Agile Software Development Principles Patterns Practices

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Flexible, Reliable Software - Henrik B. Christensen 2011-06-21 Flexible, Reliable Software: Using Patterns and Agile Development guides students through the software development process. By describing practical stories, explaining the design and programming process in detail, and using projects as a learning context, the text helps readers understand why a given technique is required and why techniques must be combined to overcome the challenges facing software developers. The presentation is pedagogically organized as a realistic development

story in which customer requests require introducing new techniques to combat ever-increasing software complexity. After an overview and introduction of basic terminology, the book presents the core practices, concepts, tools, and analytic skills for designing flexible and reliable software, including test-driven development, refactoring, design patterns, test doubles, and responsibility driven and compositional design. It then provides a collection of design patterns leading to a thorough discussion of frameworks, exemplified by a graphical user interface frramework (MiniDraw). The author also discusses the important topics of configuration management and systematic testing. In the last chapter, projects lead students to design and implement their own frameworks, resulting in a reliable and usable implementation of a large and complex software system complete with a graphical user interface. This text teaches how to design, program, and maintain flexible and reliable software. Installation guides, source code for the examples, exercises, and projects can be found on the author's website.

Clean Code - Robert C. Martin 2008-08-01

Even bad code can function. But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software

craftsman and make you a better programmer–but only if you work at it. What kind of work will you be doing? You'll be reading code–lots of code. And you will be challenged to think about what's right about that code, and what's wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. Clean Code is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity. Each case study is an exercise in cleaning up code–of transforming a code base that has some problems into one that is sound and efficient. The third part is the payoff: a single chapter containing a list of heuristics and "smells" gathered while creating the case studies. The result is a knowledge base that describes the way we think when we write, read, and clean code. Readers will come away from this book understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development This book is a must for any developer, software engineer, project manager, team lead, or systems analyst with an interest in producing better code.

The Fourth Industrial Revolution - Klaus Schwab 2017-01-03

The founder and executive chairman of the World Economic Forum on how the impending technological revolution will change our lives We are on the brink of the Fourth Industrial

Revolution. And this one will be unlike any other in human history. Characterized by new technologies fusing the physical, digital and biological worlds, the Fourth Industrial Revolution will impact all disciplines, economies and industries - and it will do so at an unprecedented rate. World Economic Forum data predicts that by 2025 we will see: commercial use of nanomaterials 200 times stronger than steel and a million times thinner than human hair; the first transplant of a 3D-printed liver; 10% of all cars on US roads being driverless; and much more besides. In The Fourth Industrial Revolution, Schwab outlines the key technologies driving this revolution, discusses the major impacts on governments, businesses, civil society and individuals, and offers bold ideas for what can be done to shape a better future for all.

Sustainable Software Development - Kevin Tate 2006

Delivers the cutting - edge of proven practices crafted to your needs for immediate and long - term success with your development efforts.

Beyond Legacy Code - David Scott Bernstein 2015

We're losing tens of billions of dollars a year on broken software, and great new ideas such as agile development and Scrum don't always pay off. But there's hope. The nine software development practices in Beyond Legacy Code are designed to solve the problems facing our industry. Discover why these practices work, not just how they work, and dramatically increase the quality and maintainability of any software project. These nine practices could save the software industry. Beyond Legacy Code is filled with practical, hands-on advice and a common-sense exploration of why technical practices such as refactoring and test-first development

are critical to building maintainable software. Discover how to avoid the pitfalls teams encounter when adopting these practices, and how to dramatically reduce the risk associated with building software--realizing significant savings in both the short and long term. With a deeper understanding of the principles behind the practices, you'll build software that's easier and less costly to maintain and extend. By adopting these nine key technical practices, you'll learn to say what, why, and for whom before how; build in small batches; integrate continuously; collaborate; create CLEAN code; write the test first; specify behaviors with tests; implement the design last; and refactor legacy code. Software developers will find hands-on, pragmatic advice for writing higher quality, more maintainable, and bug-free code. Managers, customers, and product owners will gain deeper insight into vital processes. By moving beyond the old-fashioned procedural thinking of the Industrial Revolution, and working together to embrace standards and practices that will advance software development, we can turn the legacy code crisis into a true Information Revolution.

Agile Software Development - Robert C. Martin 2003

Designing Object-oriented C++ Applications Using the Booch Method - Robert C. Martin 1995

For senior/graduate level courses on Object Oriented Design using C++, and the Booch (BC) - OOD book. A practical, problem-solving approach to the fundamental concepts of Object Oriented Design and their application using C++. This book is written for the "engineer in the trenches". It is a serious guide for practitioners of Object-Oriented design. The style is

narrative, and accessible for the beginner, and yet the topics are covered in enough depth to be relevant to the consumate designer. The principles of OOD explained, one by one, and then demonstrated with numerous examples and case studies.

Hands-On Dependency Injection in Go - Corey Scott 2018-11-27

Explore various dependency injection methods in Go such as monkey patching, constructor injection, and method injection Key FeaturesLearn to evaluate Code UX and make it betterExplore SOLID principles and understand how they relate to dependency injectionUse Google's wire framework to simplify dependence managementBook Description Hands-On Dependency Injection in Go takes you on a journey, teaching you about refactoring existing code to adopt dependency injection (DI) using various methods available in Go. Of the six methods introduced in this book, some are conventional, such as constructor or method injection, and some unconventional, such as just-in-time or config injection. Each method is explained in detail, focusing on their strengths and weaknesses, and is followed with a step-by-step example of how to apply it. With plenty of examples, you will learn how to leverage DI to transform code into something simple and flexible. You will also discover how to generate and leverage the dependency graph to spot and eliminate issues. Throughout the book, you will learn to leverage DI in combination with test stubs and mocks to test otherwise tricky or impossible scenarios. Hands-On Dependency Injection in Go takes a pragmatic approach and focuses heavily on the code, user experience, and how to achieve long-term

benefits through incremental changes. By the end of this book, you will have produced clean code that’s easy to test. What you will learnUnderstand the benefits of DIExplore SOLID design principles and how they relate to GoAnalyze various dependency injection patterns available in GoLeverage DI to produce high-quality, loosely coupled Go codeRefactor existing Go code to adopt DIDiscover tools to improve your code’s testability and test coverageGenerate and interpret Go dependency graphsWho this book is for Hands-On Dependency Injection in Go is for programmers with a few year s experience in any language and a basic understanding of Go. If you wish to produce clean, loosely coupled code that is inherently easier to test, this book is for you.

Agile Software Development: Principles, Patterns, and Practices - Robert C. Martin 2013-07-17

For courses in Object-Oriented Design, C++ Intermediate Programming, and Object-Oriented Programming. Written for software engineers in the trenches, this text focuses on the technology-the principles, patterns, and process-that help software engineers effectively manage increasingly complex operating systems and applications. There is also a strong emphasis on the people behind the technology. This text will prepare students for a career in software engineering and serve as an on-going education for software engineers.

User Stories Applied - Mike Cohn 2004-03-01

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.

Organizational Patterns of Agile Software Development - James O. Coplien 2005

For courses in Advanced Software Engineering or Object-Oriented Design. This book covers the human and organizational dimension of the software improvement process and software project management - whether based on the CMM or ISO 9000 or the Rational Unified Process. Drawn from a decade of research, it emphasizes common-sense practices. Its principles are general but concrete; every pattern is its own built-in example. Historical supporting material from other disciplines is provided.

Though even pattern experts will appreciate the depth and currency of the material, it is self-contained and well-suited for the layperson.

Agile Technical Practices Distilled - Pedro M. Santos 2019-06-28

Delve deep into the various technical practices, principles, and values of Agile. Key FeaturesDiscover the essence of Agile software development and the key principles of software designExplore the fundamental practices of Agile working, including test-driven development (TDD), refactoring, pair programming, and continuous integrationLearn and apply the four elements of simple designBook Description The number of popular technical practices has grown exponentially in the last few years. Learning the common fundamental software development practices can help you become a better programmer. This book uses the term Agile as a wide umbrella and covers Agile principles and practices, as well as most methodologies associated with it. You'll begin by discovering how driver-navigator, chess clock, and other techniques used in the pair programming approach introduce discipline while writing code. You'll then learn to safely change the design of your code using refactoring. While learning these techniques, you'll also explore various best practices to write efficient tests. The concluding chapters of the book delve deep into the SOLID principles - the five design principles that you can use to make your software more understandable, flexible and maintainable. By the end of the book, you will have discovered new ideas for improving your software design skills, the relationship within your team, and the way your business works. What you will learnLearn the red,

green, refactor cycle of classic TDD and practice the best habits such as the rule of 3, triangulation, object calisthenics, and moreRefactor using parallel change and improve legacy code with characterization tests, approval tests, and Golden MasterUse code smells as feedback to improve your designLearn the double cycle of ATDD and the outside-in mindset using mocks and stubs correctly in your testsUnderstand how Coupling, Cohesion, Connascence, SOLID principles, and code smells are all relatedImprove the understanding of your business domain using BDD and other principles for "doing the right thing, not only the thing right"Who this book is for This book is designed for software developers looking to improve their technical practices. Software coaches may also find it helpful as a teaching reference manual. This is not a beginner's book on how to program. You must be comfortable with at least one programming language and must be able to write unit tests using any unit testing framework.

Lean Software Development - Mary Poppendieck 2003-05-08

Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way,

they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three–if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system. Compressing the value stream: rapid development, feedback, and improvement Empowering teams and individuals without compromising coordination Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"–even when your developers are scattered across multiple locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people–so you can achieve breakthrough quality, savings, speed, and business alignment.

Agile Principles, Patterns, and Practices in C# - Martin 1900

This is the eBook version of the printed book. If the print bookincludes a CD-ROM, this content is not included within the eBookversion. With the award-winning book Agile Software Development:Principles, Patterns, and Practices, Robert C. Martin helped bringAgile principles to tens of thousands of Java and C++ programmers. Now.NET programmers have a definitive guide to agile methods with thiscompletely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating thefundamentals of Agile develo.

Fundamentals of Software Architecture - Mark Richards 2020-01-28
Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Lean-Agile Software Development - Alan Shalloway 2009-10-22
Agile techniques have demonstrated immense potential for developing more effective, higher-quality software. However,scaling these techniques to the enterprise presents many challenges. The solution is to integrate the principles and practices

of Lean Software Development with Agile's ideology and methods. By doing so, software organizations leverage Lean's powerful capabilities for "optimizing the whole" and managing complex enterprise projects. A combined "Lean-Agile" approach can dramatically improve both developer productivity and the software's business value.In this book, three expert Lean software consultants draw from their unparalleled experience to gather all the insights, knowledge, and new skills you need to succeed with Lean-Agile development. Lean-Agile Software Development shows how to extend Scrum processes with an Enterprise view based on Lean principles. The authors present crucial technical insight into emergent design, and demonstrate how to apply it to make iterative development more effective. They also identify several common development "anti-patterns" that can work against your goals, and they offer actionable, proven alternatives. Lean-Agile Software Development shows how to Transition to Lean Software Development quickly and successfully Manage the initiation of product enhancements Help project managers work together to manage product portfolios more effectively Manage dependencies across the software development organization and with its partners and colleagues Integrate development and QA roles to improve quality and eliminate waste Determine best practices for different software development teams The book's companion Web site, www.netobjectives.com/lasd , provides updates, links to related materials, and support for discussions of the book's content.

Agile Software Requirements - Dean Leffingwell 2010-12-27

“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.

Agile Software Development in the Large - Jutta Eckstein 2013-07-19

This is the digital version of the printed book (Copyright © 2004). Who Says Large Teams Can't Handle Agile Software Development? Agile or "lightweight" processes have revolutionized the software development industry. They're faster and more efficient than traditional software development processes. They enable developers to embrace requirement changes during the project deliver working software in frequent iterations focus on the human factor in software development Unfortunately, most agile processes are designed for small or mid-sized software development projects—bad news for large teams that have to deal with rapid changes to requirements. That means all large teams! With Agile Software Development in the Large, Jutta Eckstein—a leading speaker and consultant in the agile community—shows how to scale agile processes to teams of up to 200. The same techniques are also relevant to teams of as few as 10 developers, especially within large organizations. Topics include the agile value system as used in large teams the impact of a switch to agile processes the agile coordination of several sub-teams the way project size and team size influence the underlying architecture Stop getting frustrated with inflexible processes that cripple your large projects! Use this book to harness the efficiency and adaptability of agile software development. Stop getting frustrated with inflexible processes that

cripple your large projects! Use this book to harness the efficiency and adaptability of agile software development.

Agile Software Architecture - Muhammad Ali Babar 2013-11-27

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

Lean Architecture - James O. Coplien 2011-01-06

More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

Software Development Rhythms - Kim Man Lui 2008-01-09

An accessible, innovative perspective on using the flexibility of agile practices to increase software quality and profitability When agile approaches in your organization don't work as expected or you feel caught in the choice between agility and discipline, it is time to stop and think about software development rhythms! Agile software development is a popular development process that continues to reshape philosophies on the connections between disciplined processes and agile practices. In Software Development Rhythms, authors Lui and Chan explain how adopting one practice and combining it

with another builds upon the flexibility of agile practices to create a type of "synergy" defined as software development rhythms. The authors demonstrate how these rhythms can be harmonized to achieve synergies, making them stronger together than they would be apart. Software Development Rhythms provides programmers with a powerful metaphor for resolving some classic software management controversies and dealing with some common difficulties in agile software management. Software Development Rhythms is divided into two parts and covers: Essentials — provides an introduction to software development rhythms; explores the programmer's unconscious mind at work on software methodology; discusses the characteristics of the iterative cycle and open source software development; and introduces the topic of agile values and agile practices Rhythms — compares plagiarism programming with cut-paste programming; provides an in-depth discussion of different ways to approach collaborative programming; demonstrates how to combine and harmonize these practices so they can be applied to common software management problems such as motivating programmers, discovering solution patterns, managing software teams, and rescuing troubled IT projects; and takes a comprehensive look at Scrum, CMMI, Just-In-Time, Lean Software Development, and Test-Driven Development from a software development rhythm perspective Abundantly illustrated with informative graphics and amusing cartoons, Software Development Rhythms is a comprehensive and thought-provoking introduction to some of the most advanced concepts in current software

management. Written in a refreshingly easy-to-read style and filled with interesting anecdotes, simulation exercises, and case studies, Software Development Rhythms is suitable for the practitioner and graduate student alike. It offers readers practical guidance on how to take the themes and concepts presented in this book back to their own projects to harmonize their software practices and release the synergies of their own teams.

Adaptive Code via C# - Gary McLean Hall 2014-10-10

Agile coding with design patterns and SOLID principles As every developer knows, requirements are subject to change. But when you build adaptability into your code, you can respond to change more easily and avoid disruptive rework. Focusing on Agile programming, this book describes the best practices, principles, and patterns that enable you to create flexible, adaptive code--and deliver better business value. Expert guidance to bridge the gap between theory and practice Get grounded in Scrum: artifacts, roles, metrics, phases Organize and manage architectural dependencies Review best practices for patterns and anti-patterns Master SOLID principles: single-responsibility, open/closed, Liskov substitution Manage the versatility of interfaces for adaptive code Perform unit testing and refactoring in tandem See how delegation and abstraction impact code adaptability Learn best ways to implement dependency interjection Apply what you learn to a pragmatic, agile coding project Get code samples at: http://github.com/garymclean/AdaptiveCode

Head First Agile - Andrew Stellman 2017-09-18

Head First Agile is a complete guide to learning

real-world agile ideas, practices, principles. What will you learn from this book? In Head First Agile, you'll learn all about the ideas behind agile and the straightforward practices that drive it. You'll take deep dives into Scrum, XP, Lean, and Kanban, the most common real-world agile approaches today. You'll learn how to use agile to help your teams plan better, work better together, write better code, and improve as a team—because agile not only leads to great results, but agile teams say they also have a much better time at work. Head First Agile will help you get agile into your brain... and onto your team! Preparing for your PMI-ACP® certification? This book also has everything you need to get certified, with 100% coverage of the PMI-ACP® exam. Luckily, the most effective way to prepare for the exam is to get agile into your brain—so instead of cramming, you're learning. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Agile uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

201 Principles of Software Development - Alan M. Davis 1995

Software -- Software Engineering.

Research Anthology on Agile Software, Software Development, and Testing - Management Association, Information Resources 2021-11-26

Software development continues to be an ever-evolving field as organizations require new and innovative programs that can be implemented to make processes more efficient, productive, and

cost-effective. Agile practices particularly have shown great benefits for improving the effectiveness of software development and its maintenance due to their ability to adapt to change. It is integral to remain up to date with the most emerging tactics and techniques involved in the development of new and innovative software. The Research Anthology on Agile Software, Software Development, and Testing is a comprehensive resource on the emerging trends of software development and testing. This text discusses the newest developments in agile software and its usage spanning multiple industries. Featuring a collection of insights from diverse authors, this research anthology offers international perspectives on agile software. Covering topics such as global software engineering, knowledge management, and product development, this comprehensive resource is valuable to software developers, software engineers, computer engineers, IT directors, students, managers, faculty, researchers, and academicians.

Understanding Agile Values & Principles: An Examination of the Agile Manifesto - Scott Duncan 2019-04-29

Many organizations start their Agile journey without a good (or any) coverage of the Agile Manifesto's Values and Principles. As a result, when Agile practices seem difficult to implement, this limited understanding often prevents choosing alternatives consistent with an agile mindset. Agile ideas are simple but not necessarily easy. This book explores each value and principle, suggesting possible practices to help make it easier to implement practice options and alternatives. Scott Duncan has 47 years in software including book sales and distribution, state

government, mainframe database and natural language query products, telecom, credit card transaction processing, and banking. Most recently he was worldwide enterprise coach/trainer for 144 Scrum teams developing software to design, build and operate power and processing plants, oil platforms, and ships. Currently, he coaches as well as conducts ICAgile certified training.

The Art of Agile Development - James Shore 2008

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

Agile Processes in Software Engineering and Extreme Programming - Juan Garbajosa 2018-05-16

This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme – make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from 62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

Software Development, Design and Coding - John F. Dooley 2017-11-25

Learn the principles of good software design, and how to turn those principles into

great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

The Clean Coder - Robert C. Martin 2011-05-13 Programmers who endure and succeed amidst swirling uncertainty and nonstop pressure share a common attribute: They care deeply about the practice of creating software. They treat it as a craft. They are professionals. In The Clean Coder: A Code of Conduct for Professional

Programmers, legendary software expert Robert C. Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice–about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers will learn What it means to behave as a true software craftsman How to deal with conflict, tight schedules, and unreasonable managers How to get into the flow of coding, and get past writer's block How to handle unrelenting pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time, and avoid blind alleys, marshes, bogs, and swamps How to foster environments where programmers and teams can thrive When to say "No"–and how to say it When to say "Yes"–and what yes really means Great software is something to marvel at: powerful, elegant, functional, a pleasure to work with as both a developer and as a user. Great software isn't written by machines. It is written by professionals with an unshakable commitment to craftsmanship. The Clean Coder will help you become one of them–and earn the pride and fulfillment that they alone possess.

Agile Software Development, Principles, Patterns, and Practices - Robert C. Martin 2013-08-29

For courses in Object-Oriented Design, C++ Intermediate Programming, and Object-Oriented

Programming. Written for software engineers “in the trenches,” this text focuses on the technology—the principles, patterns, and process—that help software engineers effectively manage increasingly complex operating systems and applications. There is also a strong emphasis on the people behind the technology. This text will prepare students for a career in software engineering and serve as an on-going education for software engineers.

Adaptive Code - Gary McLean Hall 2017-04-18

Write code that can adapt to changes. By applying this book’s principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn’t impede change. Now revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to: • Write code that enables and complements Scrum, Kanban, or any other Agile framework • Develop code that can survive major changes in requirements • Plan for adaptability by using dependencies, layering, interfaces, and design patterns • Perform unit testing and refactoring in tandem, gaining more value from both • Use the “golden master” technique to make legacy code adaptive • Build SOLID code

with single-responsibility, open/closed, and Liskov substitution principles • Create smaller interfaces to support more-diverse client and architectural needs • Leverage dependency injection best practices to improve code adaptability • Apply dependency inversion with the Stairway pattern, and avoid related anti-patterns About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

Agile Software Development - Thomas Stober 2009-10-03
Software Development is moving towards a more agile and more flexible approach. It turns out that the traditional "waterfall" model is not supportive in an environment where technical, financial and strategic constraints are changing almost every day. But what is agility? What are today's major approaches? And especially: What is the impact of agile development principles on the development teams, on project management and on software architects? How can large enterprises become more agile and improve their business processes, which have been existing since many, many years? What are the limitations of Agility? And what is the right balance between reliable structures and flexibility? This book will give answers to these questions. A strong emphasis will be on real life project examples, which describe how development teams have moved from a waterfall model towards an Agile Software Development approach.

Clean Agile - Robert C. Martin 2019-09-12
Agile Values and Principles for a New Generation "In the

journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you." –Grady Booch "Bob's frustration colors every sentence of Clean Agile, but it's a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob's perspective on what to focus on to get to that 'what could be.' And he's been there, so it's worth listening." –Kent Beck "It's good to read Uncle Bob's take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It's just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%)." –Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin ("Uncle Bob") reintroduces Agile values and principles for a new generation–programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile's founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years' experience with projects of every conceivable type, he shows how Agile can help

you bring true professionalism to software development. Get back to the basics–what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members' relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team's success If you want Agile's true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you're a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Agile Principles, Patterns, and Practices in C# - Martin 2006

Agile Software Development - Robert C. Martin 2003 Section 1 Agile development Section 2 Agile design Section 3 The payroll case study Section 4 Packaging the payroll system Section 5 The weather station case study Section 6 The ETS case study

More C++ Gems - Robert C. Martin 2000-01-28

More C++ Gems picks up where the first book left off, presenting tips, tricks, proven strategies, easy-to-follow techniques, and usable source code.

Agile Principles, Patterns, and Practices in C# - Robert C. Martin 2006-07-20

With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped

bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Value Pack - Robert Martin 2004-12-01

Multi pack contains: Software Engineering 7e (ISBN 0321210263) Agile Software Development (ISBN 0135974445)

Agile Processes in Software Engineering

and Extreme Programming - Viktoria Stray 2020-05-27
This open access book constitutes the proceedings of the 21st International Conference on Agile Software Development, XP 2020, which was planned to be held during June 8-12, 2020, at the IT University of Copenhagen, Denmark. However, due to the COVID-19 pandemic the conference was postponed until an undetermined date. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2020 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 14 full and 2 short papers presented in this volume were carefully reviewed and selected from 37 submissions. They were organized in topical sections named: agile adoption; agile practices; large-scale agile; the business of agile; and agile and testing.