

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

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

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

Smart web developers will tell you that the sooner you detect your code mistakes, the quicker you can fix them, and the less the project will cost in the long run. Well, the most efficient way to detect your mistakes in PHP is with PHPUnit, an open source framework that automates unit testing by running a battery of tests as you go. The benefits of PHPUnit are significant: a reduction in the effort required to frequently test code fewer overall defects added confidence in your code improved relations with your open source teammates The only problem with this popular testing tool was its lack of documentation-until now, that is. For this, O'Reilly went right to the source, as Sebastian Bergmann, the author of PHPUnit Pocket Guide, also happens to be PHPUnit's creator. This little book brings together hard-to-remember information, syntax, and rules for working with PHPUnit. It also delivers the insight and sage advice that can only come from the technology's creator. Coverage of testing under agile methodologies and Extreme Programming (XP) is also included. The latest in O'Reilly's series of handy Pocket Guides, this quick-reference book puts all the answers are right at your fingertips. It's an invaluable companion for anyone interested in testing the PHP code they write for web applications.

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

User Story Mapping

Designing Usable Apps

Dokumentation in agilen Projekten

Search-Based Software Engineering

Become a master in Python by learning coding best practices and advanced programming concepts in Python 3.7, 3rd Edition

The British National Bibliography

Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

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.

This book constitutes the refereed proceedings of the 6th International Symposium on Search-Based Software Engineering, SSBSE 2014, held in Fortaleza, Brazil. The 14 revised full papers presented together with 2 keynote addresses, 1 invited talk, 1 short paper, 3 papers of the graduate track, and 4 challenge track papers were carefully reviewed and selected from 51 submissions. Search Based Software Engineering (SBSE) studies the application of meta-heuristic optimization techniques to various software engineering problems, ranging from requirements engineering to software testing and maintenance.

Whether to continue using traditional cost and benefit analysis methods such as systems and software engineering standards or to use a relatively new family of software development processes known as Agile methods is one of most prevalent questions within the information technology field today. Since each family of methods has its strengths and weaknesses, the question being raised by a growing number of executives and practitioners is: Which family of methods provides the greater business value and return on investment (ROI)? Whereas traditional methods have been in use for many decades, Agile methods are still a new phenomenon and, until now, very little literature has existed on how to quantify the business value of Agile methods in economic terms, such as ROI and net present value (NPV). Using cost of quality, total cost of ownership, and total life cycle cost parameters, The Business Value of Agile Software Methods offers a comprehensive methodology and introduces the industry's initial top-down parametric models for quantifying the costs and benefits of using Agile methods to create innovative software products. Based on real-world data, it illustrates the first simple-to-use parametric models of Real Options for estimating the business value of Agile methods since the inception of the Nobel prize winning Black-Scholes formulas. Numerous examples on how to estimate the costs, benefits, ROI, NPV, and real options of the major types of Agile methods such as Scrum, Extreme Programming and Crystal Methods are also included. In addition, this reference provides the first comprehensive compilation of cost and benefit data on Agile methods from an analysis of hundreds of research studies. The Business Value of Agile Software Methods shatters key myths and misconceptions surrounding the modern-day phenomenon of Agile methods for creating innovative software products. It provides a complete business value comparison between traditional and Agile methods. The keys to maximizing the business value of any method are low costs and high benefits and the business value of Agile methods, when compared to traditional methods, proves to be very impressive. Agile methods are a new model of project management that can be used to improve the success, business value, and ROI of high-risk and highly complex IT projects in today's dynamic, turbulent, and highly uncertain marketplace. If you are an executive, manager, scholar, student, consultant or practitioner currently on the fence, you need to read this book!

Concepts, Methodologies, Tools, and Applications

A Guide to the Methodology and Its Successful Implementation "Knowledge That Sets You Apart"

Choisir l'agilité

Enterprise Architecture at Work

Agile Portfolio Management

Organizational Patterns of Agile Software Development

Applied Computer Science for GGOS Observatories

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.

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.

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".

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

New Trends in Software Methodologies, Tools and Techniques

Creating Innovative Products

Agile Documentation

An agile approach to User Experience Design

PHPUnit Pocket Guide

Agile Management

Feature Driven Development

"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.

"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.

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

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

Data Modeling Theory and Practice

14th International Conference, XP 2013, Vienna, Austria, June 3-7, 2013, Proceedings

Agile Principles, Patterns, and Practices in C#

Encyclopedia of Information Science and Technology, Third Edition

Guide to the Unified Process featuring UML, Java and Design Patterns

Software Applications: Concepts, Methodologies, Tools, and Applications

Lösungsmuster für ein bedarfsgerechtes Vorgehen

Data Modeling Theory and Practice is for practitioners and academics who have learned the conventions and rules of data modeling and are looking for a deeper understanding of the discipline. The coverage of theory includes a detailed review of the extensive literature on data modeling and logical database design, referencing nearly 500 publications, with a strong focus on their relevance to practice. The practice component incorporates the largest-ever study of data modeling practitioners, involving over 450 participants in interviews, surveys and data modeling tasks. The results challenge many long-held assumptions about data modeling and will be of interest to academics and practitioners alike. Graeme Simsion brings to the book the practical perspective and intellectual clarity that have made his Data Modeling Essentials a classic in the field. He begins with a question about the nature of data modeling (design or description), and uses it to illuminate such issues as the definition of data modeling, its philosophical underpinnings, inputs and deliverables, the

necessary behaviors and skills, the role of creativity, product diversity, quality measures, personal styles, and the differences between experts and novices. Data Modeling Theory and Practice is essential reading for anyone involved in data modeling practice, research, or teaching.

Prägnante und gut strukturierte Dokumente bieten eine hohe Lesbarkeit und einen schnellen Zugriff auf das darin enthaltene Wissen. Von den agilen Verfahren zur Softwareentwicklung können wir viel über eine bedarfsgerechte Dokumentation lernen, z.B. dass es sinnvoll ist, die Notwendigkeit einzelner Dokumente kritisch zu prüfen und nur solche Dokumente zu erstellen, die einen tatsächlichen, klar erkennbaren Nutzen haben. Der Leser erhält in diesem Buch konkrete Hinweise zu einer bedarfsgerechten Dokumentation - in Form von Lösungsmustern und zahlreichen Beispielen aus der Praxis.

There are four broad topics covered in Agile Project Management: opportunity, principles, framework and practices. The opportunity lies in creating innovative products and services - things that are new, different, and creative. These are products that can't be defined completely in the beginning but evolve over time through experimentation, exploration, and adaptation. The book discusses the Agile Revolution; describe the value and principles that actuate APM; cover the APM process framework and individual practices; examine how agile principles are used and underscores; and how APM helps address the changing nature of new product development.

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.

Emerging Models

7th International Conference, PROFES 2006, Amsterdam, The Netherlands, June 12-14, 2006, Proceedings

Pattern-Oriented Software Architecture, On Patterns and Pattern Languages

A Pattern Guide to Producing Lightweight Documents for Software Projects

Continuous Knowledge Sharing by Design

Communication, Coordination and Automation of Future Geodetic Infrastructures

Test-Driven Development in PHP

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.

The long awaited fifth volume in a collection of key practices for pattern languages and design.

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.

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**

Developments and Advances in Intelligent Systems and Applications

Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications

The Business Value of Agile Software Methods

Forthcoming Books

Intelligent Systems: Concepts, Methodologies, Tools, and Applications

Enterprise Information Systems and Advancing Business Solutions: Emerging Models

Collaboration, Coordination, and Competitive Advantage

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.

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**

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**

Lankhorst and his co authors present ArchiMate® 3.0, enterprise modelling language that captures the complexity of architectural domains and their relations and allows the construction of integrated enterprise architecture models. They provide architects with concrete instruments that improve their architectural practice. As this is not enough, they additionally present techniques and heuristics for communicating with all relevant stakeholders about these architectures. Since an architecture model is useful not only for providing insight into the current or future situation but can also be used to evaluate the transition from ' as is ' to ' to be ' , the authors also describe analysis methods for assessing both the qualitative impact of changes to an architecture and the quantitative aspects of architectures, such as performance and cost issues. The modelling language presented has been proven in practice in many real life case studies and has been adopted by The Open Group as an international standard. So this

book is an ideal companion for enterprise IT or business architects in industry as well as for computer or management science students studying the field of enterprise architecture. This fourth edition of the book has been completely reworked to be compatible with ArchiMate® 3.0, and it includes a new chapter relating this new version to other standards. New sections on capability analysis, risk analysis, and business architecture in general have also been introduced.

Product-Focused Software Process Improvement

Expert Python Programming

Agile Network Businesses

Encyclopedia of Information Science and Technology, Fourth Edition

Agile Modeling

Maximizing ROI with Just-in-time Processes and Documentation

Effective Practices for eXtreme Programming and the Unified Process

Part of SoMet series, this book contains reviewed papers given at the Seventh International Conference on New Trends in Software Methodology Tools, and Techniques (SoMeT_08) held in Sharjah, United Arab Emirates. It addresses handling of cognitive issues on software development to adapt to user mental state.

This book contains the refereed proceedings of the 14th International Conference on Agile Software Development, XP 2013, held in Vienna, Austria, in June 2013. In the last decade, the interest in agile and lean software development has been continuously growing. Agile and lean have evolved from a way of working -- restricted in the beginning to a few early adopters -- to the mainstream way of developing software. All this time, the XP conference series has actively promoted agility and widely disseminated research results in this area. XP 2013 successfully continued this tradition. The 17 full papers accepted for XP 2013 were selected from 52 submissions and are organized in sections on: teaching and learning; development teams; agile practices; experiences and lessons learned; large-scale projects; and architecture and design.

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

Ongoing advancements in modern technology have led to significant developments in intelligent systems. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Intelligent Systems: Concepts, Methodologies, Tools, and Applications contains a compendium of the latest academic material on the latest breakthroughs and recent progress in intelligent systems. Including innovative studies on information retrieval, artificial intelligence, and software engineering, this multi-volume book is an ideal source for researchers, professionals, academics, upper-level students, and practitioners interested in emerging perspectives in the field of intelligent systems.

Living Documentation

Discover the Whole Story, Build the Right Product

AGILE PRIN PATTS PRACTS C#_1

Agile Project Management

Pattern Languages of Program Design 5

6th International Symposium, SSBSE 2014, Fortaleza, Brazil, August 26-29, 2014, Proceedings

Encyclopedia of Computer Science and Technology

"A highly readable and yet comprehensive book on network businesses that have become governable with the advent of cloud and big data computing. Vivek Kale is a master of simplifying the complex world of network theory and its relevance to business." —Jagdish N. Sheth, Charles H. Kellstadt Professor of Marketing, Emory University Agile Network Businesses: Collaboration, Coordination, and Competitive Advantage reflects the shift from traditional networks to virtual and agile networks that enable businesses to operate dynamically, thereby representing markets more closely. This book enables IT managers and business decision-makers to understand clearly what network businesses and enterprises are, what they can do for them, and how to realize them. Customers in geographically dispersed markets are demanding higher quality products in a greater variety, at lower cost, and in a shorter time. Thus, enterprises have moved from a few centralized and vertically integrated facilities to geographically dispersed networks of capabilities, competencies and resources, which are the core of network businesses. Enterprises are now constructing more fluid network businesses in which each member facility focuses on differentiation and relies increasingly on its partners, suppliers, and customers to provide the rest. Network businesses have emerged as an organizational paradigm for collaboration and coordination across loosely connected individual organizations. This pragmatic book: Introduces network solutions and distributed systems that are a first step towards enabling a network enterprise. It also gives a detailed description of networks and agent system that have paved the road to network enterprises. Describes the basics of service-oriented architecture (SOA), cloud computing, and big data that are essential to network enterprises. Details the distinguishing aspects of network enterprises, which include virtual enterprises, management of network enterprises, and collaborative network enterprises. Covers such major application areas as supply, manufacturing, e-business, platform, social and wireless sensor networks. Introduces decision networks in the context of

supply chain networks This book reinterprets the traditional supply chain in terms of the flow of decisions, information, and materials, which leads to reconfiguring the traditional supply chain network into mutually separate decision networks (e.g., fourth-party logistics or 4PL), information networks (e.g., wireless sensor networks), and logistics networks (e.g., third-party logistics or 3PL).

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 features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

Les méthodes agiles recouvrent un ensemble de pratiques qui peuvent s'appliquer à divers types de projets, mais se limitent plutôt actuellement aux projets de développement en informatique. Les méthodes agiles (essentiellement Scrum et XP abréviation de eXtreme Programming) se veulent plus pragmatiques que les méthodes traditionnelles. Elles impliquent au maximum le demandeur (client) et permettent une grande réactivité à ses demandes. L'idée maîtresse de ce livre est de pouvoir guider les organisations dans leur transition vers des méthodes agiles. Les avantages attendus sont la qualité du logiciel produit, le "time to market", l'engagement des équipes et l'amélioration de leur productivité.

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.

Encyclopedia of Information Science and Technology

Modelling, Communication and Analysis

Agile Processes in Software Engineering and Extreme Programming

Du développement logiciel à la gouvernance

Become an ace Python programmer by learning best coding practices and advance-level concepts with Python 3.5 About This Book Based on the latest stable version of Python (version 3.5) Creating well manageable code that will run in various environments with different sets of dependencies Packed with advanced concepts and best practices to write efficient Python code Who This Book Is For The book would appeal to web developers and Python programmers who want to start using version 3.5 and write code efficiently. Basic knowledge of Python programming is expected. What You Will Learn Conventions and best practices that are widely adopted in the python community Package python code effectively for community and production use Easy and lightweight ways to automate code deployment on remote systems Improve your code's quality, reliability, and performance Write concurrent code in python Extend python with code written in different languages In Detail Python is a dynamic programming language, used in a wide range of domains by programmers who find it simple, yet powerful. Even if you find writing Python code easy, writing code that is efficient and easy to maintain and reuse is a challenge. The focus of the book is to familiarize you with common conventions, best practices, useful tools and standards used by python professionals on a daily basis when working with code. You will begin with knowing new features in Python 3.5 and quick tricks for improving productivity. Next, you will learn advanced and useful python syntax elements brought to this new version. Using advanced object-oriented concepts and mechanisms available in python, you will learn different approaches to implement metaprogramming. You will learn to choose good names, write packages, and create standalone executables easily. You will also be using some powerful tools such as buildout and virtualenv to release and deploy the code on remote servers for production use. Moving on, you will learn to effectively create Python extensions with C, C++, cython, and pyrex. The important factors while writing code such as code management tools, writing clear documentation, and test-driven development are also covered. You will now dive deeper to make your code efficient with general rules of optimization, strategies for finding bottlenecks, and selected tools for application optimization. By the end of the book, you will be an expert in writing efficient and maintainable code. Style and approach An easy-to-follow guide that covers industry followed best practices in Python programming

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.