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### KEY=IN - RICHARDSON MILES

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#### A SCRUM BOOK

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#### THE SPIRIT OF THE GAME

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*Pragmatic Bookshelf* **Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. Implementing Scrum gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are elaborated nuggets of insight into Scrum's building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.**

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#### SCRUM AND XP FROM THE TRENCHES - 2ND EDITION

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*Lulu.com* **This book aims to give you a head start by providing a detailed down-to-earth account of how one Swedish company implemented Scrum and XP with a team of approximately 40 people and how they continuously improved their process over a year's time. Under the leadership of Henrik Kniberg they experimented with different team sizes, different sprint lengths, different ways of defining "done," different formats for product backlogs and sprint backlogs, different testing strategies, different ways of doing demos, different ways of synchronizing multiple Scrum teams, etc. They also experimented with XP practices - different ways of doing continuous build, pair programming, test driven development, etc, and how to combine this with Scrum. This second edition is an annotated version, a "director's cut" where Henrik reflects upon the content and shares new insights gained since the first version of the book.**

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#### AGILE PROJECT MANAGEMENT WITH SCRUM

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*Microsoft Press* **The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!**

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#### THE SCRUM CULTURE

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#### INTRODUCING AGILE METHODS IN ORGANIZATIONS

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*Springer* **This book is a guide for managers, Scrum Masters and agile coaches who are interested in agile organizational methods and who are planning to introduce Scrum at their own company. Scrum is not only a product development framework but can also be used to structure activities for agile and lean organizational development. Divided into six major parts, the book first introduces and defines the Scrum Culture briefly. It explains its relevance, highlights a number of pain points typical for first encounters with Scrum, and embeds it in an introduction to organizational change. This is complemented with many real-life examples that help to apply the concepts to readers' own specific contexts. The second part describes the principles of introducing Scrum in detail, while the third part embarks on the practical application of these principles, drawing on a wealth of experience gathered in many successful introduction projects. Part four focuses on a detailed case study of a Scrum transformation before part five provides the scientific background information and study details that led to the findings in part one. In closing, part six offers a number of appendices with extensive information on Scrum and its principles. The second edition of this book has been updated throughout and fundamentally re-organized for better readability.**

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#### SOFTWARE ENGINEERING EBOOK-PDF

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#### STUDY MATERIAL PLUS OBJECTIVE QUESTIONS WITH ANSWERS

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*Chandresh Agrawal* **SGN.The Ebook Software Engineering Covers Study Material Plus Objective Questions With Answers.**

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#### SOFTWARE ENGINEERING FOR AGILE APPLICATION DEVELOPMENT

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*IGI Global* **As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.**

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### SCRUM BASICS: A VERY QUICK GUIDE TO AGILE PROJECT MANAGEMENT

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*Callisto Media Inc* The Elements of Agile and Scrum in a Nutshell Whether you're new to agile software development or considering Scrum for general project management, Scrum Basics compiles all of the essentials into one handy little guide. Learn how agile teams use Scrum, with: • A simple summary of agile project management basics like the Agile Manifesto and 12 Agile Principles • A concise overview of Scrum roles, artifacts, and activities • A well-organized breakdown of Scrum practices with helpful illustrations and advice • A troubleshooting FAQ and 5 case studies to help you visualize Scrum in action

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### KANBAN AND SCRUM - MAKING THE MOST OF BOTH

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*Lulu.com* Scrum and Kanban are two flavours of Agile software development - two deceptively simple but surprisingly powerful approaches to software development. So how do they relate to each other? The purpose of this book is to clear up the fog, so you can figure out how Kanban and Scrum might be useful in your environment. Part I illustrates the similarities and differences between Kanban and Scrum, comparing for understanding, not for judgement. There is no such thing as a good or bad tool - just good or bad decisions about when and how to use which tool. This book includes: - Kanban and Scrum in a nutshell - Comparison of Kanban and Scrum and other Agile methods - Practical examples and pitfalls - Cartoons and diagrams illustrating day-to-day work - Detailed case study of a Kanban implementation within a Scrum organization Part II is a case study illustrating how a Scrum-based development organization implemented Kanban in their operations and support teams.

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### COMPUTATIONAL SCIENCE AND ITS APPLICATIONS - ICCSA 2014

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#### 14TH INTERNATIONAL CONFERENCE, GUIMARÃES, PORTUGAL, JUNE 30 - JULY 3, 2014, PROCEEDINGS, PART III

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*Springer* The six-volume set LNCS 8579-8584 constitutes the refereed proceedings of the 14th International Conference on Computational Science and Its Applications, ICCSA 2014, held in Guimarães, Portugal, in June/July 2014. The 347 revised papers presented in 30 workshops and a special track were carefully reviewed and selected from 1167. The 289 papers presented in the workshops cover various areas in computational science ranging from computational science technologies to specific areas of computational science such as computational geometry and security.

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### PRO APPLICATION LIFECYCLE MANAGEMENT WITH VISUAL STUDIO 2012

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*Apress* You can have the best coders in the world working in your teams, but if your project management isn't up to scratch, your project is almost certain to be delayed, to come in over budget, and in some cases to fail entirely. By taking precise control of your application development process, you can make changes, both large and small, throughout your project's life cycle that will lead to better-quality finished products that are consistently delivered on time and within budget. Application lifecycle management (ALM) is an area of rapidly growing interest within the development community. Because its techniques allow you to deal with the process of developing applications across many areas of responsibility and across many different disciplines, its effects on your project can be wide ranging and pronounced. It is a project management tool that has practical implications for the whole team—from architects to designers, from developers to testers. Pro Application Lifecycle Management with Visual Studio 2012 focuses on the most powerful ALM tool available for the Microsoft .NET Framework: Visual Studio Team Foundation Server. It demonstrates the key concepts and techniques of ALM at first with a guide to the overall methodology, and then delves into architecture and testing--illustrating all of the concepts, tips and tricks using the tools TFS provides. The book serves as a complete guide to the ALM style--with no fluff and many relevant code samples and examples. After reading the book, you will understand how TFS can be used to generate continuous meaningful reporting on your project's health for the decision makers on your team as well as for your project's sponsors.

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### COMPUTATIONAL SCIENCE AND ITS APPLICATIONS - ICCSA 2019

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#### 19TH INTERNATIONAL CONFERENCE, SAINT PETERSBURG, RUSSIA, JULY 1-4, 2019, PROCEEDINGS, PART V

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*Springer* The six volumes LNCS 11619-11624 constitute the refereed proceedings of the 19th International Conference on Computational Science and Its Applications, ICCSA 2019, held in Saint Petersburg, Russia, in July 2019. The 64 full papers, 10 short papers and 259 workshop papers presented were carefully reviewed and selected from numerous submissions. The 64 full papers are organized in the following five general tracks: computational methods, algorithms and scientific applications; high performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 259 workshop papers were presented at 33 workshops in various areas of computational sciences, ranging from computational science technologies to specific areas of computational sciences, such as software engineering, security, artificial intelligence and blockchain technologies.

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### ARTIFICIAL INTELLIGENCE APPLICATIONS FOR IMPROVED SOFTWARE ENGINEERING DEVELOPMENT: NEW PROSPECTS

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#### NEW PROSPECTS

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*IGI Global* "This book provides an overview of useful techniques in artificial intelligence for future software development along with critical assessment for further advancement"--Provided by publisher.

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### AGILE METHODS

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#### 7TH BRAZILIAN WORKSHOP, WBMA 2016, CURITIBA, BRAZIL, NOVEMBER 7-9, 2016, REVISED SELECTED PAPERS

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*Springer* This book constitutes revised selected papers from the 7th Brazilian Workshop on Agile Methods, WBMA 2016, held in Curitiba, Brazil, in November 2016. The 10 full and 4 short papers presented in this volume were carefully reviewed and selected from 35 submissions. The papers present empirical results and literature reviews on agile implementation in government and distributed environments, design thinking and projects inception, testing and technical debt, motivation and gamification, training, modeling and project management, maturity models and quality assurance.

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### AGILE DATA WAREHOUSING PROJECT MANAGEMENT

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#### BUSINESS INTELLIGENCE SYSTEMS USING SCRUM

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*Newnes* You have to make sense of enormous amounts of data, and while the notion of "agile data warehousing might sound tricky, it can yield as much as a 3-to-1 speed advantage while cutting project costs in half. Bring this highly effective technique to your organization with the wisdom of agile data warehousing expert Ralph Hughes. Agile Data Warehousing Project Management will give you a thorough introduction to the method as you would practice it in the project room to build a serious "data mart. Regardless of where you are today, this step-by-step implementation guide will prepare you to join or even lead a team in visualizing, building, and validating a single component to an enterprise data warehouse. Provides a thorough grounding on the mechanics of Scrum as well as practical advice on keeping your team on track Includes strategies for getting accurate and actionable requirements from a team's business partner Revolutionary estimating techniques that make forecasting labor far more understandable and accurate Demonstrates a blends of Agile methods to simplify team management and synchronize inputs across IT specialties Enables you and your teams to start simple and progress steadily to world-class performance levels

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**DEVELOPMENTS AND ADVANCES IN INTELLIGENT SYSTEMS AND APPLICATIONS**

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

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**SOFTWARE PROCESS IMPROVEMENT AND CAPABILITY DETERMINATION**

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**17TH INTERNATIONAL CONFERENCE, SPICE 2017, PALMA DE MALLORCA, SPAIN, OCTOBER 4-5, 2017, PROCEEDINGS**

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*Springer* This book constitutes the refereed proceedings of the 17th International Conference on Software Process Improvement and Capability Determination, SPICE 2017, held in Palma de Mallorca, Spain, in October 2017. The 34 full papers presented together with 4 short papers were carefully reviewed and selected from 65 submissions. The papers are organized in the following topical sections: SPI in agile approaches; SPI in small settings; SPI and assessment; SPI and models; SPI and functional safety; SPI in various settings; SPI and gamification; SPI case studies; strategic and knowledge issues in SPI; education issues in SPI.

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**AGILE AND LEAN CONCEPTS FOR TEACHING AND LEARNING**

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**BRINGING METHODOLOGIES FROM INDUSTRY TO THE CLASSROOM**

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*Springer* This book explores the application of agile and lean techniques, originally from the field of software development and manufacturing, to various aspects of education. It covers a broad range of topics, including applying agile teaching and learning techniques in the classroom, incorporating lean thinking in educational workflows, and using team-based approaches to student-centred activities based on agile principles and processes. Demonstrating how agile and lean ideas can concretely be applied to education, the book offers practical guidance on how to apply these ideas in the classroom or lecture hall, as well as new concepts that could spark further research and development.

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**COMPUTATIONAL SCIENCE AND ITS APPLICATIONS - ICCSA 2018**

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**18TH INTERNATIONAL CONFERENCE, MELBOURNE, VIC, AUSTRALIA, JULY 2-5, 2018, PROCEEDINGS, PART V**

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*Springer* The five volume set LNCS 10960 until 10964 constitutes the refereed proceedings of the 18th International Conference on Computational Science and Its Applications, ICCSA 2018, held in Melbourne, Australia, in July 2018. Apart from the general tracks, ICCSA 2018 also includes 34 international workshops in various areas of computational sciences, ranging from computational science technologies, to specific areas of computational sciences, such as computer graphics and virtual reality. The total of 265 full papers and 10 short papers presented in the 5-volume proceedings set of ICCSA 2018, were carefully reviewed and selected from 892 submissions. The paper Nitrogen Gas on Graphene: Pairwise Interaction Potentials is available open access under a Creative Commons Attribution 4.0 International License via [link.springer.com](http://link.springer.com).

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**PROCEEDINGS OF INTERNATIONAL CONFERENCE ON DATA SCIENCE AND APPLICATIONS**

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**ICDSA 2021, VOLUME 1**

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*Springer Nature*

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**COMPUTATIONAL SCIENCE AND ITS APPLICATIONS -- ICCSA 2013**

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**13TH INTERNATIONAL CONFERENCE, ICCSA 2013, HO CHI MINH CITY, VIETNAM, JUNE 24-27, 2013, PROCEEDINGS, PART III**

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*Springer* The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality.

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**AGILE METHODS**

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**9TH BRAZILIAN WORKSHOP, WBMA 2018, CAMPINAS, BRAZIL, OCTOBER 4, 2018, REVISED SELECTED PAPERS**

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*Springer* This book constitutes revised selected papers from the 9th Brazilian Workshop on Agile Methods, WBMA 2018, held in Campinas, Brazil, in October 2018. The 6 full and 1 short papers presented in this volume were carefully reviewed and selected from 18 submissions. Accepted papers in this edition present empirical results and literature reviews on agile requirements validation in Brazilian software development companies; a survey on Brazilian software processes about to be agile or not; an evaluation of an agile maturity model; strategies to increase customer value in agile software development; an agile development environment and scrum in a strongly hierarchical organization.

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**RESEARCH ANTHOLOGY ON AGILE SOFTWARE, SOFTWARE DEVELOPMENT, AND TESTING**

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*IGI Global* Software development continues to be an ever-evolving field as organizations require new and innovative programs that can be implemented to make processes more efficient, productive, and cost-effective. Agile practices particularly have shown great benefits for improving the effectiveness of software development and its maintenance due to their ability to adapt to change. It is integral to remain up to date with the most emerging tactics and techniques involved in the development of new and innovative software. The Research Anthology on Agile Software, Software Development, and Testing is a comprehensive resource on the emerging trends of software development and testing. This text discusses the newest developments in agile software and its usage spanning multiple industries. Featuring a collection of insights from diverse authors, this research anthology offers international perspectives on agile software. Covering topics such as global software engineering, knowledge management, and product development, this comprehensive resource is valuable to software developers, software engineers, computer engineers, IT directors, students, managers, faculty, researchers, and academicians.

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**AGILE CONTRACTS**

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## CREATING AND MANAGING SUCCESSFUL PROJECTS WITH SCRUM

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*John Wiley & Sons* A methodologically sophisticated, comprehensive approach to applying the Agile fixed-price contract to IT projects while maximizing customer and supplier relationships "Interesting and necessary for IT managers and IT lawyers." —Walter J. Jaburek, Dipl.-Ing., Dr. iur., Dr. techn. Approximately 50 percent of software developers use Scrum, an iterative and incremental development method for managing software projects and product or application development, in their work. The benefit of Scrum and other Agile methods is that they can address shifts in a large project that traditional managerial methods cannot. Written by pioneers and leaders in the field of Agile and Scrum, *Agile Contracts* is the only book dedicated exclusively to the legal, procurement, and project management considerations of Agile contracts. Providing templates, a toolbox, and examples of Agile fixed-price contracts, the book presents an alternative option to fixed-price, time-based, and supply-based contracts—reducing the risk for both the supplier and the customer with a contract that offers the possibility of flux and flexible scenarios as a project progresses. *Agile Contracts* features in-depth chapter coverage of: The Agile Manifesto of 2001 Agility from the perspective of procurement and the software provider The problems with traditional fixed-price contracts and time material contracts What the Agile fixed-price contract is and how it is set up Tendering based on the Agile fixed-price contract How to negotiate an Agile fixed-price contract Special guidelines for the legal framework of an Agile fixed-price contract Adaptable Scope System The Black Swan scenario Contracts and procedures for the featured methodologies Especially applicable within highly structured business organizations, *Agile Contracts* is a must-read for project managers, agile practitioners, procurement representatives, and IT lawyers.

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## SYSTEMS, SOFTWARE AND SERVICES PROCESS IMPROVEMENT

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### 21ST EUROPEAN CONFERENCE, EUROSPI 2014, LUXEMBOURG, JUNE 25-27, 2014. PROCEEDINGS

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*Springer* This volume constitutes the refereed proceedings of the 21st EuroSPI conference, held in Luxembourg, in June 2014. The 18 revised papers presented together with 11 invited papers in this volume were carefully reviewed and selected. They are organized in topical sections on SPI and very small entities; process improvement frameworks; testing and improvement issues; SPI and people issues; SPI and quality issues; software processes in various contexts. The volume also contains selected keynote papers from EuroSPI workshops and invited papers covering the topic of creating environments supporting innovation and improvement.

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### SYMPOSIUM PROCEEDINGS - XV INTERNATIONAL SYMPOSIUM SYMORG 2016

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### RESHAPING THE FUTURE THROUGH SUSTAINABLE BUSINESS DEVELOPMENT AND ENTREPRENEURSHIP

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*University of Belgrade, Faculty of Organizational Sciences*

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### AGILE DATA WAREHOUSING

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### DELIVERING WORLD-CLASS BUSINESS INTELLIGENCE SYSTEMS USING SCRUM AND XP

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*iUniverse* Contains a six-stage plan for starting new warehouse projects and guiding programmers step-by-step until they become a world-class, Agile development team. It describes also how to avoid or contain the fierce opposition that radically new methods can encounter from the traditionally-minded IS departments found in many large companies.

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### COORDINATION IN LARGE-SCALE AGILE SOFTWARE DEVELOPMENT

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### INTEGRATING CONDITIONS AND CONFIGURATIONS IN MULTITEAM SYSTEMS

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*Springer* This book explores coordination within and between teams in the context of large-scale agile software development, providing readers a deeper understanding of how coordinated action between teams is achieved in multiteam systems. An exploratory multiple case study with five multiteam systems and a total of 66 interviewees from development teams at SAP SE is presented and analyzed. In addition, the book explores stereotypes of coordination in large-scale agile settings and shares new perspectives on integrating conditions for coordination. No previous study has researched this topic with a similar data set, consisting of insights from professional software development teams. As such, the book will be of interest to all researchers and practitioners whose work involves software product development across several teams.

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### CYBER-PHYSICAL SYSTEMS: MODELLING AND INDUSTRIAL APPLICATION

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*Springer Nature* This book discusses the open questions regarding the modelling of cyber-physical systems and their application in different industries. The industry needs new approaches to improve its competitiveness. The concept of cyber-physical systems supports such changes, with the need to find new modelling tools becoming a key challenge. The book contains five sections covering the following topics: cyber-physical systems modelling, IoT and signal processing, cyber-physical systems intelligent control, cyber-physical systems industrial implementation and the production of the new material for cyber-physical systems. These approaches, on the one hand, should ensure the execution of current business processes, and on the other hand, ensure a quick speed of reactions to changes. The target audience of the book are practitioners, enterprises representatives, scientists, PhD and Master students who perform scientific research on modelling and industrial application of cyber-physical systems.

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### AGILE PROCESSES IN SOFTWARE ENGINEERING AND EXTREME PROGRAMMING

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### 18TH INTERNATIONAL CONFERENCE, XP 2017, COLOGNE, GERMANY, MAY 22-26, 2017, PROCEEDINGS

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*Springer* This book is open access under a CC BY license. The volume constitutes the proceedings of the 18th International Conference on Agile Software Development, XP 2017, held in Cologne, Germany, in May 2017. The 14 full and 6 short papers presented in this volume were carefully reviewed and selected from 46 submissions. They were organized in topical sections named: improving agile processes; agile in organization; and safety critical software. In addition, the volume contains 3 doctoral symposium papers (from 4 papers submitted).

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### SCRUM FOR THE REST OF US!

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### A BRAINTRUST FIELD GUIDE

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*Scrum For The Rest Of US* offers practical advice, questions and answers, and tips for avoiding common mistakes with Scrum. Author Brian Rabon provides the latest Scrum knowledge from his interactions with hundreds of companies using Scrum today. The more tricks you know, the more knowledge about common pitfalls you have, the better your Scrum knowledge, the more likely you are to succeed with Scrum. In this book, Rabon gives you everything you need including: \*When and why to use Scrum \*In-depth coverage of the roles, meetings, and artifacts in Scrum \*Frequent questions and answers \*Common pitfalls and how to avoid them \*All without any references to software development ABOUT THE AUTHOR Brian M. Rabon, CST, PMP is passionate about helping both companies and individuals grow, today he does this through teaching Agile methods as a Certified Scrum Trainer. Brian has an extensive background as a practitioner of Agile methods he has gained valuable insights that he uses to explain key concepts. As a professional member of the National Speakers Association and a regular presenter at every major Agile conference, Brian has helped thousands understand the fundamentals of Agile. Through this practical field guide, Brian will guide you through the fundamentals of Scrum and how they can

be applied to improve your work.

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### PRO VISUAL STUDIO TEAM SYSTEM APPLICATION LIFECYCLE MANAGEMENT

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*Apress* You can have the best coders in the world working in your teams, but if your project management isn't up to scratch, your project is almost certain to be delayed, to come in over budget, and in some cases to fail entirely. By taking precise control of your application development process, you can make changes, both large and small, throughout your project's life cycle that will lead to better-quality finished products that are consistently delivered on time and within budget. Application lifecycle management (ALM) is an area of rapidly growing interest within the development community. Because its techniques allow you to deal with the process of developing applications across many areas of responsibility and across many different disciplines, its effects on your project can be wide ranging and pronounced. It is a project management tool that has practical implications for the whole team—from architects to designers, from developers to testers. This book focuses on the most powerful ALM tool available for the Microsoft .NET Framework: Visual Studio Team System (VSTS). It demonstrates the key concepts and techniques of ALM and illustrates how they can be achieved using the tools VSTS provides in a clear succinct style. After reading the book, you will understand how VSTS can be used to generate continuous meaningful reporting on your project's health for the decision makers on your team as well as for your project's sponsors.

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### AGILE SCRUM IMPLEMENTATION AND ITS LONG-TERM IMPACT ON ORGANIZATIONS

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*IGI Global* Software engineering has surfaced as an industrial field that is continually evolving due to the emergence of advancing technologies and innovative methodologies. Scrum is the most recent revolution that is transforming traditional software procedures, which has researchers and practitioners scrambling to find the best techniques for implementation. The continued development of this agile process requires an extensive level of research on up-to-date findings and applicable practices. Agile Scrum Implementation and Its Long-Term Impact on Organizations is a collection of innovative research on the methods and applications of scrum practices in developing agile software systems. The book combines perspectives from both the academic and professional communities as the challenges and solutions expressed by each group can create a better understanding of how practice must be applied in the real world of software development. While highlighting topics including scrum adoption, iterative deployment, and human impacts, this book is ideally designed for researchers, developers, engineers, practitioners, academicians, programmers, students, and educators seeking current research on practical improvements in agile software progression using scrum methodologies.

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### AGILE PRODUCT MANAGEMENT WITH SCRUM

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#### CREATING PRODUCTS THAT CUSTOMERS LOVE (ADOBE READER)

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*Addison-Wesley Professional* The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from traditional product management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes Understanding the product owner's role: what product owners do, how they do it, and the surprising implications Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the product backlog: managing the product backlog effectively even for the most complex products Planning the release: bringing clarity to scheduling, budgeting, and functionality decisions Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts Transitioning into product ownership: succeeding as a product owner and establishing the role in the enterprise This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product management.

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### SOFTWARE DESIGN AND DEVELOPMENT: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

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#### CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

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*IGI Global* Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems. This reference source is essential for researchers, engineers, practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems.

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### JIRA SOFTWARE ESSENTIALS

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#### PLAN, TRACK, AND RELEASE GREAT APPLICATIONS WITH JIRA SOFTWARE, 2ND EDITION

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*Packt Publishing Ltd* Explore Jira Software to manage your projects proficiently Key Features Plan and manage projects effortlessly with Jira Software by integrating it with other applications Improve your team's performance with Scrum and Kanban, together with agile methodology Easy-to-follow learning guide to install Jira Software and understand how it fits in with Atlassian Jira Book Description Jira Software is an agile project management tool that supports any agile methodology, be it scrum, Kanban, or your own unique flavour. From agile boards to reports, you can plan, track, and manage all your agile software development projects from a single tool. Jira Software brings the power of agile methodology to Atlassian Jira. This second edition of JIRA Agile Essentials, will help you dive straight into the action, exploring critical agile terminologies and concepts in the context of Jira Software. You will learn how to plan, track, and release great software. This book will teach you how to install and run Jira Software and set it up to run with Scrum and Kanban. It will also teach you to use Jira Software your way and run projects beyond the out-of-box Scrum and Kanban way, including a hybrid approach of both the methodologies and other options that come with Jira Software. Later, you will learn how to integrate it with the tools you are already using and enhance Jira with add-ons such as Confluence. You will learn to stay connected with your team from anywhere to ensure great development. Jira Software has numerous deployment options in the cloud, on your own infrastructure, or at a massive scale. You will be introduced to Bitbucket, Atlassian's distributed version control system, which integrates seamlessly with Jira, allowing your team to work within the two applications as one harmonious environment. With this practical guide, you will develop a great working knowledge of Jira Software and your project management will become much more efficient. What you will learn Understand the basics and agile methodologies of Jira software Use Jira Software in a Scrum environment Manage and run Jira Software projects beyond the out of box Scrum and Kanban way Combine Scrum and Kanban and use other project management options beyond just agile Customize Jira Software's various features and options as per your requirements Work with Jira Agile offline, and plan and forecast projects with agile portfolio Integrate Jira Agile with Confluence and Bitbucket Who this book is for If you want to get started with Jira Software and learn how to run your Jira projects the agile way, then this is the perfect book for you. You will need to be familiar with the basics of Jira, both from an end user's and an administrator's perspective. Experience with workflows, custom fields, and other administrative functions of Jira will be useful.

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### SYSTEMS, SOFTWARE AND SERVICES PROCESS IMPROVEMENT

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#### 28TH EUROPEAN CONFERENCE, EUROSPI 2021, KREMS, AUSTRIA, SEPTEMBER 1-3, 2021, PROCEEDINGS

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*Springer Nature* This volume constitutes the refereed proceedings of the 28th European Conference on Systems, Software and Services Process Improvement, EuroSPI 2021, held in Krems, Austria, in September 2021\*. The 42 full papers and 9 short papers presented were carefully reviewed and selected from 100 submissions. The volume presents core research contributions and selected industrial contributions. Core research contributions: SPI and emerging software and systems engineering paradigms; SPI and team skills and diversity; SPI and recent innovations; SPI and agile; SPI and standards and safety and security norms; SPI and good/bad SPI practices in improvement; SPI and functional safety and cybersecurity; digitalisation of industry, infrastructure and e-mobility. Selected industrial contributions: SPI and emerging software and systems engineering paradigms; SPI and recent innovations; SPI and agile; SPI and standards and safety and security norms; SPI and good/bad SPI practices in improvement; SPI and functional safety and cybersecurity; digitalisation of industry, infrastructure and e-mobility; virtual reality. \*The conference was partially held virtually due to the COVID-19 pandemic.

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## COMPUTER SYSTEMS AND SOFTWARE ENGINEERING: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

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### CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

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

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### AGILE PROCESSES IN SOFTWARE ENGINEERING AND EXTREME PROGRAMMING - WORKSHOPS

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#### XP 2021 WORKSHOPS, VIRTUAL EVENT, JUNE 14-18, 2021, REVISED SELECTED PAPERS

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*Springer Nature* This open access book constitutes papers from the 5 research workshops, the poster presentations, as well as two panel discussions which were presented at XP 2021, the 22nd International Conference on Agile Software Development, which was held online during June 14-18, 2021. XP is the premier agile software development conference combining research and practice. It is a unique forum where agile researchers, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. XP conferences provide an informal environment to learn and trigger discussions and welcome both people new to agile and seasoned agile practitioners. The 18 papers included in this volume were carefully reviewed and selected from overall 37 submissions. They stem from the following workshops: 3rd International Workshop on Agile Transformation 9th International Workshop on Large-Scale Agile Development 1st International Workshop on Agile Sustainability 4th International Workshop on Software-Intensive Business 2nd International Workshop on Agility with Microservices Programming.

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### SCRUM

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#### NOVICE TO NINJA

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*Sitepoint* Why should you use Scrum in your web projects? Simply put, it'll enable your team to get more done in less time. Scrum is the most popular agile project management methodology used in web projects today. While most Scrum books tend to be lengthy textbooks that cover every detail of Scrum for all types of organizations, this highly practical book concentrates solely on how best to apply Scrum in web and mobile development projects. In it, you'll learn: An overview of Scrum fundamentals for web and mobile projects Get familiar with Scrum's roles: Scrum master, product owner, team members, and interested observers Understand Scrum's rituals: sprint planning meetings, daily standups, work process, demos, and sprint retrospectives Gain a thorough understanding of the tools used in Scrum: burndown charts, story cards, sprint backlogs Troubleshoot typical Scrum issues

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### COMPUTER SCIENCE - CACIC 2018

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#### 24TH ARGENTINE CONGRESS, TANDIL, ARGENTINA, OCTOBER 8-12, 2018, REVISED SELECTED PAPERS

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*Springer* This book constitutes revised selected papers from the 24th Argentine Congress on Computer Science, CACIC 2018, held in Tandil, Argentina, in October 2018. The 26 papers presented in this volume were carefully reviewed and selected from a total of 155 submissions. They were organized in topical sections named: Agents and Systems; Distributed and Parallel Processing; Technology Applied to Education; Graphic Computation, Images and Visualization; Software Engineering; Databases and Data Mining; Hardware Architectures, Networks, and Operating Systems; Innovation in Software Systems; Signal Processing and Real-Time Systems; Computer Security; Innovation in Computer Science Education; and Digital Governance and Smart Cities.

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