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# Agile Documentation A Pattern Guide To Producing Lightweight Documents For Software Projects

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## WOOD DOUGLAS

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Modelling, Communication and Analysis Global India Publications  
Agile portfolio management deals with how an organization identifies, prioritizes, organizes, and manages different products. This is done in a streamlined way in order to optimize the development of value in a manner that's sustainable in the long run. It ensures that a company provides their clients with the best value for their investment. A good portfolio manager understands

and follows the agile principles while also considering the various factors needed to successfully manage numerous teams and projects. The project management office of many organizations are faced with the reality of more and more agile deliverables as part of agile transformations, however they lack the knowledge to perform these tasks. Researchers and practitioners have a good understanding of project, program and portfolio management in a planned based perspective. They have common standards from Axelos, PMI and such, so they know the best practices. The knowledge of agile on a team level is fairly mature and the knowledge of more agile teams (scaling) are increasing. However,

the knowledge of agile portfolio management is still limited. The aim of this book is to give the reader an understanding of portfolio management of a portfolio of agile deliverables, what the options are (theory), what we know (research) and what others are doing (practice). Many organizations in banking, insurance to name a few are in the middle of major agile transformations with limited knowledge of the practice. In this book, the author collects and analyzes common practices in various industries. He provides both theory and through case studies the practical aspects of agile portfolio management.

[A Pattern Guide to Producing Lightweight Documents for Software Projects](#) IGI Global

Software patterns have revolutionized the way developers think about how software is designed, built, and documented, and this unique book offers an in-depth look of what patterns are, what they are not, and how to use them successfully. The only book to attempt to develop a comprehensive language that integrates patterns from key literature, it also serves as a reference manual for all pattern-oriented software architecture (POSA) patterns. Addresses the question of what a pattern language is and compares various pattern paradigms. Developers and programmers operating in an object-oriented environment will find this book to be an invaluable resource.

[Agile Portfolio Management](#) J. Ross Publishing

This book combines elementary theory from computer science with real-world challenges in global geodetic observation, based on examples from the Geodetic Observatory Wettzell, Germany. It starts with a step-by-step introduction to developing stable and safe scientific software to run successful software projects. The

use of software toolboxes is another essential aspect that leads to the application of generative programming. An example is a generative network middleware that simplifies communication. One of the book's main focuses is on explaining a potential strategy involving autonomous production cells for space geodetic techniques. The complete software design of a satellite laser ranging system is taken as an example. Such automated systems are then combined for global interaction using secure communication tunnels for remote access. The network of radio telescopes is used as a reference. Combined observatories form coordinated multi-agent systems and offer solutions for operational aspects of the Global Geodetic Observing System (GGOS) with regard to "Industry 4.0".

[Becoming an Agile Software Architect](#) John Wiley & Sons

Software documentation forms the basis for all communication relating to a software project. To be truly effective and usable, it should be based on what needs to be known. Agile Documentation provides sound advice on how to produce lean and lightweight software documentation. It will be welcomed by all project team members who want to cut out the fat from this time-consuming task. Guidance given in pattern form, easily digested and cross-referenced, provides solutions to common problems. Straightforward advice will help you to judge: What details should be left in and what left out. When communication face-to-face would be better than paper or online. How to adapt the documentation process to the requirements of individual projects and build in change. How to organise documents and make them easily accessible. When to use diagrams rather than text. How to choose the right tools and techniques. How

documentation impacts the customer Better than offering pat answers or prescriptions, this book will help you to understand the elements and processes that can be found repeatedly in good project documentation and which can be shaped and designed to address your individual circumstance. The author uses real-world examples and utilises agile principles to provide an accessible, practical pattern-based guide which shows how to produce necessary and high quality documentation.

Software Configuration Management Patterns Addison-Wesley Professional

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.

For Agile Software Development Springer

*Agile Documentation A Pattern Guide to Producing Lightweight Documents for Software Projects* Agile Documentation A Pattern Guide to Producing Lightweight Documents for Software Projects John Wiley & Sons

Designing Usable Apps Pearson Education

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

Wesley Professional

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects-an element lacking in the original XP design. The XP community and its creator have embraced AM, which should give this book strong market acceptance. Companion Web site at [www.agilemodeling.com](http://www.agilemodeling.com) features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

*Expert Python Programming*, Addison-Wesley Professional

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. *Concepts, Methodologies, Tools, and Applications* CRC Press "This book is to provide comprehensive coverage and understanding of various enterprise information systems (EIS) such as enterprise resource planning (ERP) and electronic commerce (EC) and their implications on supply chain management and organizational competitiveness"--Provided by publisher.

**Enterprise Information Systems and Advancing Business Solutions: Emerging Models** Springer

A guide to successfully operating in a lean-agile organization for solutions architects and enterprise architects Key Features Develop the right combination of processes and technical excellence to address architectural challenges Explore a range of architectural techniques to modernize legacy systems Discover how to design and continuously improve well-architected sustainable software Book Description Many organizations have embraced Agile methodologies to transform their ability to rapidly respond to constantly changing customer demands. However, in this melee, many enterprises often neglect to invest in architects by presuming architecture is not an intrinsic element of Agile software development. Since the role of an architect is not pre-defined in Agile, many organizations struggle to position architects, often resulting in friction with other roles or a failure

to provide a clear learning path for architects to be productive. This book guides architects and organizations through new Agile ways of incrementally developing the architecture for delivering an uninterrupted, continuous flow of values that meets customer needs. You'll explore various aspects of Agile architecture and how it differs from traditional architecture. The book later covers Agile architects' responsibilities and how architects can add significant value by positioning themselves appropriately in the Agile flow of work. Through examples, you'll also learn concepts such as architectural decision backlog, the last responsible moment, value delivery, architecting for change, DevOps, and evolutionary collaboration. By the end of this Agile book, you'll be able to operate as an architect in Agile development initiatives and successfully architect reliable software systems. What you will learn

Acquire clarity on the duties of architects in Agile development  
Understand architectural styles such as domain-driven design and microservices  
Identify the pitfalls of traditional architecture and learn how to develop solutions  
Understand the principles of value and data-driven architecture  
Discover DevOps and continuous delivery from an architect's perspective  
Adopt Lean-Agile documentation and governance  
Develop a set of personal and interpersonal qualities  
Find out how to lead the transformation to achieve organization-wide agility

Who this book is for  
This agile study guide is for architects currently working on agile development projects or aspiring to work on agile software delivery, irrespective of the methodology they are using. You will also find this book useful if you're a senior developer or a budding architect looking to understand an agile architect's role by embracing agile architecture strategies and a lean-agile mindset.

To understand the concepts covered in this book easily, you need to have prior knowledge of basic agile development practices.

*Concepts, Methodologies, Tools, and Applications* John Wiley & Sons

This book primarily addresses Intelligent Information Systems (IIS) and the integration of artificial intelligence, intelligent systems and technologies, database technologies and information systems methodologies to create the next generation of information systems. It includes original and state-of-the-art research on theoretical and practical advances in IIS, system architectures, tools and techniques, as well as "success stories" in intelligent information systems. Intended as an interdisciplinary forum in which scientists and professionals could share their research results and report on new developments and advances in intelligent information systems, technologies and related areas - as well as their applications - , it offers a valuable resource for researchers and practitioners alike.

*Forthcoming Books* Springer

Refine your Python programming skills and build professional grade applications with this comprehensive guide

Key Features

- Create manageable code that can run in various environments with different sets of dependencies
- Implement effective Python data structures and algorithms to write optimized code
- Discover the exciting new features of Python 3.7

Book Description

Python is a dynamic programming language that's used in a wide range of domains thanks to its simple yet powerful nature. Although writing Python code is easy, making it readable, reusable, and easy to maintain is challenging. Complete with best practices, useful tools, and standards implemented by professional Python

developers, the third edition of Expert Python Programming will help you overcome this challenge. The book will start by taking you through the new features in Python 3.7. You'll then learn the advanced components of Python syntax, in addition to understanding how to apply concepts of various programming paradigms, including object-oriented programming, functional programming, and event-driven programming. This book will also guide you through learning the best naming practices, writing your own distributable Python packages, and getting up to speed with automated ways of deploying your software on remote servers. You'll discover how to create useful Python extensions with C, C++, Cython, and CFFI. Furthermore, studying about code management tools, writing clear documentation, and exploring test-driven development will help you write clean code. By the end of the book, you will have become an expert in writing efficient and maintainable Python code. What you will learn

Explore modern ways of setting up repeatable and consistent development environments  
 Package Python code effectively for community and production use  
 Learn modern syntax elements of Python programming such as f-strings, enums, and lambda functions  
 Demystify metaprogramming in Python with metaclasses  
 Write concurrent code in Python  
 Extend Python with code written in different languages  
 Integrate Python with code written in different languages  
 Who this book is for  
 This book will appeal to you if you're a programmer looking to take your Python knowledge to the next level by writing efficient code and learning the latest features of version 3.7 and above.

[New Trends in Software Methodologies, Tools and Techniques](#)  
 "O'Reilly Media, Inc."

Please note - there is now a second edition of this book available, with the ISBN of 0321658396. "Jim Highsmith is one of a few modern writers who are helping us understand the new nature of work in the knowledge economy." —Rob Austin, Assistant Professor, Harvard Business School "This is the project management book we've all been waiting for—the book that effectively combines Agile methods and rigorous project management. Not only does this book help us make sense of project management in this current world of iterative, incremental Agile methods, but it's an all-around good read!" —Lynne Ellen, Sr. VP & CIO, DTE Energy "Finally a book that reconciles the passion of the Agile Software movement with the needed disciplines of project management. Jim's book has provided a service to all of us." —Neville R(oy) Singham, CEO, ThoughtWorks, Inc. "The world of product development is becoming more dynamic and uncertain. Many managers cope by reinforcing processes, adding documentation, or further honing costs. This isn't working. Highsmith brilliantly guides us into an alternative that fits the times." —Preston G. Smith, principal, New Product Dynamics/coauthor, Developing Products in Half the Time One of the field's leading experts brings together all the knowledge and resources you need to use APM in your next project. Jim Highsmith shows why APM should be in every manager's toolkit, thoroughly addressing the questions project managers raise about Agile approaches. He systematically introduces the five-phase APM framework, then presents specific, proven tools for every project participant. Coverage includes: Six principles of Agile Project Management How to capitalize on emerging new product development technologies Putting

customers at the center of your project, where they belong  
 Creating adaptive teams that respond quickly to changes in your project's "ecosystem" Which projects will benefit from APM—and which won't APM's five phases: Envision, Speculate, Explore, Adapt, Close APM practices, including the Product Vision Box and Project Data Sheet Leveraging your PMI skills in Agile environments Scaling APM to larger projects and teams For every project manager, team leader, and team member  
*Encyclopedia of Information Science and Technology* IOS Press  
 Use an Approach Inspired by Domain-Driven Design to Build Documentation That Evolves to Maximize Value Throughout Your Development Lifecycle Software documentation can come to life, stay dynamic, and actually help you build better software. Writing for developers, coding architects, and other software professionals, *Living Documentation* shows how to create documentation that evolves throughout your entire design and development lifecycle. Through patterns, clarifying illustrations, and concrete examples, Cyrille Martraire demonstrates how to use well-crafted artifacts and automation to dramatically improve the value of documentation at minimal extra cost. Whatever your domain, language, or technologies, you don't have to choose between working software and comprehensive, high-quality documentation: you can have both. · Extract and augment available knowledge, and make it useful through living curation · Automate the creation of documentation and diagrams that evolve as knowledge changes · Use development tools to refactor documentation · Leverage documentation to improve software designs · Introduce living documentation to new and legacy environments

### **Lean Architecture** CRC Press

Discover how to create software products your customers will love! In today's competitive software market, to attract and retain users and customers, software products and websites need attractive, eye-catching interfaces, and they must provide frustration-free user experiences. Whether you're designing a mobile, tablet, desktop, or web-based software application, *Designing Usable Apps* will teach you the principles you need to know and the tried-and-tested techniques you'll want to use to make your product easy to learn and fun to use. *Designing Usable Apps* is a compact, practical guide to the key ideas, principles, and practices of User Experience design and usability evaluation. Read this book, and you will: Discover the fundamental psychological principles behind how people use computing devices and software Learn techniques for discovering the needs and characteristics of your users Become familiar with the recommended techniques and project processes, both for agile and traditional teams, that will help ensure usability is built in to your product throughout the software development lifecycle Understand techniques for creating effective prototypes and lightweight software design specifications Grasp the key processes and techniques for evaluating and testing the usability of software designs, prototypes, and products Recognize what problems cause user frustration and dissatisfaction, so you can identify and correct usability issues

### **Concepts, Methodologies, Tools, and Applications** John Wiley & Sons

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of

computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. *Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications* is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

*Pattern Languages of Program Design 5* Packt Publishing Ltd  
John Hunt's book guides you through the use of the UML and the Unified Process and their application to Java systems. Key topics focus explicitly on applying the notation and the method to Java. The book is clearly structured and written, making it ideal for practitioners. This second edition is considerably revised and extended and includes examples taken from the latest version of Rational Rose and Together. Considers how Agile Modelling fits with the Unified Process, and presents Design Patterns Self contained – covers both the Unified Process and UML in one book Includes real-world case studies Written by an experienced author and industry expert Ideal for students on Software Engineering courses

**for Agile Software Development** Springer

This book constitutes the refereed proceedings of the 7th International Conference on Product-Focused Software Process Improvement, PROFES 2006, held in Amsterdam, June 2006. The volume presents 26 revised full papers and 12 revised short papers together with 6 reports on workshops and tutorials. The papers constitute a balanced mix of academic and industrial aspects, organized in topical sections on decision support, embedded software and system development, measurement, process improvement, and more.

*7th International Conference, PROFES 2006, Amsterdam, The Netherlands, June 12-14, 2006, Proceedings* Addison-Wesley Professional

From cloud computing to data analytics, society stores vast supplies of information through wireless networks and mobile computing. As organizations are becoming increasingly more wireless, ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative. *Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics* highlights the challenges associated with creating a strong network architecture in a perpetually online society. Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data. This book is an important resource for information technology professionals, software developers, data analysts, graduate-level students, researchers, computer engineers, and IT specialists seeking modern information on emerging methods in data mining, information technology, and wireless networks.