

Agile In A Flash Speedlearning Agile Software Development Pragmatic Programmers

Remote PairingThe Developer's CodeThe PMI-ACP ExamEncyclopedia of Information Science and Technology, Third EditionCreating Your DojoAgile RetrospectivesMore Agile TestingLearn Rails 5.2Pragmatic Thinking and LearningIntroduction to Agile MethodsLearning AgileThe Elements of ScrumAgile UX StorytellingEssential Java StylePragmatic Unit Testing in Java 8 with JUnitCoaching Agile TeamsAgile Leadership ToolkitConvergeScrum - A Pocket GuideThe Agile SamuraiAgility ShiftGreat Big AgileThe Agile Testing CollectionHead First AgileLeading Lean Software DevelopmentProject to ProductThe Project Manager's Guide to Mastering AgileLean from the TrenchesMcGraw-Hill Education ACP Agile Certified Practitioner ExamPractical DataOpsClean AgileAccelerateModern C++ Programming with Test-Driven DevelopmentDesigning for SustainabilityAgile Java™ Clean C++Building the Agile Business through Digital TransformationAgile in a FlashWeb Database Applications with PHP and MySQLMaking Sense of Agile Project Management

Remote Pairing

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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.

The Developer's Code

Gain a practical introduction to DataOps, a new discipline for delivering data science at scale inspired by practices at companies such as Facebook, Uber, LinkedIn, Twitter, and eBay. Organizations need more than the latest AI algorithms, hottest tools, and best people to turn data into insight-driven action and useful analytical data products. Processes and thinking employed to manage and use data in the 20th century are a bottleneck for working effectively with the variety of data and advanced analytical use cases that organizations have today. This book provides the approach and methods to ensure continuous rapid use of data to create analytical data products and steer decision making. Practical DataOps shows you how to optimize the data supply chain from diverse raw data sources to the final data product, whether the goal is a machine learning model or other data-orientated output. The book provides an approach to eliminate wasted effort and improve collaboration between data producers, data consumers, and the rest of the organization through the adoption of lean thinking and agile software development principles. This book helps you to improve the speed and accuracy of analytical application development through data management and DevOps practices that securely expand data access, and rapidly increase the number of reproducible data products through automation, testing, and integration. The book also shows how to collect feedback and monitor performance to manage and continuously improve your processes and output. What You Will Learn Develop a

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data strategy for your organization to help it reach its long-term goals Recognize and eliminate barriers to delivering data to users at scale Work on the right things for the right stakeholders through agile collaboration Create trust in data via rigorous testing and effective data management Build a culture of learning and continuous improvement through monitoring deployments and measuring outcomes Create cross-functional self-organizing teams focused on goals not reporting lines Build robust, trustworthy, data pipelines in support of AI, machine learning, and other analytical data products Who This Book Is For Data science and advanced analytics experts, CIOs, CDOs (chief data officers), chief analytics officers, business analysts, business team leaders, and IT professionals (data engineers, developers, architects, and DBAs) supporting data teams who want to dramatically increase the value their organization derives from data. The book is ideal for data professionals who want to overcome challenges of long delivery time, poor data quality, high maintenance costs, and scaling difficulties in getting data science output and machine learning into customer-facing production.

The PMI-ACP Exam

Combines language tutorials with application design advice to cover the PHP server-side scripting language and the MySQL database engine.

Encyclopedia of Information Science and Technology, Third Edition

You've heard about pair programming's benefits: fewer bugs, improved skills, and faster delivery. But what happens when you want to pair with someone in another city, country, or even hemisphere? With the right tools, you won't have to relocate to refactor. In this book, you'll learn techniques used by the most productive remote programmers in the industry to pair with anyone on the globe on any kind of project. You'll use collaborative editors, screen sharing, secure networking, and virtualization to create a remote pairing environment that feels as if your partner is sitting right next to you.

Creating Your Dojo

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,

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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

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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.

Agile Retrospectives

Learn how to use stories throughout the agile software development lifecycle. Through lessons and examples, Agile UX Storytelling demonstrates to product owners, customers, scrum masters, software developers, and designers how to craft stories to facilitate communication, identify problems and patterns, refine collaborative understanding, accelerate delivery, and communicate the business value of deliverables. Rebecca Baker applies the techniques of storytelling to all facets of the software development lifecycle—planning, requirements gathering, internal and external communication, design, and testing—and shows how to use stories to improve the delivery process. What You'll Learn Craft stories to facilitate communication within the project team and with stakeholders Leverage stories to identify problems and patterns, accelerate delivery, and communicate business value Apply storytelling techniques to all stages of the SDLC Marshal user stories to focus requirements gathering and ensure a consistent message Who This Book Is

Get Free Agile In A Flash Speedlearning Agile Software Development Pragmatic Programmers

For All SDLC and UX roles: product owners, customers, scrum masters, software developers, and UX designers

More Agile Testing

As tech giants and startups disrupt every market, those who master large-scale software delivery will define the economic landscape of the 21st century, just as the masters of mass production defined the landscape in the 20th. Unfortunately, business and technology leaders are woefully ill-equipped to solve the problems posed by digital transformation. At the current rate of disruption, half of S&P 500 companies will be replaced in the next ten years. A new approach is needed. In *Project to Product*, Value Stream Network pioneer and technology business leader Dr. Mik Kersten introduces the Flow Framework—a new way of seeing, measuring, and managing software delivery. The Flow Framework will enable your company's evolution from project-oriented dinosaur to product-centric innovator that thrives in the Age of Software. If you're driving your organization's transformation at any level, this is the book for you.

Learn Rails 5.2

The book is intended to provide a much deeper understanding of agile principles,

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methodologies, and practices to enable project managers to develop a more agile approach and understand how to blend and tailor agile and traditional principles, methodologies, and practices to create an appropriate balance of control and agility to fit a business environment as well as the risks and complexities of any individual project. The book will also provide business managers and leaders an understanding of how to fit agile methodologies into an overall business strategy that provides the right balance of control and agility for their business.

Pragmatic Thinking and Learning

Building on their breakthrough bestsellers *Lean Software Development* and *Implementing Lean Software Development*, Mary and Tom Poppendieck's latest book shows software leaders and team members exactly how to drive high-value change throughout a software organization—and make it stick. They go far beyond generic implementation guidelines, demonstrating exactly how to make lean work in real projects, environments, and companies. The Poppendiecks organize this book around the crucial concept of frames, the unspoken mental constructs that shape our perspectives and control our behavior in ways we rarely notice. For software leaders and team members, some frames lead to long-term failure, while others offer a strong foundation for success. Drawing on decades of experience, the authors present twenty-four frames that offer a coherent, complete framework for leading lean software development. You'll discover powerful new ways to act as

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competency leader, product champion, improvement mentor, front-line leader, and even visionary. Systems thinking: focusing on customers, bringing predictability to demand, and revamping policies that cause inefficiency Technical excellence: implementing low-dependency architectures, TDD, and evolutionary development processes, and promoting deeper developer expertise Reliable delivery: managing your biggest risks more effectively, and optimizing both workflow and schedules Relentless improvement: seeing problems, solving problems, sharing the knowledge Great people: finding and growing professionals with purpose, passion, persistence, and pride Aligned leaders: getting your entire leadership team on the same page From the world's number one experts in Lean software development, *Leading Lean Software Development* will be indispensable to everyone who wants to transform the promise of lean into reality—in enterprise IT and software companies alike.

Introduction to Agile Methods

Transforming a company's digital product development capabilities is a monumental task that can leave even the most seasoned leaders feeling completely overwhelmed. Traditional approaches to training often fail to have their desired impact. Instead of transformation, you get piecemeal improvements that don't lead to significant change. Here's the truth: if you want learning that sticks, you need a dojo. In *Creating Your Dojo*, experienced dojo coaches Joel Tosi and

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Dion Stewart guide you through creating a dojo--an immersive learning environment-- within your organization. A dojo enables your teams to learn new skills within the context of their real-world work. You'll create a thriving product development culture where team members feel empowered to solve their own problems. Your organization will improve the quality of the products they deliver, reduce delivery cycle time, and create innovative products with better product/market fit.

Learning Agile

The Pragmatic Programmers classic is back! Freshly updated for modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from

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people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn!

The Elements of Scrum

Winner of the Shingo Publication Award Accelerate your organization to win in the marketplace. How can we apply technology to drive business value? For years, we've been told that the performance of software delivery teams doesn't matter—that it can't provide a competitive advantage to our companies. Through four years of groundbreaking research to include data collected from the State of DevOps reports conducted with Puppet, Dr. Nicole Forsgren, Jez Humble, and Gene Kim set out to find a way to measure software delivery performance—and what drives it—using rigorous statistical methods. This book presents both the findings and the science behind that research, making the information accessible for readers to apply in their own organizations. Readers will discover how to measure

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the performance of their teams, and what capabilities they should invest in to drive higher performance. This book is ideal for management at every level.

Agile UX Storytelling

Big Agile leaders need an empirical, "high-trust" model that provides guidance for scaling and sustaining agility and capability throughout a modern technology organization. This book presents the Agile Performance Hierarchy (APH)—a "how-ability" model that provides agile leaders and teams with an operating system to build, evaluate, and sustain great agile habits and behaviors. The APH is an organizational operating system based on a set of interdependent, self-organizing circles, or holons, that reflect the empirical, object-oriented nature of agility. As more companies seek the benefits of Agile within and beyond IT, agile leaders need to build and sustain capability while scaling agility—no easy task—and they need to succeed without introducing unnecessary process and overhead. The APH is drawn from lessons learned while observing and assessing hundreds of agile companies and teams. It is not a process or a hierarchy, but a holarchy, a series of performance circles with embedded and interdependent holons that reflect the behaviors of high-performing agile organizations. Great Big Agile provides implementation guidance in the areas of leadership, values, teaming, visioning, governing, building, supporting, and engaging within an all-agile organization. What You'll Learn Model the behaviors of a high-performance agile organization

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Benefit from lessons learned by other organizations that have succeeded with Big Agile Assess your level of agility with the Agile Performance Hierarchy Apply the APH model to your business Understand the APH performance circles, holons, objectives, and actions Obtain certification for your company, organization, or agency Who This Book Is For Professionals leading, or seeking to lead, an agile organization who wish to use an innovative model to raise their organization's agile performance from one level to the next, all the way to mastery

Essential Java Style

This is the first book written specifically for the new PMI-ACP exam. It is a single, compact reference that will help the reader prepare for and pass the certification exam. Contents include: Understanding Agile, The PMI-ACP Exam, The Agile Manifesto, Project Justification, Teams & Team Space, Agile Planning, Working with Agile, Coaching with Agile, Agile Methodologies, How to Pass the PMI-ACP Exam, Glossary of Terms, 2 Simulated Exams with Answers.

Pragmatic Unit Testing in Java 8 with JUnit

Streamline project workflow with expert agile implementation The Project Management Profession is beginning to go through rapid and profound

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transformation due to the widespread adoption of agile methodologies. Those changes are likely to dramatically change the role of project managers in many environments as we have known them and raise the bar for the entire project management profession; however, we are in the early stages of that transformation and there is a lot of confusion about the impact it has on project managers: There are many stereotypes and misconceptions that exist about both Agile and traditional plan-driven project management, Agile and traditional project management principles and practices are treated as separate and independent domains of knowledge with little or no integration between the two and sometimes seen as in conflict with each other Agile and "Waterfall" are thought of as two binary, mutually-exclusive choices and companies sometimes try to force-fit their business and projects to one of those extremes when the right solution is to fit the approach to the project It's no wonder that many Project Managers might be confused by all of this! This book will help project managers unravel a lot of the confusion that exists; develop a totally new perspective to see Agile and traditional plan-driven project management principles and practices in a new light as complementary to each other rather than competitive; and learn to develop an adaptive approach to blend those principles and practices together in the right proportions to fit any situation. There are many books on Agile and many books on traditional project management but what's very unique about this book is that it takes an objective approach to help you understand the strengths and weaknesses of both of those areas to see how they can work synergistically to improve project

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outcomes in any project. The book includes discussion topics, real world case studies, and sample enterprise-level agile frameworks that facilitate hands-on learning as well as an in-depth discussion of the principles behind both Agile and traditional plan-driven project management practices to provide a more thorough level of understanding.

Coaching Agile Teams

Argues that in order to succeed, businesses must combine marketing, technology, and creativity to engage the modern consumer.

Agile Leadership Toolkit

Practical, Proven Tools for Leading and Empowering High-Performing Agile Teams
A leader is like a farmer, who doesn't grow crops by pulling them but instead creates the perfect environment for the crops to grow and thrive. If you lead in organizations that have adopted agile methods, you know it's crucial to create the right environment for your agile teams. Traditional tools such as Gantt charts, detailed plans, and internal KPIs aren't adequate for complex and fast-changing markets, but merely trusting employees and teams to self-manage is insufficient as well. In Agile Leadership Toolkit, longtime agile leader Peter Koning provides a

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practical and invaluable steering wheel for agile leaders and their teams. Drawing on his extensive experience helping leaders drive more value from agile, Koning offers a comprehensive toolkit for continuously improving your environment, including structures, metrics, meeting techniques, and governance for creating thriving teams that build disruptive products and services. Koning thoughtfully explains how to lead agile teams at large scale and how team members fit into both the team and the wider organization. Architect environments that help teams learn, grow, and flourish for the long term Get timely feedback everyone can use to improve Co-create goals focused on the customer, not the internal organization Help teams brainstorm and visualize the value of their work to the customer Facilitate team ownership and accelerate team learning Support culture change, and design healthier team habits Make bigger changes faster This actionable guide is for leaders at all levels—whether you're supervising your first agile team, responsible for multiple teams, or lead the entire company. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Converge

Master Java 5.0 and TDD Together: Build More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach

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to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes for every programmer, even those with little or no experience with Java, object-oriented development, or agile methods. He shows how to translate oral requirements into practical tests, and then how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes, interfaces, polymorphism, and inheritance Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)

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Scrum - A Pocket Guide

This deck of index cards is arranged in four sections: concepts, planning, teamwork and coding. The front of the card lists the things you need to know and the back provides further detail.

The Agile Samurai

Building the Agile Business through Digital Transformation is a guide for organizational development professionals and change managers needing to better understand, implement and lead digital transformation in the workplace. It sets aside traditional thinking and outdated strategies to explain what steps need to be taken for an organization to become truly agile. It addresses how to build organizational velocity and establish iterative working, remove unnecessary process, embed innovation, map strategy to motivation and develop talent to succeed. Building the Agile Business through Digital Transformation provides guidance on how to set the pace and frequency for change and shows how to break old habits and reform the behaviours of a workforce to embed digital transformation, achieve organizational agility and ensure high performance. Full of practical advice, examples and real-life insights from organizational development professionals at the leading edge of digital transformation, this book is an essential

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guide to building an agile business.

Agility Shift

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team's mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

Great Big Agile

You're already a great coder, but awesome coding chops aren't always enough to get you through your toughest projects. You need these 50+ nuggets of wisdom. Veteran programmers: reinvigorate your passion for developing web applications. New programmers: here's the guidance you need to get started. With this book, you'll think about your job in new and enlightened ways. The Developer's Code isn't about the code you write, it's about the code you live by. There are no trite superlatives here. Packed with lessons learned from more than a decade of software development experience, author Ka Wai Cheung takes you through the programming profession from nearly every angle to uncover ways of sustaining a healthy connection with your work. You'll see how to stay productive even on the longest projects. You'll create a workflow that works with you, not against you. And you'll learn how to deal with clients whose goals don't align with your own. If you don't handle them just right, issues such as these can crush even the most seasoned, motivated developer. But with the right approach, you can transcend these common problems and become the professional developer you want to be. In more than 50 nuggets of wisdom, you'll learn: Why many traditional approaches to process and development roles in this industry are wrong - and how to sniff them out. Why you must always say "no" to the software pet project and open-ended timelines. How to incorporate code generation into your development process, and why its benefits go far beyond just faster code output. What to do when your client

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or end user disagrees with an approach you believe in. How to pay your knowledge forward to future generations of programmers through teaching and evangelism. If you're in this industry for the long run, you'll be coming back to this book again and again.

The Agile Testing Collection

This pocket guide is the one book to read for everyone who wants to learn about Scrum. The book covers all roles, rules and the main principles underpinning Scrum, and is based on the Scrum Guide Edition 2013. A broader context to this fundamental description of Scrum is given by describing the past and the future of Scrum. The author, Gunther Verheyen, has created a concise, yet complete and passionate reference about Scrum. The book demonstrates his core view that Scrum is about a journey, a journey of discovery and fun. He designed the book to be a helpful guide on that journey. Ken Schwaber, Scrum co-creator says that this book currently is the best available description of Scrum around. The book combines some rare characteristics:

- It describes Scrum in its entirety, yet places it in a broader context (of past and future).
- The author focuses on the subject, Scrum, in a way that it truly supports the reader. The book has a language and style in line with the philosophy of Scrum.
- The book shows the playfulness of Scrum.

David Starr and Ralph Jocham, Professional Scrum trainers and early agile adopters, say that this is the ultimate book to be advised as follow-up book to the

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students they teach Scrum to and to teams and managers of organizations that they coach Scrum to.

Head First Agile

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 helpful 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, Derby and Larsen 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. With regular tune-ups, your team will hum like a precise, world-class orchestra.

Leading Lean Software Development

Printed in full color. Software development happens in your head. Not in an editor,

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IDE, or designtool. You're well educated on how to work with software and hardware, but what about wetware--our own brains? Learning new skills and new technology is critical to your career, and it's all in your head. In this book by Andy Hunt, you'll learn how our brains are wired, and how to take advantage of your brain's architecture. You'll learn new tricks and tipsto learn more, faster, and retain more of what you learn. You need a pragmatic approach to thinking and learning. You need to Refactor Your Wetware. Programmers have to learn constantly; not just the stereotypical new technologies, but also the problem domain of the application, the whims of the user community, the quirks of your teammates, the shifting sands of the industry, and the evolving characteristics of the project itself as it is built. We'll journey together through bits of cognitive and neuroscience, learning and behavioral theory. You'll see some surprising aspects of how our brains work, and how you can take advantage of the system to improve your own learning and thinking skills. In this book you'll learn how to: Use the Dreyfus Model of Skill Acquisition to become more expert Leverage the architecture of the brain to strengthen different thinking modes Avoid common "known bugs" in your mind Learn more deliberately and more effectively Manage knowledge more efficiently

Project to Product

Learn to build Rails-based web applications using all the latest features offered in Rails 5.2. Author Stefan Wintermeyer begins by teaching the basics of Ruby 2.5

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before proceeding through all aspects of Rails, utilizing clean, succinct examples – rather than a single large application. This book covers topics including Active Storage, Credentials, Active Record, Scaffolding, REST, Routing, Bundler, Forms, Cookies, and Sessions, all of which are vital for modern Rails web applications. To complement these topics you'll also learn about test-driven development, Action Cable, Active Job, Action Mailer, I18n, Asset Pipeline, and caching. Finally, you'll see a how-to for a production web server with nginx. This complete set of skills will set you up for a future of efficient and elegant Rails coding. What You Will Learn Use the Ruby on Rails web development framework Install and manage the Rails framework Persist data for your web application with Active Record Work with forms Apply a test-driven development approach to your Rails-based web applications Discover many Rails secrets and tips Who This Book Is For Beginners with at least some prior programming experience. Ruby experience is helpful, but not required.

The Project Manager's Guide to Mastering Agile

"This 10-volume compilation of authoritative, research-based articles contributed by thousands of researchers and experts from all over the world emphasized modern issues and the presentation of potential opportunities, prospective solutions, and future directions in the field of information science and technology"--Provided by publisher.

Lean from the Trenches

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.

McGraw-Hill Education ACP Agile Certified Practitioner Exam

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Pixels use electricity, and a lot of it. If the Internet were a country, it would be the sixth largest in terms of electricity use. That's because today's average web page has surpassed two megabytes in size, leading to slow load times, frustrated users, and a lot of wasted energy. With this practical guide, your web design team will learn how to apply sustainability principles for creating speedy, user-friendly, and energy-efficient digital products and services. Author Tim Frick introduces a web design framework that focuses on four key areas where these principles can make a difference: content strategy, performance optimization, design and user experience, and green hosting. You'll discover how to provide users with a streamlined experience, while reducing the environmental impact of your products and services. Learn why 90% of the data that ever existed was created in the last year Use sustainability principles to innovate, reduce waste, and function more efficiently Explore green hosting, sustainable business practices, and lean/agile workflows Put the right things in front of users at precisely the moment they need them—and nothing more Increase site search engine visibility, streamline user experience, and make streaming video more efficient Use Action Items to explore concepts outlined in each chapter

Practical DataOps

Langr, a veteran software developer, has compiled the definitive guide for writing readable, maintainable Java code. The text features detailed patterns and "best

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practices" code for the challenges every Java developer faces, the ideal reference for team-based development and covers behavior, state, collections, classes, and formatting with both JDK 2 and JDK 1.1.

Clean Agile

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

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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.

Accelerate

A Thorough Introduction to the Agile Framework and Methodologies That Are Used

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Worldwide Organizations of all shapes and sizes are embracing Agile methodologies as a way to transform their products, customer satisfaction, and employee engagement. Many people with varying levels of work experience are interested in understanding the architecture and nuances of Agile, but it is difficult to know where to start. Numerous practitioner books are available, but there has never been a single source for unbiased information about Agile methodologies-until now. Introduction to Agile Methods is the place to start for students and professionals who want to understand Agile and become conversant with Agile values, principles, framework, and processes. Authors Sondra Ashmore and Kristin Runyan use academic research and their own experiences with numerous Agile implementations to present a clear description of the essential concepts. They address all key roles and the entire development life cycle, including common roadblocks that must be overcome to be successful. Through the authors' realistic use cases, practical examples, and thought-provoking interviews with pioneering practitioners, complex concepts are made relatable. No matter what your role or level of experience, this book provides a foundational understanding that can be used to start or enhance any Agile effort. Coverage includes How Agile compares with the Waterfall method and when to use each Why Agile demands a cultural transformation-and how that looks to each participant Comparing various Agile methodologies, including Scrum, Kanban, Extreme Programming (XP), Crystal, Feature Driven Development (FDD), Lean, and DSDM Understanding the roles within Agile and how they work together to create superior results Agile

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approaches to requirements gathering, planning, estimating, tracking, reporting, testing, quality, and integration Extending Agile beyond IT

Modern C++ Programming with Test-Driven Development

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

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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.

Designing for Sustainability

Write maintainable, extensible, and durable software with modern C++. This book is a must for every developer, software architect, or team leader who is interested in good C++ code, and thus also wants to save development costs. If you want to

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teach yourself about writing clean C++, Clean C++ is exactly what you need. It is written to help C++ developers of all skill levels and shows by example how to write understandable, flexible, maintainable, and efficient C++ code. Even if you are a seasoned C++ developer, there are nuggets and data points in this book that you will find useful in your work. If you don't take care with your code, you can produce a large, messy, and unmaintainable beast in any programming language. However, C++ projects in particular are prone to be messy and tend to slip into bad habits. Lots of C++ code that is written today looks as if it was written in the 1980s. It seems that C++ developers have been forgotten by those who preach Software Craftsmanship and Clean Code principles. The Web is full of bad, but apparently very fast and highly optimized C++ code examples, with cruel syntax that completely ignores elementary principles of good design and well-written code. This book will explain how to avoid this scenario and how to get the most out of your C++ code. You'll find your coding becomes more efficient and, importantly, more fun. What You'll Learn Gain sound principles and rules for clean coding in C++ Carry out test driven development (TDD) Discover C++ design patterns and idioms Apply these design patterns Who This Book Is For Any C++ developer and software engineer with an interest in producing better code.

Agile Java™

A practical field guide to the practice of scrum, an agile software project

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management methodology.

Clean C++

The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from “command and control” to agile coaching requires a whole new mind-set. In *Coaching Agile Teams*, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes

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Staying actively engaged without dominating your team and stunting its growth
Recognizing failure, recovery, and success modes in your coaching
Getting the most out of your own personal agile coaching journey
Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

Building the Agile Business through Digital Transformation

We want to help you succeed on the Agile Certified Practitioner Exam McGraw-Hill Education: Agile Certified Practitioner Exam helps you prepare for this important test and earn the certification that will advance your career. Written by a project manager and trainer, this book provides you with the intensive review and practice that will help you achieve the results you want. Covering all essential processes, this book shows you how agile management theory works in practice. Inside you will find hundreds of practice questions, two complete practice exams, and experience-based tips to maximize your score. You'll be able to sharpen your skills and boost your confidence--and do your very best on test day. Features: A diagnostic test
Two complete sample ACP exams
200 additional test-like practice questions
Practical examples that show agile management processes in the everyday workplace

Agile in a Flash

If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. Modern C++ Programming With Test-Driven Development, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow

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and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

Web Database Applications with PHP and MySQL

As contrary as it sounds, "planning" -- as we traditionally understand the term--can be the worst thing a company can do. Consider that volatile weather events disrupt trusted supply chains, markets, and promised delivery schedules. Ever-shifting geopolitical tensions, as well as internal political upheaval within U.S. and global governments, derail long-planned new ventures. Technology failures block

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opportunities. Competitors suddenly change their product or release date; your team cannot meet the pace of innovations in your market niche, leaving you sidelined. There are myriad ways in the current business environment for a company's well-considered business plans to go awry. Most business schools continue to prepare managers to be effective in stable and predictable environments, conditions that, if they ever existed at all, are long gone. The Agility Shift shows business leaders exactly how to make the radical mindset and strategy shift necessary to create an agile, entrepreneurial organization that can innovate and thrive in complex, ever-changing contexts. As author Pamela Meyer explains, there is much more involved than a reconfiguration of the org chart and job descriptions. It requires relinquishing the illusion of control at the very foundation of most management training and business practice. Despite most leaders' approaches, "Agility is not simply accelerated planning." Unlike many agility books on the market, The Agility Shift provides specific, actionable strategies and tactics for leaders at all levels of the organization to put into practice immediately to improve agility and achieve results.

Making Sense of Agile Project Management

You know the Agile and Lean development buzzwords, you've read the books. But when systems need a serious overhaul, you need to see how it works in real life, with real situations and people. Lean from the Trenches is all about actual practice.

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Every key point is illustrated with a photo or diagram, and anecdotes bring you inside the project as you discover why and how one organization modernized its workplace in record time. Lean from the Trenches is all about actual practice. Find out how the Swedish police combined XP, Scrum, and Kanban in a 60-person project. From start to finish, you'll see how to deliver a successful product using Lean principles. We start with an organization in desperate need of a new way of doing things and finish with a group of sixty, all working in sync to develop a scalable, complex system. You'll walk through the project step by step, from customer engagement, to the daily "cocktail party," version control, bug tracking, and release. In this honest look at what works--and what doesn't--you'll find out how to: Make quality everyone's business, not just the testers. Keep everyone moving in the same direction without micromanagement. Use simple and powerful metrics to aid in planning and process improvement. Balance between low-level feature focus and high-level system focus. You'll be ready to jump into the trenches and streamline your own development process.

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