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The idea of Business Rules has been around for a while. Simply put, a Business Rule is a statement that defines or constrains some aspect of the business. In practice they are meant to reduce or eliminate the delays, waste, and frustration associated with the IT department having to be involved with almost every action affecting an organization's information systems. The advent of Web services has created renewed interest in them. There are now several well established rules-based products that

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have demonstrated the effectiveness of their use. But until now there has not been a definitive guide to Business Rules. Ron Ross, considered to be the father of Business Rules, will help organizations apply this powerful solution to their own computer system problems. This book is intended to be the first book that anyone from an IT manager to a business manager will read to understand what Business Rules are, and what how they can be applied to their own situation.

For all developers who create models using the Unified Modeling Language (UML) 2.x The Elements of UMLTM 2.0 Style sets the rules for style that will improve your productivity - especially in teams, where

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understandability and consistency are critical. Coming from renowned UML expert Scott Ambler, the book furnishes a set of rules for modelling in the UML and describes a collection of standards and guidelines for creating effective UML diagrams that will be concise and easy to understand. It provides conventions for: Class diagrams; Timing Diagrams; Use case diagrams; Composite Structure Diagrams; Sequence diagrams; Interaction Overview Diagrams; Activity diagrams; Object diagrams; State machine diagrams; Package diagrams; Communication diagrams; Deployment diagrams and Component diagrams. The Elements of UML™ 2.0 Style sets the rules for style that will improve your

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productivity.

Agile techniques have demonstrated immense potential for developing more effective, higher-quality software. However, scaling these techniques to the enterprise presents many challenges. The solution is to integrate the principles and practices of Lean Software Development with Agile's ideology and methods. By doing so, software organizations leverage Lean's powerful capabilities for "optimizing the whole" and managing complex enterprise projects. A combined "Lean-Agile" approach can dramatically improve both developer productivity and the software's business value. In this book, three expert Lean software

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consultants draw from their unparalleled experience to gather all the insights, knowledge, and new skills you need to succeed with Lean-Agile development. Lean-Agile Software Development shows how to extend Scrum processes with an Enterprise view based on Lean principles. The authors present crucial technical insight into emergent design, and demonstrate how to apply it to make iterative development more effective. They also identify several common development "anti-patterns" that can work against your goals, and they offer actionable, proven alternatives. Lean-Agile Software Development shows how to Transition to Lean Software Development quickly and successfully Manage the

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initiation of product enhancements Help project managers work together to manage product portfolios more effectively Manage dependencies across the software development organization and with its partners and colleagues Integrate development and QA roles to improve quality and eliminate waste Determine best practices for different software development teams The book's companion Web site, www.netobjectives.com/lasd, provides updates, links to related materials, and support for discussions of the book's content.

The Art of Agile Practice: A Composite Approach for Projects and Organizations presents a consistent,

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integrated, and strategic approach to achieving "Agility" in your business. Transcending beyond Agile as a software development method, it covers the gamut of methods in an organization-including business processes, governance standards, project ma
Design It!

An Agile Primer Using Ruby

Modeling with UML, OCL, and IFML

Agile Processes in Software Engineering and Extreme Programming

The Elements of UML™ 2.0 Style

Agile Model-Driven Development with UML 2.0

Discovering Requirements

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The Object Primer Agile Model-Driven Development with UML 2.0 Cambridge University Press

Written by internationally-acclaimed trainer and developer Scott Ambler, this book is a must-have resource for designers, programmers and testers of today's OO applications. The author takes you through the entire process of building object applications, from analyzing the project, to designing a user-friendly interface, to testing your approaches to make sure your applications work properly. Building Object Applications That Work includes sections on: how to use

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*the Unified Modeling Language effectively;
analysis, so you know what you need to build;
design techniques, so that you know how you
are going to build your application;
collecting the right metrics to improve your
development approach; applying OO patterns to
improve the quality of your applications;
creating applications for stand-alone,
client/server and distributed environments;
using both relational and object-oriented
databases to make your objects persistent;
and architecting your applications so they
are maintainable and extensible.*

Describes Agile Modeling Driven Design (AMDD)

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and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML An agile foundation describes fundamental skills that all agile software developers require, particularly

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Agile DBAs Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases Scott W. Ambler is author of *Agile Modeling* (0471202827), a contributing editor with *Software Development* (www.sdmagazine.com), and a featured speaker at software conferences worldwide. The organization pursuing digital transformation must embrace new ways to use and deploy integration technologies, so they can move quickly in a manner appropriate to the goals of multicloud, decentralization, and microservices. The integration layer must

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transform to allow organizations to move boldly in building new customer experiences, rather than forcing models for architecture and development that pull away from maximizing the organization's productivity. Many organizations have started embracing agile application techniques, such as microservice architecture, and are now seeing the benefits of that shift. This approach complements and accelerates an enterprise's API strategy. Businesses should also seek to use this approach to modernize their existing integration and messaging infrastructure to achieve more effective ways to manage and

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operate their integration services in their private or public cloud. This IBM® Redbooks® publication explores the merits of what we refer to as agile integration; a container-based, decentralized, and microservice-aligned approach for integration solutions that meets the demands of agility, scalability, and resilience required by digital transformation. It also discusses how the IBM Cloud Pak for Integration marks a significant leap forward in integration technology by embracing both a cloud-native approach and container technology to achieve the goals of agile integration. The target

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audiences for this book are cloud integration architects, IT specialists, and application developers.

*Practical Object-oriented Design in Ruby
A Value-driven Approach to Business
Intelligence and Data Warehousing
Introduction to Disciplined Agile Delivery
Business Focused Development
Best Practices for Web-Based Software
The Elements of Java(TM) Style*

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.

Introduction to Disciplined Agile Delivery provides a

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quick overview of how agile software development works from beginning-to-end. It describes the Disciplined Agile Delivery (DAD) process decision framework and then works through a case study describing a typical agile team's experiences adopting a disciplined agile approach. The book describes how the team develops the first release of a mission-critical application while working in a legacy enterprise environment. It describes their experiences from beginning-to-end, starting with their initial team initiation efforts through construction and finally to deploying the solution into production. It also describes how the team stays together for future releases, overviewing their process improvement

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efforts from their Scrum-based beginnings through to a lean continuous delivery approach that fits in with their organization's evolving DevOps strategy. The DAD framework is a hybrid of existing methods such as Scrum, Kanban, Agile Modeling, SAFe, Extreme Programming, Agile Data, Unified Process and many others. DAD provides the flexibility to use various approaches and plugs the gaps not addressed by mainstream agile methods. In a nutshell, DAD is "pragmatic agile." DAD describes proven strategies to adapt and scale your agile initiatives to suit the unique realities of your enterprise without having to figure it all out by yourself. Here's an overview of what each chapter covers: * Chapter 1: Introduction.

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This chapter provides a quick overview of the book and a brief history of Disciplined Agile. * Chapter 2: Reality over Rhetoric. This chapter explores several common myths about DAD and more importantly disproves them. * Chapter 3: Disciplined Agile Delivery in a Nutshell. This chapter provides a brief yet comprehensive overview of the DAD framework. * Chapter 4: Introduction to the Case Study. This chapter introduces us to the team, describes the market opportunity that they hope to address, and describes the environment in which they're working. * Chapter 5: Inception. The team's initiation effort includes initial requirements modeling and planning with their stakeholders in a streamlined manner,

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initial architecture modeling, setting up their physical work environment, setting up the start of their tooling infrastructure, initial risk identification, and finally securing stakeholder support and funding for the rest of the first release. * Chapters 6 through 10: Construction. These chapters each describe a single Construction iteration, sharing the team's experiences during each of those two-week timeboxes. * Chapter 11: Transition. The two-week transition phase focuses on final testing and fixing, training the support/help-desk staff, finishing a few short end-user "how to" videos, and deploying the solution into production. * Chapter 12: Future Releases. This chapter overviews the team's improvement efforts over the next few

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releases, describing how they evolve from the agile Scrum-based lifecycle to a leaner approach and eventually to continuous delivery. * Chapter 13: Closing Thoughts. This chapter overviews the disciplined agile resources that are available to you. * Appendix: The Disciplined Agile IT Department. This short appendix overviews our ongoing work on the Disciplined Agile framework to address the full scope of an IT department. At 102 pages, you should find this book to be a quick, informative read. Using Agile methods, you can bring far greater innovation, value, and quality to any data warehousing (DW), business intelligence (BI), or analytics project. However, conventional Agile

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methods must be carefully adapted to address the unique characteristics of DW/BI projects. In Agile Analytics, Agile pioneer Ken Collier shows how to do just that. Collier introduces platform-agnostic Agile solutions for integrating infrastructures consisting of diverse operational, legacy, and specialty systems that mix commercial and custom code. Using working examples, he shows how to manage analytics development teams with widely diverse skill sets and how to support enormous and fast-growing data volumes. Collier's techniques offer optimal value whether your projects involve "back-end" data management, "front-end" business analysis, or both. Part I focuses on Agile project management

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techniques and delivery team coordination, introducing core practices that shape the way your Agile DW/BI project community can collaborate toward success Part II presents technical methods for enabling continuous delivery of business value at production-quality levels, including evolving superior designs; test-driven DW development; version control; and project automation Collier brings together proven solutions you can apply right now--whether you're an IT decision-maker, data warehouse professional, database administrator, business intelligence specialist, or database developer. With his help, you can mitigate project risk, improve business alignment, achieve better results--and have fun along the way.

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This book contains even case studies, documented in UML, derived from small software projects delivered to real users.

A Composite Approach for Projects and Organizations

Disciplined Agile Delivery

Agile Database Techniques

Interaction Flow Modeling Language

Agile Java™

Evolutionary Database Design (paperback)

A Small Team's Journey from Scrum to Continuous Delivery

This comprehensive resource provides systems engineers and practitioners with the analytic,

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design and modeling tools of the Model-Based Systems Engineering (MBSE) methodology of Integrated Systems Engineering (ISE) and Pipelines of Processes in Object Oriented Architectures (PPOOA) methodology. This methodology integrates model based systems and software engineering approaches for the development of complex products, including aerospace, robotics and energy domains applications. Readers learn how to synthesize physical architectures using design heuristics and trade-off analysis. The book provides information about how to identify, classify

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and specify the system requirements of a new product or service. Using Systems Modeling Language (SysML) constructs, readers will be able to apply ISE & PPOOA methodology in the engineering activities of their own systems.

The 'Dynamic Systems Development Method' (DSDM) is a process that is used to deliver software systems. This text discusses the topic.

This book, first published in 2000, illustrates rules of Java code-writing with parallel examples of correct and incorrect usage.

The first book to cover Agile Modeling, a new

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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

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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-a 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

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site at www.agilemodeling.com features updates, links to XP and AM resources, and ongoing case studies about agilemodeling.

Accelerating Modernization with Agile Integration
Model-Driven UI Engineering of Web and Mobile
Apps with IFML

Effective Strategies for the Agile Software
Developer

Building Large-Scale Systems Using Object
Technology

A Disciplined Agile Delivery Handbook for
Optimizing Your Way of Working

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Building the Agile Database Web Application Design Handbook

Is fast development the enemy of good development? Not necessarily. Agile development requires that databases are designed and built quickly enough to meet fast-based delivery schedules — but in a way that also delivers maximum business value and reuse. How can these requirements both be satisfied? This book, suitable for practitioners at all levels, will explain how to design and build enterprise-quality high-value databases within the constraints of an Agile project. Starting with an overview of the business case for good data management practices, the book defines the various stakeholder groups involved in the software development process, explains the economics of software development (including “time to market” vs. “time to money”), and

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describes an approach to Agile database development based on the five PRISM principles. This book explains how to work with application developers and other stakeholders, examines critical issues in Agile Development and Data Management, and describes how developers and data professionals can work together to make Agile projects successful while delivering maximum value data to the enterprise. Building the Agile Database will serve as an excellent reference for application developers, data managers, DBAs, project managers, Scrum Masters and IT managers looking to get more value from their development efforts. Among the topics covered: 1. Why Agile is more than just the latest development fad 2. The critical distinction between the logical and physical views of data 3. The importance of data virtualization, and how to achieve it 4. How to eliminate the “object-relational impedance mismatch” 5. The

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difference between logical modeling and physical design 6. Why databases are more than “persistence engines” 7. When and how to do logical modeling and physical design 8. Use of the logical data model in model-driven development 9. Refactoring made easier 10.

Developing an “Agile Attitude”

This book constitutes the post conference proceedings of the 7th International Workshop on Enterprise and Organizational Modeling and Simulation, EOMAS 2011, held in conjunction with CAiSE 2011 in London, UK, in June 2011. Enterprises are purposefully designed systems used to fulfill certain functions. An extended enterprise and organizational study involves both analysis and design activities, in which modeling and simulation play prominent roles. The related techniques and methods are effective, efficient, economic, and widely used in enterprise engineering, organizational study, and business

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process management. The 14 contributions in this volume were carefully reviewed and selected from 29 submissions, and they explore these topics, address the underlying challenges, find and improve on solutions, and demonstrate the application of modeling and simulation in the domains of enterprises, their organizations and underlying business processes.

The standards for usability and interaction design for Web sites and software are well known. While not everyone uses those standards, or uses them correctly, there is a large body of knowledge, best practice, and proven results in those fields, and a good education system for teaching professionals "how to." For the newer field of Web application design, however, designers are forced to reuse the old rules on a new platform. This book provides a roadmap that will allow readers to put complete working applications on the Web, display the

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*results of a process that is running elsewhere, and update a database on a remote server using an Internet rather than a network connection. Web Application Design Handbook describes the essential widgets and development tools that will lead to the right design solutions for your Web application. Written by designers who have made significant contributions to Web-based application design, it delivers a thorough treatment of the subject for many different kinds of applications, and provides quick reference for designers looking for some fast design solutions and opportunities to enhance the Web application experience. This book adds flavor to the standard Web design genre by juxtaposing Web design with programming for the Web and covers design solutions and concepts, such as intelligent generalization, to help software teams successfully switch from one interface to another. * The first interaction design book that focuses*

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*exclusively on Web applications. * Full-color figures throughout the book. * Serves as a "cheat sheet" or "fake book" for designers: a handy reference for standards, rules of thumb, and tricks of the trade. * Applicable to new Web-based applications and for porting existing desktop applications to Web browsers.*

The Complete Guide to Writing Maintainable, Manageable, Pleasing, and Powerful Object-Oriented Applications Object-oriented programming languages exist to help you create beautiful, straightforward applications that are easy to change and simple to extend. Unfortunately, the world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world, object-oriented design techniques with simple and practical examples. Sandi Metz

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demonstrates how to build new applications that can “survive success” and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, poodr.com. Fully updated for Ruby 2.5, this guide shows how to Decide what belongs in a single class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Whatever your previous object-oriented experience, this concise guide will help you achieve the superior outcomes you’re looking for. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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A Small Agile Team's Journey from Scrum to Continuous Delivery
The Object Primer

Introduction to Disciplined Agile Delivery 2nd Edition

Effective Practices for eXtreme Programming and the Unified Process

Building Object Applications that Work

Lean-Agile Software Development

Object-Oriented Analysis and Design for Information Systems

Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams. Scott Ambler, author of Building Object Applications that Work, Process Patterns, and More Process Patterns, has revised his

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acclaimed first book, The Object Primer. Long prized in its original edition by both students and professionals as the best introduction to object-oriented technology, now this book is completely up-to-date with new material in every chapter. There are also new chapters on good OO programming techniques and OO software testing. All modeling notation has been rewritten in UML notation. Review questions at the end of each chapter allow readers to test their newly acquired knowledge. In addition, the author takes time

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to reflect on the lessons learned over the past few years by discussing the proven benefits and drawbacks of the technology. This is the perfect book for any software development professional or student seeking an introduction to the concepts and terminology of object technology. Interaction Flow Modeling Language describes how to apply model-driven techniques to the problem of designing the front end of software applications, i.e., the user interaction. The book introduces the

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reader to the novel OMG standard Interaction Flow Modeling Language (IFML). Authors Marco Brambilla and Piero Fraternali are authors of the IFML standard and wrote this book to explain the main concepts of the language. They effectively illustrate how IFML can be applied in practice to the specification and implementation of complex web and mobile applications, featuring rich interactive interfaces, both browser based and native, client side components and widgets, and connections to data sources,

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business logic components and services. Interaction Flow Modeling Language provides you with unique insight into the benefits of engineering web and mobile applications with an agile model driven approach. Concepts are explained through intuitive examples, drawn from real-world applications. The authors accompany you in the voyage from visual specifications of requirements to design and code production. The book distills more than twenty years of practice and provides a mix of methodological principles and concrete

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and immediately applicable techniques. Learn OMG's new IFML standard from the authors of the standard with this approachable reference Introduces IFML concepts step-by-step, with many practical examples and an end-to-end case example Shows how to integrate IFML with other OMG standards including UML, BPMN, CWM, SoaML and SysML Discusses how to map models into code for a variety of web and mobile platforms and includes many useful interface modeling patterns and best practices

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Don't engineer by coincidence-design it like you mean it! Filled with practical techniques, Design It! is the perfect introduction to software architecture for programmers who are ready to grow their design skills. Lead your team as a software architect, ask the right stakeholders the right questions, explore design options, and help your team implement a system that promotes the right -ilities. Share your design decisions, facilitate collaborative design workshops that are fast, effective, and fun-and develop more

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awesome software! With dozens of design methods, examples, and practical know-how, Design It! shows you how to become a software architect. Walk through the core concepts every architect must know, discover how to apply them, and learn a variety of skills that will make you a better programmer, leader, and designer. Uncover the big ideas behind software architecture and gain confidence working on projects big and small. Plan, design, implement, and evaluate software architectures and

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collaborate with your team, stakeholders, and other architects. Identify the right stakeholders and understand their needs, dig for architecturally significant requirements, write amazing quality attribute scenarios, and make confident decisions. Choose technologies based on their architectural impact, facilitate architecture-centric design workshops, and evaluate architectures using lightweight, effective methods. Write lean architecture descriptions people love to read. Run an architecture design studio, implement

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the architecture you've designed, and grow your team's architectural knowledge. Good design requires good communication. Talk about your software architecture with stakeholders using whiteboards, documents, and code, and apply architecture-focused design methods in your day-to-day practice. Hands-on exercises, real-world scenarios, and practical team-based decision-making tools will get everyone on board and give you the experience you need to become a confident software architect.

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Agile!

Process Patterns

How to Specify Products and Services

Choose Your WoW!

Practical Object-Oriented Design

The Elements of UML(TM) 2.0 Style

**Your Step-by-Step Handbook for Developing
Robust Systems with Object Technology**

*Describes ways to incorporate domain modeling into
software development.*

*Written by one of the best known object-oriented
practitioners in the business, Process Patterns is based on*

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proven, real-world techniques. Scott Ambler shows readers how to successfully deliver large-scale applications using object technology and carefully describes how one develops applications that are truly easy to maintain and to enhance. He shows how such projects can be supported and points out what is necessary to ensure that one's development efforts are of the best quality. His object-oriented software process (OOSP) is geared toward medium to large-size organizations that need to internally develop software to support their main line of business. Developers and project managers who have just taken their first OO

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development course will find this book essential. It describes the only OOSP to take the true needs of development into consideration, including cross-project, maintenance, operations, and support issues. This book uses the Unified Modeling Language (UML).

The agile community has figured out how to build and then continually improve very high-performance software development teams. This is akin to creating a race car engine and then evolving it to get more power, better fuel efficiency, and greater speed. Sadly in many cases we take these great engines, put them into an organizational tractor, and then complain that we're not winning the

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race. What we need to do is take our great race car engines (our development teams), put them into a race car (a DevOps ecosystem), have a great pit crew and driver (an effective IT organization), and then provide somewhere to race (an organization that can leverage IT to make money). That's what this book is all about - Moving from optimizing team performance to optimizing the entire enterprise. Business agility - being an adaptive, lean, responsive, and learning organization - is the race that enterprises need to win today. Yet there is no quick fix, no silver bullet, to attain business agility. This is a multi-year journey requiring hard work, experimentation,

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and most importantly a willingness to improve. The Disciplined Agile framework lowers risks and provides a path to accelerate your journey to business agility. The framework is unique in that it is the only one that puts all the pieces together into a cohesive enterprise roadmap for business agility transformation. This book begins with an overview of the challenges and opportunities that organizations face. We then describe seven principles that provide the underpinnings of the Disciplined Agile framework. Then the book works through Disciplined Agile Delivery (how to build a world-class engine), Disciplined DevOps (the race car), Disciplined Agile IT

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(the race car and its team), and what it means to be a Disciplined Agile Enterprise (the racing business). The book ends with a plan for starting with an Agile transformation and then evolving into a long-term continuous improvement strategy. Do you have the discipline it takes to win the race to business agility? Are you attracted by the promises of agile methods but put off by the fanaticism of many agile texts? Would you like to know which agile techniques work, which ones do not matter much, and which ones will harm your projects? Then you need Agile!: the first exhaustive, objective review of agile principles, techniques and tools. Agile

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methods are one of the most important developments in software over the past decades, but also a surprising mix of the best and the worst. Until now every project and developer had to sort out the good ideas from the bad by themselves. This book spares you the pain. It offers both a thorough descriptive presentation of agile techniques and a perceptive analysis of their benefits and limitations. Agile! serves first as a primer on agile development: one chapter each introduces agile principles, roles, managerial practices, technical practices and artifacts. A separate chapter analyzes the four major agile methods: Extreme Programming, Lean Software, Scrum and

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Crystal. The accompanying critical analysis explains what you should retain and discard from agile ideas. It is based on Meyer's thorough understanding of software engineering, and his extensive personal experience of programming and project management. He highlights the limitations of agile methods as well as their truly brilliant contributions — even those to which their own authors do not do full justice. Three important chapters precede the core discussion of agile ideas: an overview, serving as a concentrate of the entire book; a dissection of the intellectual devices used by agile authors; and a review of classical software engineering techniques, such as

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requirements analysis and lifecycle models, which agile methods criticize. The final chapters describe the precautions that a company should take during a transition to agile development and present an overall assessment of agile ideas. This is the first book to discuss agile methods, beyond the brouhaha, in the general context of modern software engineering. It is a key resource for projects that want to combine the best of established results and agile innovations.

An Executive's Guide to Disciplined Agile

A Primer for Model-Based Systems Engineering

UML by Example

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8th International Conference, XP 2007, Como, Italy, June 18-22, 2007, Proceedings

Tackling Complexity in the Heart of Software

A Small Agile Team's Journey from Scrum to Disciplined DevOps

The Application Developer's Guide to Object-Orientation and the UML

Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for

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delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You

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will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

Master IBM's Breakthrough DAD Process Framework for Succeeding with Agile in Large, Complex, Mission-Critical IT Projects It is widely recognized that moving from traditional to agile

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approaches to build software solutions is a critical source of competitive advantage. Mainstream agile approaches that are indeed suitable for small projects require significant tailoring for larger, complex enterprise projects. In *Disciplined Agile Delivery*, Scott W. Ambler and Mark Lines introduce IBM's breakthrough Disciplined Agile Delivery (DAD) process framework, which describes how to do this tailoring. DAD applies a more disciplined approach to agile development by acknowledging and dealing with the realities and complexities of a portfolio of interdependent program initiatives. Ambler and Lines

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show how to extend Scrum with supplementary agile and lean strategies from Agile Modeling (AM), Extreme Programming (XP), Kanban, Unified Process (UP), and other proven methods to provide a hybrid approach that is adaptable to your organization's unique needs. They candidly describe what practices work best, why they work, what the trade-offs are, and when to consider alternatives, all within the context of your situation. Disciplined Agile Delivery addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. The

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authors show how these best-practice techniques fit together in an end-to-end process for successfully delivering large, complex systems--from project initiation through delivery. Coverage includes Scaling agile for mission-critical enterprise endeavors Avoiding mistakes that drive poorly run agile projects to chaos Effectively initiating an agile project Transitioning as an individual to agile Incrementally building consumable solutions Deploying agile solutions into complex production environments Leveraging DevOps, architecture, and other enterprise disciplines Adapting your governance

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strategy for agile projects Based on facts, research, and extensive experience, this book will be an indispensable resource for every enterprise software leader and practitioner--whether they're seeking to optimize their existing agile/Scrum process or improve the agility of an iterative process.

"Hundreds of organizations around the world have already benefited from Disciplined Agile Delivery (DAD). Disciplined Agile (DA) is the only comprehensive tool kit available for guidance on building high-performance agile teams and optimizing your way of working (WoW). As a hybrid

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of all the leading agile and lean approaches, it provides hundreds of strategies to help you make better decisions within your agile teams, balancing self-organization with the realities and constraints of your unique enterprise context. The highlights of this handbook include: #1. As the official source of knowledge on DAD, it includes greatly improved and enhanced strategies with a revised set of goal diagrams based upon learnings from applying DAD in the field. #2 It is an essential handbook to help coaches and teams make better decisions in their daily work, providing a wealth of ideas for

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experimenting with agile and lean techniques while providing specific guidance and trade-offs for those "it depends" questions. #3 It makes a perfect study guide for Disciplined Agile certification. Why "fail fast" (as our industry likes to recommend) when you can learn quickly on your journey to high performance? With this handbook, you can make better decisions based upon proven, context-based strategies, leading to earlier success and better outcomes"--

"This book is not only of practical value. It's also a lot of fun to read." Michael Jackson, The Open

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University. Do you need to know how to create good requirements? Discovering Requirements offers a set of simple, robust, and effective cognitive tools for building requirements. Using worked examples throughout the text, it shows you how to develop an understanding of any problem, leading to questions such as: What are you trying to achieve? Who is involved, and how? What do those people want? Do they agree? How do you envisage this working? What could go wrong? Why are you making these decisions? What are you assuming? The established author team of Ian Alexander and Ljerka Beus-Dukic

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answer these and related questions, using a set of complementary techniques, including stakeholder analysis, goal modelling, context modelling, storytelling and scenario modelling, identifying risks and threats, describing rationales, defining terms in a project dictionary, and prioritizing. This easy to read guide is full of carefully-checked tips and tricks. Illustrated with worked examples, checklists, summaries, keywords and exercises, this book will encourage you to move closer to the real problems you're trying to solve. Guest boxes from other experts give you additional hints for your projects.

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Invaluable for anyone specifying requirements including IT practitioners, engineers, developers, business analysts, test engineers, configuration managers, quality engineers and project managers. A practical sourcebook for lecturers as well as students studying software engineering who want to learn about requirements work in industry. Once you've read this book you will be ready to create good requirements!

The Good, the Hype and the Ugly

Domain-driven Design

Applying the SEMAT Kernel

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DSDM

Winning the Race to Business Agility

7th International Workshop, EOMAS 2011, held at
CAiSE 2011, London, UK, June 20-21, 2011,
Selected Papers

Agile Analytics

Refactoring has proven its value in a wide
range of development projects—helping
software professionals improve system
designs, maintainability, extensibility,
and performance. Now, for the first time,
leading agile methodologist Scott Ambler

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and renowned consultant Pramodkumar Sadalage introduce powerful refactoring techniques specifically designed for database systems. Ambler and Sadalage demonstrate how small changes to table structures, data, stored procedures, and triggers can significantly enhance virtually any database design—without changing semantics. You'll learn how to evolve database schemas in step with source code—and become far more effective in projects relying on iterative, agile methodologies. This comprehensive guide

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and reference helps you overcome the practical obstacles to refactoring real-world databases by covering every fundamental concept underlying database refactoring. Using start-to-finish examples, the authors walk you through refactoring simple standalone database applications as well as sophisticated multi-application scenarios. You'll master every task involved in refactoring database schemas, and discover best practices for deploying refactorings in even the most complex production

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environments. The second half of this book systematically covers five major categories of database refactorings. You'll learn how to use refactoring to enhance database structure, data quality, and referential integrity; and how to refactor both architectures and methods. This book provides an extensive set of examples built with Oracle and Java and easily adaptable for other languages, such as C#, C++, or VB.NET, and other databases, such as DB2, SQL Server, MySQL, and Sybase. Using this book's techniques

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and examples, you can reduce waste, rework, risk, and cost—and build database systems capable of evolving smoothly, far into the future.

Introduction to Disciplined Agile Delivery provides a quick overview of how agile software development works from beginning-to-end. It describes the Disciplined Agile Delivery (DAD) process decision framework and then works through a case study describing a typical agile team's experiences adopting a disciplined agile approach. The book describes how the team

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develops the first release of a mission-critical application while working in a legacy enterprise environment. It describes their experiences from beginning-to-end, starting with their initial team initiation efforts through construction and finally to deploying the solution into production. It also describes how the team stays together for future releases, overviewing their process improvement efforts from their Scrum-based beginnings through to a lean continuous delivery approach that fits in with their

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organization's evolving DevOps strategy. The DAD framework is a hybrid of existing methods such as Scrum, Kanban, Agile Modeling, SAFe, Extreme Programming, Agile Data, Unified Process and many others. DAD provides the flexibility to use various approaches and plugs the gaps not addressed by mainstream agile methods. In a nutshell, DAD is "pragmatic agile." DAD describes proven strategies to adapt and scale your agile initiatives to suit the unique realities of your enterprise without having to figure it all out by

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yourself. Here's an overview of what each chapter covers: Chapter 1: Introduction. This chapter provides a quick overview of the book and a brief history of Disciplined Agile. Chapter 2: Reality over Rhetoric. This chapter explores several common myths about DAD and more importantly disproves them. Chapter 3: Disciplined Agile Delivery in a Nutshell. This chapter provides a brief yet comprehensive overview of the DAD framework. Chapter 4: Introduction to the Case Study. This chapter introduces us to

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the team, describes the market opportunity that they hope to address, and describes the environment in which they're working. Chapter 5: Inception. The team's initiation effort includes initial requirements modeling and planning with their stakeholders in a streamlined manner, initial architecture modeling, setting up their physical work environment, setting up the start of their tooling infrastructure, initial risk identification, and finally securing stakeholder support and funding for the

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rest of the first release. Chapters 6 through 10: Construction. These chapters each describe a single Construction iteration, sharing the team's experiences during each of those two-week timeboxes. Chapter 11: Transition. The two-week transition phase focuses on final testing and fixing, training the support/help-desk staff, finishing a few short end-user "how to" videos, and deploying the solution into production. Chapter 12: Future Releases. This chapter overviews the team's improvement efforts over the next

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few releases, describing how they evolve from the agile Scrum-based lifecycle to a leaner approach and eventually to continuous delivery. Chapter 13: Closing Thoughts. This chapter overviews the disciplined agile resources that are available to you. Appendix: The Disciplined Agile IT Department. This short appendix overviews our ongoing work on the Disciplined Agile framework to address the full scope of an IT department.

Introduction to Disciplined Agile Delivery

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2nd Edition provides a quick overview of how agile software development works from beginning-to-end. It describes Disciplined Agile Delivery (DAD), the first of four levels of the Disciplined Agile (DA) process decision framework, and works through a case study describing a typical agile team's experiences adopting a DA approach. The book describes how the team develops the first release of a mission-critical application while working in a legacy enterprise environment. It describes their experiences from beginning-

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to-end, starting with their initial team initiation efforts through construction and finally to deploying the solution into production. It also describes how the team stays together for future releases, over-viewing their process improvement efforts from their Scrum-based beginnings through to a lean continuous delivery approach that fits in with their organization's evolving DevOps strategy. The DAD framework is a hybrid of existing methods such as Scrum, Kanban, Agile Modeling, SAFe, Extreme Programming, Agile

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Data, Unified Process and many others. DAD provides the flexibility to use various approaches and plugs the gaps not addressed by mainstream agile methods. In a nutshell, DAD is "pragmatic agile." DAD describes proven strategies to adapt and scale your agile initiatives to suit the unique realities of your enterprise without having to figure it all out by yourself. Here's an overview of what each chapter covers: Chapter 1: Introduction. This chapter provides a quick overview of the book and a brief history of

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Disciplined Agile. Chapter 2: Reality over Rhetoric. This chapter explores several common myths about DAD and more importantly disproves them. Chapter 3: Disciplined Agile Delivery in a Nutshell. This chapter provides a brief yet comprehensive overview of DAD. Chapter 4: Introduction to the Case Study. This chapter introduces us to the team, describes the market opportunity that they hope to address, and describes the environment in which they're working. Chapter 5: Inception. The team's

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initiation effort includes initial requirements modeling and planning with their stakeholders in a streamlined manner, initial architecture modeling, setting up their physical work environment, setting up the start of their tooling infrastructure, initial risk identification, and finally securing stakeholder support and funding for the rest of the first release. Chapters 6 through 10: Construction. These chapters each describe a single Construction iteration, sharing the team's experiences

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during each of those two-week timeboxes. Chapter 11: Transition. The two-week transition phase focuses on final testing and fixing, training the support/help-desk staff, finishing a few short end-user "how to" videos, and deploying the solution into production. Chapter 12: The Road to Disciplined DevOps. This chapter overviews the team's improvement efforts over the next few releases, describing how they evolve from the agile Scrum-based lifecycle to a leaner approach and eventually to continuous delivery. All of

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this dovetails into their organization's efforts to implement a Disciplined DevOps strategy. Chapter 13: Closing Thoughts. This chapter overviews the disciplined agile resources that are available to you. Appendix: The Disciplined Agile Framework. This short appendix overviews our ongoing work on the Disciplined Agile framework to address the full scope of an agile business. At 111 pages, you should find this book to be a quick, informative read. What's Different in This Edition: Chapter 3 was completely rewritten to reflect the

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changes to DAD. Chapter 12 was rewritten to describe how the team evolved into a Disciplined DevOps strategy. Appendix A was rewritten to reflect the latest release of the DA framework. General updates were made throughout the book. This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and

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introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

How to Build a Successful Application
Using Agile Without Sacrificing Data
Management

Principles of the Business Rule Approach
Crafting Code with Test-Driven Development
The Art of Agile Practice

Practical Model-Based Systems Engineering
Agile Modeling
An Agile Primer

Master Java 5.0 and TDD Together: Build

More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes for every programmer, even those with little or no experience with Java, object-

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oriented development, or agile methods. He shows how to translate oral requirements into practical tests, and then how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from

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conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes, interfaces, polymorphism, and inheritance Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers

seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)
The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash

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in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have

become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site, poodr.info. The first title to focus squarely on object-oriented Ruby application design, Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby

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programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you Understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common

***problems associated with poorly designed
Ruby code***

***SEMAT (Software Engineering Methods and
Theory) is an international initiative
designed to identify a common ground, or
universal standard, for software
engineering. It is supported by some of the
most distinguished contributors to the field.
Creating a simple language to describe
methods and practices, the SEMAT team
expresses this common ground as a
kernel-or framework-of elements essential
to all software development. The Essence of***

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Software Engineering introduces this kernel and shows how to apply it when developing software and improving a team's way of working. It is a book for software professionals, not methodologists. Its usefulness to development team members, who need to evaluate and choose the best practices for their work, goes well beyond the description or application of any single method. "Software is both a craft and a science, both a work of passion and a work of principle. Writing good software requires both wild flights of imagination and

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creativity, as well as the hard reality of engineering tradeoffs. This book is an attempt at describing that balance.”

—Robert Martin (unclebob) “The work of Ivar Jacobson and his colleagues, started as part of the SEMAT initiative, has taken a systematic approach to identifying a ‘kernel’ of software engineering principles and practices that have stood the test of time and recognition.” —Bertrand Meyer “The software development industry needs and demands a core kernel and language for defining software development

practices—practices that can be mixed and matched, brought on board from other organizations; practices that can be measured; practices that can be integrated; and practices that can be compared and contrasted for speed, quality, and price. This thoughtful book gives a good grounding in ways to think about the problem, and a language to address the need, and every software engineer should read it.” —Richard Soley

***A Practitioner's Guide to Agile Software
Delivery in the Enterprise***

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Refactoring Databases

From Programmer to Software Architect

***Enterprise and Organizational Modeling and
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The Essence of Software Engineering

Achieving Enterprise Agility