

## Documentation Templates For Software Projects

**Project Management** The one-stop resource for project management documentation and templates for all projects The success of any project is crucially dependent on the documents produced for it. The Practical Guide to Project Management Documentation provides a complete and reliable source of explanations and examples for every possible project-related document-from the proposal, business case, and project plan, to the status report and final post-project review. The Practical Guide to Project Management Documentation is packed with material that slashes the time and effort expended on producing new documents from scratch. Following the processes in the Project Management Institute's PMBOK® Guide, this one-stop, full-service book also offers tips and techniques for working with documents in each project process. Documentation for several project/client scenarios is addressed, including internal and externally contracted projects. A single project-the construction of a water theme park-is used as the case study for all the document examples. An included CD-ROM provides all the documents from the book as Microsoft Word(r) files. Readers can use these as a framework to develop their own project documents. The Practical Guide to Project Management Documentation is an unmatched reference for the numerous documents essential to project managers in all industries. (PMBOK is a registered mark of the Project Management Institute, Inc.)

Job titles like “Technical Architect” and “Chief Architect” nowadays abound in software industry, yet many people suspect that “architecture” is one of the most overused and least understood terms in professional software development. Gorton’s book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICI integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

This book addresses how to meet the specific documentation requirements in support of the ISO 9001 software process definition, documentation, and improvement, which is an integral part of every software engineering effort Provides a set of templates that support the documentation required for basic software project control and management The book provides specific support for organizations that are pursuing software process improvement efforts

A comprehensive reference manual to the Certified Software Quality Engineer Body of Knowledge and study guide for the CSQE exam.

**Docs for Developers**

**Evolvements in Business Information Processing and Management (Volume 2)**

**Managing Iterative Software Development Projects**

**Mastering Software Project Requirements**

**Advanced Information Systems Engineering**

**Software Estimation Best Practices, Tools & Techniques**

**Working with Static Sites**

Almost every software project begins with the utterances, “What will this cost?” and “When will this project be done?” Once those words are spoken, project stakeholders begin to wrestle with how to produce an estimate. Accurately estimating the cost or time to complete a software project is a serious problem for many software engineers, developers and project managers who struggle with costs running double original estimates, putting their careers at risk. It is reported that nearly 50% of all software projects are shelved and that one of the major causes is poor estimation practices. If developing software for internal use, poor estimates can represent a significant drain on corporate profits. Worldwide growth in the number of companies specializing in the development of software for use by other companies is staggering. India alone has nearly 20,000 such companies. Intense competition has led to an increased demand for fixed-bid pricing in client/vendor relationships, and has made effective cost estimation even more important and, in many cases, critical to a firm's survival. There are many methods of estimation. Each method has its strengths and weaknesses, proponents and opponents. Knowing how and which one to use on a given project is key to developing acceptable estimates for either internal or external projects. Software Estimation Best Practices, Tools, & Techniques covers all facets of software estimation. It provides a detailed explanation of the various methods for estimating software size, development effort, cost, and schedule, including a comprehensive explanation of Test Effort Estimation. Emphasizing that software estimation should be based on a well-defined process, it presents software estimation best practices and shows how to avoid common pitfalls. This guide offers direction on which methods are most appropriate for each of the different project types commonly executed in the software development space and criteria for selecting software estimation tools. This comprehensive desk reference explains software estimation from scratch to help the beginner and features advanced techniques for more experienced estimators. It details project scheduling, including resource leveling and the concept of productivity, as applicable to software estimators, demonstrating the many benefits of moving from the current macro-productivity approach to a micro-productivity approach in software estimation. Software Estimation Best Practices, Tools, & Techniques: A Complete Guide for Software Project Estimators caters to the needs of all software project stakeholders, from novice to expert. It provides the valuable guidance needed to estimate the cost and time required to complete software projects within a reasonable margin of error for effective software development.

Provides comprehensive, in-depth coverage of all issues related to knowledge management, including conceptual,

methodological, technical, and managerial issues. Presents the opportunities, future challenges, and emerging trends related to this subject.

Agile software development approaches have had significant impact on industrial software development practices. Today, agile software development has penetrated to most IT companies across the globe, with an intention to increase quality, productivity, and profitability. Comprehensive knowledge is needed to understand the architectural challenges involved in adopting and using agile approaches and industrial practices to deal with the development of large, architecturally challenging systems in an agile way. Agile Software Architecture focuses on gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox. Readers will learn how agile and architectural cultures can co-exist and support each other according to the context. Moreover, this book will also provide useful leads for future research in architecture and agile to bridge such gaps by developing appropriate approaches that incorporate architecturally sound practices in agile methods. Presents a consolidated view of the state-of-art and state-of-practice as well as the newest research findings Identifies gaps in the requirements of applying architecture-centric approaches and principles of agile software development and demystifies the agile architecture paradox Explains whether or not and how agile and architectural cultures can co-exist and support each other depending upon the context Provides useful leads for future research in both architecture and agile to bridge such gaps by developing appropriate approaches, which incorporate architecturally sound practices in agile methods

The practice of modern medicine and biomedical research requires sophisticated information technologies with which to manage patient information, plan diagnostic procedures, interpret laboratory results, and carry out investigations. Biomedical Informatics provides both a conceptual framework and a practical inspiration for this swiftly emerging scientific discipline at the intersection of computer science, decision science, information science, cognitive science, and biomedicine. Now revised and in its third edition, this text meets the growing demand by practitioners, researchers, and students for a comprehensive introduction to key topics in the field. Authored by leaders in medical informatics and extensively tested in their courses, the chapters in this volume constitute an effective textbook for students of medical informatics and its areas of application. The book is also a useful reference work for individual readers needing to understand the role that computers can play in the provision of clinical services and the pursuit of biological questions. The volume is organized so as first to explain basic concepts and then to illustrate them with specific systems and technologies.

**Documenting Software Architectures : Views and Beyond**

**Documenting Software Architectures**

**A Pattern Guide to Producing Lightweight Documents for Software Projects**

**Guidance for Cost Estimation and Management for Highway Projects During Planning, Programming, and Preconstruction**

**Data-Centric Business and Applications**

**Computer Applications in Health Care and Biomedicine**

**Practical Support for ISO 9001 Software Project Documentation**

The way in which architectural decisions are made changes when more agile development methods are used. This chapter focuses on architectural decisions and how they are made in industrial settings. From our literature research and experience, we have constructed three axes on which the architectural decision process of projects or companies can be projected. We evaluate this framework with five industrial case studies in which we have participated. In all of the cases, the differences between two points in time (phases) were evaluated. These differences helped us identify what aspects influence the efficiency of the project/company. The presented Triple-A Framework can be used in other projects to help locate places where the architectural process can be improved when the agility of a project changes.

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

Software reuse depicts a great vision for the software industry. It has been widely viewed as a promising way to improve both the productivity and quality of software development. However, despite of the successes we have achieved, there are still many issues that have limited the promotion of software reuse in the real world. Therefore, software reuse has remained an important hotspot of research. ICSR is the premier international conference in the field of software reuse. It has been an important venue for presenting advances and improvements within the software reuse domain, and a powerful driving force in promoting the interaction between researchers and practitioners. The theme of ICSR 10 was "High Confidence Software Reuse in Large Systems." A high confidence system is one that behaves in a well-understood and predictable fashion. Today's trends towards widespread use of commercial off-the-shelf (COTS) technology, increased integration, continuous evolution, and larger scale are yielding more complex software systems. So, the problem of how to build high confidence complex systems and how to reuse software with a high level of confidence has become a new attractive topic for research. Furthermore, high-level software asset reuse has been a goal for the last 20–30 years, and it can still be considered an unsolved question. Components-based development, MDA-MDE-MDD, extreme programming, and other techniques or methods are promising approaches to software reuse that still need more research. These proceedings report on the current state of the art in software reuse.

Software process definition, documentation, and improvement should be an integral part of every software engineering organization. This book addresses the specific documentation requirements in support of the CMMI-SW® by providing detailed documentation guidance in the form of: Detailed organizational policy examples. An Integrated set of over 20 deployable document templates. Examples of over 50 common work products required in support of assessment activities. Examples of organizational delineation of process documentation. This book provides a set of IEEE Software Engineering Standards-based templates that support the documentation required for all activities associated with software development projects. The goal is to provide practical support for individuals responsible for the development and documentation of software processes and procedures. The objective is to present the reader with an integrated set of documents that support the requirements of the CMMI-SW® Levels 2 and 3. This book is meant to both complement and extend the information provided in Jumpstart CMM®/CMMI® Software Process Improvement Using IEEE Software Engineering Standards. Jumpstart provides a detailed mapping of both the CMM® and the CMMI-SW® to the IEEE standards set and provides a logical basis for the material contained within this text. It is hoped that this book will provide specific support for organizations pursuing software process definition and improvement. For organizations that do not wish to pursue CMMI® accreditation, this document will show how the application of IEEE Standards can facilitate the development of sound software engineering practices. It also comes with a CD-Rom.

An Engineer's Field Guide to Technical Writing

eBook: Object-Oriented Systems Analysis 4e

Top Secret Resumes and Cover Letters: The Complete Career Guide for All Job Seekers, Updated Fourth Edition

Automating with SIMATIC

Hardware and Software, Configuration and Programming, Data Communication, Operator Control and Monitoring

Testing Across the Entire Software Development Life Cycle

Product-Focused Software Process Improvement

The Quality Special Interest Group of the British Computer Society presents the edited proceedings of their sixth International Conference on Software Quality Management (SQM'98) held in April 1998 in Amsterdam. The objective of this series of annual conferences is to promote international co-operation among those concerned with software quality and process improvement, by creating a greater understanding of software quality issues and by sharing current research and industrial experience. The papers cover a broad spectrum of practical experience and research. The topic areas include process improvement, maintaining a quality management system, quality metrics, human factors, project management issues, software tools and approaches to systems development. The organisers would like to thank Origin for their sponsorship of the proceedings. The editors are indebted to the members of the International Advisory Committee for their support and for refereeing the abstracts and the final papers, as well as to the authors who have contributed to the success of this conference.

Systems' Verification Validation and Testing (VVT) are carried out throughout systems' lifetimes. Notably, quality-cost expended on performing VVT activities and correcting system defects consumes about half of the overall engineering cost. Verification, Validation and Testing of Engineered Systems provides a comprehensive compendium of VVT activities and corresponding VVT methods for implementation throughout the entire lifecycle of an engineered system. In addition, the book strives to alleviate the fundamental testing conundrum, namely: What should be tested? How should one test? When should one test? And, when should one stop testing? In other words, how should one select a VVT strategy and how it be optimized? The book is organized in three parts: The first part provides introductory material about systems and VVT concepts. This part presents a comprehensive explanation of the role of VVT in the process of engineered systems (Chapter-1). The second part describes 40 systems' development VVT activities (Chapter-2) and 27 systems' post-development activities (Chapter-3). Corresponding to these activities, this part also describes 17 non-testing systems' VVT methods (Chapter-4) and 33 testing systems' methods (Chapter-5). The third part of the book describes ways to model systems' quality cost, time and risk (Chapter-6), as well as ways to acquire quality data and optimize the VVT strategy in the face of funding, time and other resource limitations as well as different business objectives (Chapter-7). Finally, this part describes the methodology used to validate the quality model along with a case study describing a system's quality improvements (Chapter-8). Fundamentally, this book is written with two categories of audience in mind. The first category is composed of VVT practitioners, including Systems, Test, Production and Maintenance engineers as well as first and second line managers. The second category is composed of students and faculties of Systems, Electrical, Aerospace, Mechanical and Industrial Engineering schools. This book may be fully covered in two to three graduate level semesters; although parts of the book may be covered in one semester. University instructors will most likely use the book to provide engineering students with knowledge about VVT, as well as to give students an introduction to formal modeling and optimization of VVT strategy.

This book constitutes the proceedings of the 7th European Conference on Software Architecture, ECSA 2013, held in Montpellier, France, in July 2013. The 25 full papers and 11 poster papers presented in this volume were carefully reviewed and selected from a total of 82 submissions. The contributions are organized in topical sections named: architectural and design patterns and models; ADLs and architectural MetaModels; architectural design decision-making; software architecture conformance and quality; and architectural repair and adaptation.

Software Testing presents one of the first comprehensive guides to testing activities, ranging from test planning through test completion for every phase of software under development, and software under revision. Real life case studies are provided to enhance understanding as well as a companion website with tools and examples.

15th International Conference, PROFES 2014, Helsinki, Finland, December 10-12, 2014, Proceedings

Advanced Concepts, Life Cycle Models and Tools for Object-oriented Software Development

Concepts, Methodologies, Tools, and Applications

10th International Conference on Software Reuse, ICSR 2008, Beijing, China, May 25-29, 2008

Essential Software Architecture

Chapter 5. Architecture Decisions: Who, How, and When?

Theory, Methods, and Practice

On behalf of the PROFES organizing committee we are proud to present to you the proceedings of the 5th International Conference on Product Focused Software Process Improvement (PROFES 2004), held in Kansai Science City, Japan. Since 1999, PROFES has established itself as one of the recognized international process improvement conferences. In 2004 the conference left Europe for the first time and moved to Japan. Japan and its neighboring countries are intensifying their efforts to improve software engineering excellence, so it was a logical step to select Japan as the venue for PROFES 2004. The purpose of the conference is to bring to light the most recent findings and results in the area and to stimulate discussion between researchers, experienced professionals, and technology providers. The large number of participants coming from industry confirms that the conference provides a variety of up-to-date topics and tackles industry problems. The main theme of PROFES is professional software process improvement (SPI) motivated by product and service quality needs. SPI is facilitated by software process assessment, software measurement, process modeling, and technology transfer. It has become a practical tool for quality software engineering and management. The conference addresses both the solutions found in practice and the relevant research results from academia. This is reflected in the 41 full papers, which are a balanced mix of academic papers as well as industrial experience reports.

The book provides a complete overview of the SIMATIC automation system and the TIA Portal with the engineering tool STEP 7.

"Automating with SIMATIC" addresses all those who - want to get an overview of the components of the system and their features, - wish to familiarize themselves with the topic of programmable logic controllers, or - intend to acquire basic knowledge about configuration, programming and interaction of the SIMATIC components. At first, the book introduces the hardware of SIMATIC S7-1200, S7-300, S7-400 and S7-1500, including the ET 200 peripheral modules. This is followed by describing the work with STEP 7 in the programming languages LAD, FBD, STL, SCL and S7-Graph, and offline testing with S7-PLCSIM. The next section describes the structure of the user program, which is followed by the illustration of the data communication between the controllers of the automation system as well as with the peripheral devices by use of the bus systems Profinet and Profibus. The book closes with a survey of the devices for operator control and process monitoring and their configuration software.

This book is a result of the Tenth International Conference on Information Systems Development (ISD2001) held at Royal Holloway,

University of London, United Kingdom, during September 5-7, 2001. ISD 2001 carries on the fine tradition established by the first Polish-Scandinavian Seminar on Current Trends in Information Systems Development Methodologies, held in Gdansk, Poland in 1988. Through the years, this seminar evolved into an International Conference on Information Systems Development. The Conference gives participants an opportunity to express ideas on the current state of the art in information systems development, and to discuss and exchange views on new methods, tools, applications as well as theory. In all, 55 papers were presented at ISD2001 organised into twelve tracks covering the following themes: Systems Analysis and Development, Modelling, Methodology, Database Systems, Collaborative Systems, Theory, Knowledge Management, Project Management, IS Education, Management issues, E-Commerce. and Technical Issues. We would like to thank all the contributing authors for making this book possible and for their participation in ISD2001. We are grateful to our panel of paper reviewers for their help and support. We would also like to express our sincere thanks to Ceri Bowyer and Steve Brown for their unfailing support with organising ISD2001.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

5th International Conference, PROFES 2004, Kansai Science City, Japan, April 5-8, 2004, Proceedings

Practical Support for Lean Six Sigma Software Process Definition

Software Testing

Software Architecture

A Menu of Testing Tasks

Requirements Engineering and Management for Software Development Projects

eBook: Object-Oriented Systems Analysis 4e

Practical Support for Lean Six Sigma Software Process Definition: Using IEEE Software Engineering Standards addresses the task of meeting the specific documentation requirements in support of Lean Six Sigma. This book provides a set of templates supporting the documentation required for basic software project control and management and covers the integration of these templates for their entire product development life cycle. Find detailed documentation guidance in the form of organizational policy descriptions, integrated set of deployable document templates, artifacts required in support of assessment, organizational delineation of process documentation.

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources—including downloadable checklists, templates, and forms.

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SySML

The Certified Software Quality Engineer Handbook

High Confidence Software Reuse in Large Systems

Best Practices for the Formal Software Testing Process

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) - Seventh Edition and The Standard for Project Management (RUSSIAN)

A Complete Guide for Software Project Estimators

Views and Beyond

Aligning Agile Processes and Software Architectures

This book constitutes the refereed proceedings of the 15th International Conference on Product-Focused Software Process Improvement, PROFES 2014, held in Helsinki, Finland, in December 2014. The 18 revised full papers presented together with 14 short papers were carefully reviewed and selected from 45 initial submissions. The papers are organized in topical sections on agile development, decision-making, development practices and issues, product planning, and project management.

This book constitutes the proceedings of the 22nd International Conference on Advanced Information Systems Engineering, CAiSE 2010, held in Hammamet, Tunisia, in June 2010. The 39 papers presented were carefully reviewed and selected from 299 submissions. The topics covered are business process modeling, information systems quality, service modelling, security management, matching and mining, case studies and experiences, conceptual modelling, adaptation, requirements, and process analysis. In addition this volume contains two keynote papers and the abstract of a panel discussion.

Newly revised and updated, this is the industry standard for executives and professionals in all major industries, and includes a free resume review by the author. Steven Provenzano is President of ECS: Executive Career Services and DTP, Inc. ECS is a team of certified experts specializing in career marketing at all income levels. Mr. Provenzano is the author of ten highly successful career books including Top Secret Resumes & Cover Letters, 4th Ed., the Complete Career Marketing guide for all job seekers. He is a CPRW, Certified Professional Resume Writer, a CEIP, Certified Employment Interview Professional, and has written or edited more than 5000 resumes for staff, managers and executives at all income levels during his 20 years in career marketing and corporate recruiting. His team is so highly regarded, they were selected to write more than 1500 resumes for all of SAP America's domestic consultants. Steven has appeared numerous times on CNBC, CNN, WGN, NBC/ABC in Chicago, in the Wall Street Journal, Chicago Tribune, Crain's, the Daily Herald, and on numerous radio programs. His work is endorsed by Chicago Tribune career columnist Lindsey Novak, as well as top executives from the Fortune 500, including Motorola, Coca-Cola and other firms. You may email your resume direct to the author for a free review, to the email provided on the back cover.

Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

7th European Conference, ECSA 2013, Montpellier, France, July 1-5, 2013, Proceedings

Quality Software Project Management

Quality Improvement Issues

Computerworld

A Framework for Successful Planning, Development & Alignment

Docs Like Code

Product Focused Software Process Improvement

Requirements Engineering and Management for Software Development Projects presents a complete guide on requirements for software development including engineering, computer science and management activities. It is the first book to cover all aspects of requirements management in software development projects. This book introduces the understanding of the requirements, elicitation and gathering, requirements analysis, verification and validation of the requirements, establishment of requirements, different methodologies in brief, requirements traceability and change management among other topics. The best practices, pitfalls, and metrics used for efficient software requirements management are also covered. Intended for the professional market, including software engineers, programmers, designers and researchers, this book is also suitable for advanced-level students in computer science or engineering courses as a textbook or reference.

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.

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide &– Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);
- Provides an entire section devoted to tailoring the development approach and processes;
- Includes an expanded list of models, methods, and artifacts;
- Focuses on not just delivering project outputs but also enabling outcomes; and
- Integrates with PMI standards+™ for information and standards application content based on project type, development approach, and industry sector.

Just like vinyl LPs, static sites are making a comeback, evidenced by the wide array of static-site generators now available. This practical book shows you hands-on how to build these simple sites for blogs and other use cases, and how to make them more powerful. In the process, you'll work with some of today's more mature and popular static-site generators. Authors Raymond Camden and Brian Rinaldi explain the advantages of using static-site generators for building fast and secure sites. Web and frontend designers and developers will also explore methods for adding dynamic elements and for migrating an existing CMS to a static site. Build a basic four-page static site with the Harp generator Create a simple blog with Jekyll Develop a documentation site with Hugo by generating site files and creating the layout Add dynamic elements, such as forms, comments, and search Integrate a CMS with tools such as CloudCannon and Netlify CMS Use one of several options to deploy your static files Learn methods for moving an existing CMS to a static site

Practical Guide of Software Development Project Management in Practice

22nd International Conference, CAISE 2010, Hammamet, Tunisia, June 7-9, 2010, Proceedings

Practical Support for CMMI-SW Software Project Documentation Using IEEE Software

Engineering Standards

Biomedical Informatics

Agile Software Architecture

Using IEEE Software Engineering Standards

New Perspectives on Information Systems Development

*This book explores various aspects of data engineering and information processing. In this second volume, the authors assess the challenges and opportunities involved in doing business with information. Their contributions on business information processing and management reflect diverse viewpoints – not only technological, but also business and social. As the global marketplace grows more and more complex due to the increasing availability of data, the information business is steadily gaining popularity and has a huge impact on modern society. Thus, there is a growing need for consensus on how business information can be created, accessed, used and managed.*

*This book is a concise step-by-step guide to building and establishing the frameworks and models for the effective management and development of software requirements. It describes what great requirements must look like and who the real audience is for documentation. It then explains how to generate consistent, complete, and accurate requirements in exacting detail following a simple formula across the full life cycle from vague concept to detailed design-ready specifications. Mastering Software Project Requirements will enable business analysts and project managers to decompose high-level solutions into granular requirements and to elevate their performance through due diligence and the use of better techniques to meet the particular needs of a given project without sacrificing quality, scope, or project schedules. J. Ross Publishing offers an add-on at a nominal cost – Downloadable, customizable tools and templates ready for immediate implementation.*

*Learn to integrate programming with good documentation. This book teaches you the craft of documentation for each step in the software development lifecycle, from understanding your users' needs to publishing, measuring, and maintaining useful developer documentation. Well-documented projects save time for both developers on the project and users of the software. Projects without adequate documentation suffer from poor developer productivity, project scalability, user adoption, and accessibility. In short: bad documentation kills projects. Docs for Developers demystifies the process of creating great developer documentation, following a team of software developers as they work to launch a new product. At each step along the way, you learn through examples, templates, and principles how to create, measure, and maintain documentation—tools you can adapt to the needs of your own organization. What You'll Learn Create friction logs and perform user research to understand your users' frustrations Research, draft, and write different kinds of documentation, including READMEs, API documentation, tutorials, conceptual*

content, and release notes Publish and maintain documentation alongside regular code releases Measure the success of the content you create through analytics and user feedback Organize larger sets of documentation to help users find the right information at the right time Who This Book Is For Ideal for software developers who need to create documentation alongside code, or for technical writers, developer advocates, product managers, and other technical roles that create and contribute to documentation for their products and services.

*The Practical, Start-to-Finish Guide to Planning and Leading Iterative Software Projects* Iterative processes have gained widespread acceptance because they help software developers reduce risk and cost, manage change, improve productivity, and deliver more effective, timely solutions. But conventional project management techniques don't work well in iterative projects, and newer iterative management techniques have been poorly documented. *Managing Iterative Software Development Projects* is the solution: a relentlessly practical guide to planning, organizing, estimating, staffing, and managing any iterative project, from start to finish. Leading iterative development experts Kurt Bittner and Ian Spence introduce a proven, scalable approach that improves both agility and control at the same time, satisfying the needs of developers, managers, and the business alike. Their techniques are easy to understand, and easy to use with any iterative methodology, from Rational Unified Process to Extreme Programming to the Microsoft Solutions Framework. Whatever your role—team leader, program manager, project manager, developer, sponsor, or user representative—this book will help you Understand the key drivers of success in iterative projects Leverage “time boxing” to define project lifecycles and measure results Use Unified Process phases to facilitate controlled iterative development Master core concepts of iterative project management, including layering and evolution Create project roadmaps, including release plans Discover key patterns of risk management, estimation, organization, and iteration planning Understand what must be controlled centrally, and what you can safely delegate Transition smoothly to iterative processes Scale iterative project management from the smallest to the largest projects Align software investments with the needs of the business Whether you are interested in software development using RUP, OpenUP, or other agile processes, this book will help you reduce the anxiety and cost associated with software improvement by providing an easy, non-intrusive path toward improved results—without overwhelming you and your team.

*The Practical Guide to Project Management Documentation*

*Bringing the Power of Simplicity to Modern Sites*

*Agile Documentation*

*Verification, Validation, and Testing of Engineered Systems*

*Knowledge Management*

*Software Quality Management VI*