absorb constructive criticism when programming teams buy into tdd they immediately see positive results they eliminate the fear involved in their jobs and are better equipped to tackle the difficult challenges that face them tdd eliminates tentative traits it teaches programmers to communicate and it encourages team members to seek out criticism however even the author admits that grumpiness must be worked out individually in short the premise behind tdd is that code should be continually

tested and refactored kent beck teaches programmers by example so they can painlessly and dramatically increase the quality of their work this book presents the thoroughly refereed and revised proceedings of the 14th monterey workshop held in monterey ca usa september 10 13 2007 the theme of the workshop was innovations for requirement analysis from stakeholders needs to formal designs the 10 revised full papers included in the book were carefully selected during two rounds of reviewing and revision these are preceded by the abstracts of the three keynote talks as well as a detailed introduction to the theme of the workshop including a case study used by many participants to frame their analyses and a summary of the workshop s results the full papers have been grouped thematically under the headings innovative requirements engineering techniques and innovative applications of natural language processing techniques □ □ □

functionality that will be valuable to real users the author 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 the author shows how to organize them prioritize them and use them for planning management and testing back cover this book contains the refereed proceedings of the 7th international conference on exploring service science iess held in bucharest romania in may 2016 service science constitutes an interdisciplinary approach to systematic innovation in service systems integrating managerial social legal and engineering aspects to address the theoretical and practical challenges of the service industry and its economy the 45 full papers and 13 short papers accepted for iess were selected from 119 submissions the papers consider the topics service exploration theories and processes modeling service requirements and management of business processes value co creation through knowledge management and user centric services service design methodologies and patterns service innovation and strategy it based service engineering servitization in sustainable manufacturing product service systems business software services and data driven service design web service design and service oriented agents iot and mobile apps for public transport service management e health

services and medical data interoperability and service and it oriented learning and education systems like any other software system sites gradually accumulate cruft over time they slow down links break security and compatibility problems mysteriously appear new features don t integrate seamlessly things just don t work as well in an ideal world you d rebuild from scratch but you can t there s no time or money for that fortunately there s a solution you can refactor your code using easy proven techniques tools and recipes adapted from the world of software development in refactoring html elliotte rusty harold explains how to use refactoring to improve virtually any site or application writing for programmers and non programmers alike harold shows how to refactor for better reliability performance usability security accessibility compatibility and even search engine placement step by step he shows how to migrate obsolete code to today s stable standards including xhtml css and rest and eliminate chronic problems like presentation based markup stateful applications and tag soup the book s extensive catalog of detailed refactorings and practical recipes for success are organized to help you find specific solutions fast and get maximum benefit for minimum effort using this book you can quickly improve site performance now and make your site far easier to enhance maintain and scale for years to come topics covered include recognizing the smells of code that should be refactored transforming old html into well formed valid xhtml one step at a time modernizing existing

layouts with css updating old applications replacing post with get replacing old contact forms and refactoring javascript systematically refactoring content and links restructuring sites without changing the urls your users rely upon this book will be an indispensable resource for designers developers project managers and anyone who maintains or updates existing sites it will be especially helpful to professionals who learned html years ago and want to refresh their knowledge with today s standards compliant best practices this book will be an indispensable resource for designers developers project managers and anyone who maintains or updates existing sites it will be especially helpful to professionals who learned html years ago and want to refresh their knowledge with today s standards compliant best practices in 1994 design patterns changed the landscape of object oriented development by introducing classic solutions to recurring design problems in 1999 refactoring revolutionized design by introducing an effective process for improving code with the highly anticipated refactoring to patterns joshua kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring this book introduces the theory and practice of pattern directed refactorings sequences of low level refactorings that allow designers to safely move designs to towards or away from pattern implementations using code from real world projects kerievsky documents the thinking and steps underlying over two dozen pattern based

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engineering leverage sprint goals to supercharge teamwork and build winning products there are many books on scrum and how to do scrum the right way this isn t one of those books driving value with sprint goals will teach you how to deliver exceptional value to build great products all teams and participants must align behind clear goals that deliver real value outcomes not just more features output sprint goals are your most powerful tool for achieving this alignment but many teams avoid misuse or struggle with them maarten dalmijn guides you through defining creating and executing on sprint goals that deliver outstanding value to customers and the business this concise guide is packed with strategies and concepts for building high performing teams that accelerate the delivery of value as you reconsider critical scrum and product management processes through the lens of the sprint goal you can transform your entire organization from being low value feature factories to delivering high value outcomes understand how making plans doesn t start with planning but with intent use humble planning together with intent to deal with surprises as you discover and learn what s necessary while you do the work establish a laser like focus on driving the outputs that lead to the most valuable outcomes learn how to use sprint goals throughout the sprint at sprint planning daily scrum sprint review sprint retrospective and for the ongoing work of building high performing teams learn what happens when sprint goals are absent or misapplied and how to avoid those pitfalls driving

value with sprint goals will reshape the way you think about delivering value by offering a fresh and cohesive perspective invaluable to every product owner product manager scrum master agile coach and tech executive maarten masterfully bridges the gap between scrum and product management if you want to create products that truly make a difference you need to read this book pawel huryn author product coach register your book for convenient access to downloads updates and or corrections as they become available see inside book for details practical guidance and inspiration for launching sustaining or improving any agile enterprise transformation initiative as long time competitive advantages disappear astute executives and change agents know they must achieve true agile transformation in unlocking agility jorgen hesselberg reveals what works what doesn t and how to overcome the daunting obstacles distilling 10 years of experience leading agile transformation in the enterprise hesselberg guides you on jumpstarting change sustaining momentum and executing superbly on customer commitments as you move forward he helps you identify appropriate roles for consultants optimize organizational structures set realistic expectations and measure against them he shares first hand accounts from pioneering transformation leaders at firms including intel nokia salesforce com spotify and many more balance building the right thing the right way at the right speed design a holistic transformation strategy using five dimensions of agility technology

organizational design people leadership and culture promote agile skills knowledge and abilities throughout your workforce incorporate powerful leadership models including level 5 teal and beyond budgeting leverage business agility metrics to affect norms and change organizational culture establish your agile working group the engine of agile transformation define operating models and strategic roadmaps for unlocking agility and track your progress you already know agile transformation is essential now discover how to customize your strategy execute on it in your environment and achieve it this is the ebook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book the fast focused practical guide to excellence with scrum the great scrummaster scrummasterway is your complete guide to becoming an exceptionally effective scrummaster and using scrum to dramatically improve team and organizational performance easy to digest and highly visual you can read it in a weekend and use it for an entire career drawing on 15 years of pioneering experience implementing agile and scrum and helping others do so zuzana Šochová guides you step by step through all key facets of success as a scrummaster in any context Šochová reviews the scrummaster s responsibilities introduces her powerful state of mind model and scrummasterway approach and teaches crucial metaskills that every scrummaster needs learn how to build more effective teams manage change in agile environments and take

fulladvantage of the immensely powerful scrummaster toolbox throughout Šochová illuminates each concept with practical proven examples that show how to move from idea to successful execution understand the scrummaster s key role in creating high performance self organizing teams master all components of the scrummaster state of mind teaching mentoring removing impediments facilitation and coaching operate effectively as a scrummaster at all levels team relationships and the entire system sharpen key scrummaster cognitive strategies and core competencies build great teams and improve teams that are currently dysfunctional drive deeper change in a safer environment with better support for those affected make the most of shu ha ri system rule root cause analysis impact mapping and other scrummaster tools whether you re a long time certified scrummaster csm or participating in your first scrum project this guide will help you leverage world class insight in all you do and get the outstanding results you re looking for register your product at informit com register for convenient access to downloads updates and corrections as they become available the definitive guide to more effective and personally fulfilling game development with agile methods now revamped to reflect ten more years of experience and improvements game development is in crisis facing bloated budgets impossible schedules unmanageable complexity and death march overtime it s no wonder so many development studios are struggling to survive fortunately there is a solution agile and lean methods

have revolutionized development in the game development industry in agile game development long time game developer and consultant clinton keith shows exactly how these methods have been successfully applied to the unique challenges of modern game development clint has spent more than 25 years developing games and training and coaching hundreds of game development teams drawing on this unparalleled expertise he shows how teams can use the practices of scrum and kanban customized to game development to deliver games more efficiently rapidly and cost effectively craft games that offer more entertainment value and make life more fulfilling for development teams at the same time contains several new chapters on live games leadership and coaching including an all new section on agile for large teams of up to 1000 developers updates to all chapters to reflect a decade of experience with more than 200 studios now covering kanban and other agile approaches alongside scrum understanding agile goals roles and practices in the context of game development discovering how agile benefits every specialty in game development from art to qa communicating and planning your game s vision features and progress game developers and leaders are recognizing the modern challenges of gaming game development organizations need a far better way to work agile game development gives them that and brings the profitability creativity and fun back to game development martin fowler s guide to reworking bad code into well structured code refactoring improves the design

of existing code and enhances software maintainability as well as making existing code easier to understand original agile manifesto signer and software development thought leader martin fowler provides a catalog of refactorings that explains why you should refactor how to recognize code that needs refactoring and how to actually do it successfully no matter what language you use refactoring principles understand the process and general principles of refactoring code smells recognize bad smells in code that signal opportunities to refactor application improvement quickly apply useful refactorings to make a program easier to comprehend and change building tests writing good tests increases a programmer s effectiveness moving features an important part of refactoring is moving elements between contexts data structures a collection of refactorings to organize data an important role in programs conditional logic use refactorings to make conditional sections easier to understand apis modules and their functions are the building blocks of our software and apis are the joints that we use to plug them together inheritance it is both very useful and easy to misuse and it s often hard to see the misuse until it s in the rear view mirror refactorings can fix the misuse examples are written in javascript but you shouldn t find it difficult to adapt the refactorings to whatever language you are currently using as they look mostly the same in different languages whenever you read refactoring it s time to read it again and if you haven t read it yet please do before writing another line of

code david heinemeier hansson creator of ruby on rails founder cto at basecamp any fool can write code that a computer can understand good programmers write code that humans can understand m fowler 1999 practical step by step scrum techniques for improving processes actions and outcomes the widespread adoption and success of scrum can be attributed in large part to its perceived intuitiveness and simplicity but when new scrum practitioners attempt to apply scrum theory and high level approaches in actual projects they often find it surprisingly difficult in scrum shortcuts without cutting corners scrum expert ilan goldstein helps you translate the scrum framework into reality to meet the scrum challenges your formal training never warned you about drawing on his extensive agile experience in a wide range of projects and environments goldstein presents thirty proven flexible shortcuts for optimizing scrum processes actions and outcomes each shortcut walks you through applying a scrum approach to achieve a tangible output these easy to digest actionable patterns address a broad range of topics including getting started quality and metrics team members and roles managing stakeholders estimation continuous improvement and much more whatever your role scrum shortcuts without cutting corners will help you take your scrum skills to the next level and achieve better results in any project you participate in a collection of hands on lessons based upon the authors considerable experience in enterprise integration the 65 patterns included with this guide

show how to use message oriented middleware to connect enterprise applications a comprehensive collection of agile testing best practices two definitive guides from leading pioneers janet gregory and lisa crispin haven t just pioneered agile testing they have also written two of the field s most valuable guidebooks now you can get both guides in one indispensable ebook collection today s must have resource for all agile testers teams managers and customers combining comprehensive best practices and wisdom contained in these two titles the agile testing collection will help you adapt agile testing to your environment systematically improve your skills and processes and strengthen engagement across your entire development team the first title agile testing a practical guide for testers and agile teams defines the agile testing discipline and roles and helps you choose organize and use the tools that will help you the most writing from the tester s viewpoint gregory and crispin chronicle an entire agile software development iteration and identify and explain seven key success factors of agile testing the second title more agile testing learning journeys for the whole team addresses crucial emerging issues shares evolved practices and covers key issues that delivery teams want to learn more about it offers powerful new insights into continuous improvement scaling agile testing across teams and the enterprise overcoming pitfalls of automation testing in regulated environments integrating devops practices and testing mobile embedded and business intelligence systems the agile

testing collection will help you do all this and much more customize agile testing processes to your needs and successfully transition to them organize agile teams clarify roles hire new testers and quickly bring them up to speed engage testers in agile development and help agile team members improve their testing skills use tests and collaborate with business experts to plan features and guide development design automated tests for superior reliability and easier maintenance plan just enough balancing small increments with larger feature sets and the entire system test to identify and mitigate risks and prevent future defects perform exploratory testing using personas tours and test charters with session and thread based techniques help testers developers and operations experts collaborate on shortening feedback cycles with continuous integration and delivery both guides in this collection are thoroughly grounded in the authors extensive experience and supported by examples from actual projects now with both books integrated into a single easily searchable and cross linked ebook you can learn from their experience even more easily

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Domain Specific Languages

2010

this book presents the thoroughly refereed and revised proceedings of the 14th monterey workshop held in monterey ca usa september 10 13 2007 the theme of the workshop was innovations for requirement analysis from stakeholders needs to formal designs the 10 revised full papers included in the book were carefully selected during two rounds of reviewing and revision these are preceded by the abstracts of the three keynote talks as well as a detailed introduction to the theme of the workshop including a case study used by many participants to frame their analyses and a summary of the workshop s results the full papers have been grouped thematically under the headings innovative requirements engineering techniques and innovative applications of natural language processing techniques

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offers a requirements process that saves time eliminates rework and leads directly to better software a great 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 the author 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 the author shows how to organize them prioritize them and use them for planning management and testing back cover

Clean Coder □ □ □ □ □ □ □ □ □ □

2018-07-27

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business processes value co creation through knowledge management and user centric services service design methodologies and patterns service innovation and strategy it based service engineering servitization in sustainable manufacturing product service systems business software services and data driven service design web service design and service oriented agents iot and mobile apps for public transport service management e health services and medical data interoperability and service and it oriented learning and education systems

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2020-03

like any other software system sites gradually accumulate cruft over time they slow down links break security and compatibility problems mysteriously appear new features don t integrate seamlessly things just don t work as well in an ideal world you d rebuild from scratch but you can t there s no time or money for that fortunately there s a solution you can refactor your code using easy proven techniques tools and recipes adapted from the world of software development in refactoring html elliotte rusty harold explains how to use refactoring to improve virtually any site or application writing for programmers and non programmers alike harold shows how to refactor for better reliability performance usability security

accessibility compatibility and even search engine placement step by step he shows how to migrate obsolete code to today s stable standards including xhtml css and rest and eliminate chronic problems like presentation based markup stateful applications and tag soup the book s extensive catalog of detailed refactorings and practical recipes for success are organized to help you find specific solutions fast and get maximum benefit for minimum effort using this book you can quickly improve site performance now and make your site far easier to enhance maintain and scale for years to come topics covered include recognizing the smells of code that should be refactored transforming old html into well formed valid xhtml one step at a time modernizing existing layouts with css updating old applications replacing post with get replacing old contact forms and refactoring javascript systematically refactoring content and links restructuring sites without changing the urls your users rely upon this book will be an indispensable resource for designers developers project managers and anyone who maintains or updates existing sites it will be especially helpful to professionals who learned html years ago and want to refresh their knowledge with today s standards compliant best practices this book will be an indispensable resource for designers developers project managers and anyone who maintains or updates existing sites it will be especially helpful to professionals who learned html years ago and want to refresh their knowledge with today s standards compliant best practices

Test-driven Development

2003

in 1994 design patterns changed the landscape of object oriented development by introducing classic solutions to recurring design problems in 1999 refactoring revolutionized design by introducing an effective process for improving code with the highly anticipated refactoring to patterns joshua kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring this book introduces the theory and practice of pattern directed refactorings sequences of low level refactorings that allow designers to safely move designs to towards or away from pattern implementations using code from real world projects kerievsky documents the thinking and steps underlying over two dozen pattern based design transformations along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways coverage includes a catalog of twenty seven pattern directed refactorings featuring real world code examples descriptions of twelve design smells that indicate the need for this book s refactorings general information and new insights about patterns and refactoring detailed implementation mechanics how low level refactorings are combined to implement high level patterns multiple ways to implement the same pattern and when to use each practical ways to get started even if you have little experience with patterns or refactoring

refactoring to patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns refactoring and agile development communities whether you re focused on legacy or greenfield development this book will make you a better software designer by helping you learn how to make important design changes safely and effectively

Test Driven Development

2022-03-25

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The Great ScrumMaster

2017

leverage sprint goals to supercharge teamwork and build

winning products there are many books on scrum and how to do scrum the right way this isn t one of those books driving value with sprint goals will teach you how to deliver exceptional value to build great products all teams and participants must align behind clear goals that deliver real value outcomes not just more features output sprint goals are your most powerful tool for achieving this alignment but many teams avoid misuse or struggle with them maarten dalmijn guides you through defining creating and executing on sprint goals that deliver outstanding value to customers and the business this concise guide is packed with strategies and concepts for building high performing teams that accelerate the delivery of value as you reconsider critical scrum and product management processes through the lens of the sprint goal you can transform your entire organization from being low value feature factories to delivering high value outcomes understand how making plans doesn t start with planning but with intent use humble planning together with intent to deal with surprises as you discover and learn what s necessary while you do the work establish a laser like focus on driving the outputs that lead to the most valuable outcomes learn how to use sprint goals throughout the sprint at sprint planning daily scrum sprint review sprint retrospective and for the ongoing work of building high performing teams learn what happens when sprint goals are absent or misapplied and how to avoid those pitfalls driving value with sprint goals will reshape the way you think about

delivering value by offering a fresh and cohesive perspective invaluable to every product owner product manager scrum master agile coach and tech executive maarten masterfully bridges the gap between scrum and product management if you want to create products that truly make a difference you need to read this book pawel huryn author product coach register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

Innovations for Requirement Analysis. From Stakeholders' Needs to Formal Designs

2008-12

practical guidance and inspiration for launching sustaining or improving any agile enterprise transformation initiative as long time competitive advantages disappear astute executives and change agents know they must achieve true agile transformation in unlocking agility jorgen hesselberg reveals what works what doesn t and how to overcome the daunting obstacles distilling 10 years of experience leading agile transformation in the enterprise hesselberg guides you on jumpstarting change sustaining momentum and executing superbly on customer commitments as you move forward he helps you identify appropriate roles for consultants optimize

organizational structures set realistic expectations and measure against them he shares first hand accounts from pioneering transformation leaders at firms including intel nokia salesforce com spotify and many more balance building the right thing the right way at the right speed design a holistic transformation strategy using five dimensions of agility technology organizational design people leadership and culture promote agile skills knowledge and abilities throughout your workforce incorporate powerful leadership models including level 5 teal and beyond budgeting leverage business agility metrics to affect norms and change organizational culture establish your agile working group the engine of agile transformation define operating models and strategic roadmaps for unlocking agility and track your progress you already know agile transformation is essential now discover how to customize your strategy execute on it in your environment and achieve it

Clean Agile □ □ □ □ □ □ □

2020-10-01

this is the ebook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book the fast focused practical guide to excellence with scrum the great scrummaster scrummasterway is your complete guide to becoming an exceptionally effective scrummaster and using scrum to dramatically improve team and

organizational performance easy to digest and highly visual you can read it in a weekend and use it for an entire career drawing on 15 years of pioneering experience implementing agile and scrum and helping others do so zuzana Šochová guides you step by step through all key facets of success as a scrummaster in any context Šochová reviews the scrummaster s responsibilities introduces her powerful state of mind model and scrummasterway approach and teaches crucial metaskills that every scrummaster needs learn how to build more effective teams manage change in agile environments and take fulladvantage of the immensely powerful scrummaster toolbox throughout Šochová illuminates each concept with practical proven examples that show how to move from idea to successful execution understand the scrummaster s key role in creating high performance self organizing teams master all components of the scrummaster state of mind teaching mentoring removing impediments facilitation and coaching operate effectively as a scrummaster at all levels team relationships and the entire system sharpen key scrummaster cognitive strategies and core competencies build great teams and improve teams that are currently dysfunctional drive deeper change in a safer environment with better support for those affected make the most of shu ha ri system rule root cause analysis impact mapping and other scrummaster tools whether you re a long time certified scrummaster csm or participating in your first scrum project this guide will help you leverage world class insight in

all you do and get the outstanding results you re looking for register your product at informit com register for convenient access to downloads updates and corrections as they become available

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2024-01-30

the definitive guide to more effective and personally fulfilling game development with agile methods now revamped to reflect ten more years of experience and improvements game development is in crisis facing bloated budgets impossible schedules unmanageable complexity and death march overtime it s no wonder so many development studios are struggling to survive fortunately there is a solution agile and lean methods have revolutionized development in the game development industry in agile game development long time game developer and consultant clinton keith shows exactly how these methods have been successfully applied to the unique challenges of modern game development clint has spent more than 25 years developing games and training and coaching hundreds of game development teams drawing on this unparalleled expertise he shows how teams can use the practices of scrum and kanban customized to game development to deliver games more efficiently rapidly and cost effectively craft games that offer more entertainment value and make life more fulfilling for

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2004-03

martin fowler s guide to reworking bad code into well structured code refactoring improves the design of existing code and enhances software maintainability as well as making existing code easier to understand original agile manifesto signer and software development thought leader martin fowler provides a catalog of refactorings that explains why you should refactor how to recognize code that needs refactoring and how to actually do it successfully no matter what language you use

refactoring principles understand the process and general principles of refactoring code smells recognize bad smells in code that signal opportunities to refactor application improvement quickly apply useful refactorings to make a program easier to comprehend and change building tests writing good tests increases a programmer s effectiveness moving features an important part of refactoring is moving elements between contexts data structures a collection of refactorings to organize data an important role in programs conditional logic use refactorings to make conditional sections easier to understand apis modules and their functions are the building blocks of our software and apis are the joints that we use to plug them together inheritance it is both very useful and easy to misuse and it s often hard to see the misuse until it s in the rear view mirror refactorings can fix the misuse examples are written in javascript but you shouldn t find it difficult to adapt the refactorings to whatever language you are currently using as they look mostly the same in different languages whenever you read refactoring it s time to read it again and if you haven t read it yet please do before writing another line of code david heinemeier hansson creator of ruby on rails founder cto at basecamp any fool can write code that a computer can understand good programmers write code that humans can understand m fowler 1999

User Stories Applied

2004

practical step by step scrum techniques for improving processes actions and outcomes the widespread adoption and success of scrum can be attributed in large part to its perceived intuitiveness and simplicity but when new scrum practitioners attempt to apply scrum theory and high level approaches in actual projects they often find it surprisingly difficult in scrum shortcuts without cutting corners scrum expert ilan goldstein helps you translate the scrum framework into reality to meet the scrum challenges your formal training never warned you about drawing on his extensive agile experience in a wide range of projects and environments goldstein presents thirty proven flexible shortcuts for optimizing scrum processes actions and outcomes each shortcut walks you through applying a scrum approach to achieve a tangible output these easy to digest actionable patterns address a broad range of topics including getting started quality and metrics team members and roles managing stakeholders estimation continuous improvement and much more whatever your role scrum shortcuts without cutting corners will help you take your scrum skills to the next level and achieve better results in any project you participate in

Exploring Services Science

2016-05-18

a collection of hands on lessons based upon the authors considerable experience in enterprise integration the 65 patterns included with this guide show how to use message oriented middleware to connect enterprise applications

Refactoring HTML

2012-03-16

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