

# Agile Modeling Effective Practices For Extreme Programming And The Unified Process

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.

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for

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modeling XP projects-anelement lacking in the original XP design The XP community and its creator have embraced AM, which shouldgive this book strong market acceptance Companion Web site at [www.agilemodeling.com](http://www.agilemodeling.com) features updates,links to XP and AM resources, and ongoing case studies about agilemodeling.

Software Development is moving towards a more agile and more flexible approach. It turns out that the traditional "waterfall" model is not supportive in an environment where technical, financial and strategic constraints are changing almost every day. But what is agility? What are today's major approaches? And especially: What is the impact of agile development principles on the development teams, on project management and on software architects? How can large enterprises become more agile and improve their business processes, which have been existing since many, many years? What are the limitations of Agility? And what is the right balance between reliable structures and flexibility? This book will give answers to these questions. A strong emphasis will be on real life project examples, which describe how development teams have moved from a waterfall model towards an Agile Software Development approach.

This book offers practical advice on managing enterprise modeling (EM) projects and facilitating participatory EM sessions. Modeling activities often involve groups of people, and models are created in a participatory way. Ensuring that this is done efficiently requires dedicated individuals who know how to organize modeling projects and sessions, how to manage discussions during these sessions, and what aspects influence the success and efficiency of modeling in practice. The book also includes a summary of the theoretical background to EM, although participatory modeling can also be used in conjunction with other methods that are not made for EM, such as those made for goal-oriented requirements

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engineering and information systems analysis. The first four chapters present an overview of enterprise modeling from various viewpoints (including methods, processes and organizational challenges), providing a background for those that need to refresh their basic knowledge. The next six chapters form the core of the book and detail the roles and competences needed in an EM project, typical stakeholder behaviors and how to handle them, tools and methods for managing participatory modeling and facilitation, and how to train modeling experts for these social aspects of modeling. Lastly, a concluding chapter presents a summary and an outlook on current research in participatory EM. This book is intended for anybody who wants to learn more about how to facilitate participatory modeling in practice and how to set up and carry out EM projects. It does not require any in-depth knowledge about specific EM methods and tools, and can be used by students and lecturers for courses on participatory modeling, and by practitioners wanting to extend their knowledge of social and organizational topics to become an experienced facilitator and EM project manager.

"This book displays how to effectively map and respond to the real-world challenges and purposes which software must solve, covering domains such as mechatronic, embedded and high risk systems, where failure could cost human lives"--Provided by publisher.

Is Agile modeling currently on schedule according to the plan? How did the Agile modeling manager receive input to the development of a Agile modeling improvement plan and the estimated completion dates/times of each activity? How does the Agile modeling manager ensure against scope creep? Are we making progress? and are we making progress as Agile modeling leaders? What are the rough order estimates on cost savings/opportunities that Agile modeling brings? Defining, designing, creating, and

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implementing a process to solve a business challenge or meet a business objective is the most valuable role... In EVERY company, organization and department. Unless you are talking a one-time, single-use project within a business, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' For more than twenty years, The Art of Service's Self-Assessments empower people who can do just that - whether their title is marketer, entrepreneur, manager, salesperson, consultant, business process manager, executive assistant, IT Manager, CxO etc... - they are the people who rule the future. They are people who watch the process as it happens, and ask the right questions to make the process work better. This book is for managers, advisors, consultants, specialists, professionals and anyone interested in Agile modeling assessment. All the tools you need to an in-depth Agile modeling Self-Assessment. Featuring 694 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Agile modeling improvements can be made. In using the questions you will be better able to: - diagnose Agile modeling projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Agile modeling and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Agile modeling Scorecard, you will develop a clear picture of which Agile modeling areas need attention. Included with your purchase

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of the book is the Agile modeling Self-Assessment downloadable resource, which contains all questions and Self-Assessment areas of this book in a ready to use Excel dashboard, including the self-assessment, graphic insights, and project planning automation - all with examples to get you started with the assessment right away. Access instructions can be found in the book. You are free to use the Self-Assessment contents in your presentations and materials for customers without asking us - we are here to help.

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 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 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

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developer. With his help, you can mitigate project risk, improve business alignment, achieve better results--and have fun along the way.

"The Japanese samurai Musashi wrote: 'One can win with the long sword, and one can win with the short sword. Whatever the weapon, there is a time and situation in which it is appropriate.' "Similarly, we have the long RUP and the short RUP, and all sizes in between. RUP is not a rigid, static recipe, and it evolves with the field and the practitioners, as demonstrated in this new book full of wisdom to illustrate further the liveliness of a process adopted by so many organizations around the world. Bravo!" --Philippe Kruchten, Professor, University of British Columbia "The Unified Process and its practices have had, and continue to have, a great impact on the software industry. This book is a refreshing new look at some of the principles underlying the Unified Process. It is full of practical guidance for people who want to start, or increase, their adoption of proven practices. No matter where you are today in terms of software maturity, you can start improving tomorrow." --Ivar Jacobson, Ivar Jacobson Consulting "Kroll and Maclsaac have written a must-have book. It is well organized with new principles for software development. I encounter many books I consider valuable; I consider this one indispensable, especially as it includes over 20 concrete best practices. If you are interested in making your software development shop a better one, read this book!" --Ricardo R. Garcia, President, Global Rational User Group Council, [www.rational-ug.org/index.php](http://www.rational-ug.org/index.php) "Agile software development is real, it works, and it's here to stay. Now is the time to come up to speed on agile best practices for the Unified Process, and this book provides a great starting point." --Scott W. Ambler, practice leader, Agile Modeling "IBM and the global economy have become increasingly dependent on software over the last decade, and

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our industry has evolved some discriminating best practices. Per and Bruce have captured the principles and practices of success in this concise book; a must for executives, project managers, and practitioners. These ideas are progressive, but they strike the right balance between agility and governance and will form the foundation for successful systems and software developers for a long time." --Walker Royce, Vice President, IBM Software Services-Rational

"Finally, the RUP is presented in digestible, byte-size pieces. Kroll and Maclsaac effectively describe a set of practices that can be adopted in a low-ceremony, ad hoc fashion, suited to the culture of the more agile project team, while allowing them to understand how to scale their process as needed." --Dean Leffingwell, author and software business advisor and executive

"This text fills an important gap in the knowledge-base of our industry: providing agile practices in the proven, scalable framework of the Unified Process. With each practice able to be throttled to the unique context of a development organization, Kroll and Maclsaac provide software teams with the ability to balance agility and discipline as appropriate for their specific needs." --Brian G. Lyons, CTO, Number Six Software, Inc. In *Agility and Discipline Made Easy*, Rational Unified Process (RUP) and Open Unified Process (OpenUP) experts Per Kroll and Bruce Maclsaac share twenty well-defined best practices that you and your team can start adopting today to improve the agility, predictability, speed, and cost of software development. Kroll and Maclsaac outline proven principles for software development, and supply a number of supporting practices for each. You'll learn what problems each practice addresses and how you can best leverage RUP and OpenUP (an open-source version of the Unified Process) to make the practice work for you. You'll find proactive, prescriptive guidance on how to adopt the practices with minimal risk and implement

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as much or as little of RUP or OpenUP as you want. Learn how to apply sample practices from the Unified Process so you can Execute your project in iterations Embrace and manage change Test your own code Describe requirements from the user perspective Architect with components and services Model key perspectives Whether you are interested in agile or disciplined development using RUP, OpenUP, or other agile processes, this book will help you reduce the anxiety and cost associated with software improvement by providing an easy, non-intrusive path toward improved results--without overwhelming you and your team.

Annotation Are you being asked to manage a project with:- unclear requirements? - high levels of change? - a team using Extreme Programming or other Agile Methods? This book is for project managers who are interested in learning the secrets of successfully controlling and delivering agile projects. From learning how agile projects are different from traditional projects, to detailed guidance on a number of agile management techniques, this book includes contributions from some of the industry experts -- the visionaries who developed the agile methodologies in the first place. Contributors include:- Scott Ambler, developer of Agile Modeling - Alistair Cockburn, the developer of Crystal Methods - Larry Constantine, the visionary behind user-centred design and use cases- Ron Jeffries, co-creator of Extreme Programming - Linda Rising, the leading expert on the use of patterns in software design- and many others.

Software is the essential enabling means for science and the new economy. It helps us to create a more reliable, flexible and robust society. But software often falls short

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of our expectations. Current methodologies, tools, and techniques remain expensive and are not yet sufficiently reliable, while many promising approaches have proved to be no more than case-by-case oriented methods. This book contains extensively reviewed papers from the eleventh International Conference on New Trends in software Methodology, Tools and Techniques (SoMeT\_12), held in Genoa, Italy, in September 2012. The conference provides an opportunity for scholars from the international research community to discuss and share research experiences of new software methodologies and techniques, and the contributions presented here address issues ranging from research practices and techniques and methodologies to proposing and reporting solutions for global world business. The emphasis has been on human-centric software methodologies, end-user development techniques and emotional reasoning, for an optimally harmonized performance between the design tool and the user. Topics covered include the handling of cognitive issues in software development to adapt it to the user's mental state and intelligent software design in software utilizing new aspects on conceptual ontology and semantics reflected on knowledge base system models. This book provides an opportunity for the software science community to show where we are today and where the future may take us.

Covers central topics in information systems modeling and architectures. Includes the latest developments in information systems modeling, methods, and best practices.

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The book is intended to provide a much deeper understanding of agile principles, methodologies, and practices to enable project managers to develop a more agile approach and understand how to blend and tailor agile and traditional principles, methodologies, and practices to create an appropriate balance of control and agility to fit a business environment as well as the risks and complexities of any individual project. The book will also provide business managers and leaders an understanding of how to fit agile methodologies into an overall business strategy that provides the right balance of control and agility for their business.

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

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

Describes Agile Modeling Driven Design (AMDD) 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 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](http://www.sdmagazine.com)), and a featured speaker at software conferences worldwide

A fast and easy five-step UML approach developed by the author is the basis of this practical introduction to the application of UML in a .NET world.

This book constitutes the proceedings of two events held at the CAiSE conference and relating to the areas of

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enterprise, business process and information systems modeling: The 19th International Conference on Business Process Modeling, Development and Support, BPMDS 2018, and the 23rd International Conference on Evaluation and Modeling Methods for Systems Analysis and Development, EMMSAD 2018. The conferences took place in Tallinn, Estonia, in June 2018. The 13 papers accepted for BPMDS were carefully reviewed and selected from 29 submissions; for EMMSAD 6 papers out of 13 submissions were accepted for publication. For BPMDS 2018, the papers were organized in topical sections as follows: context-awareness in business processes; automatic analysis of business processes; advanced approaches for business process modeling; evaluation of business process modeling techniques; an experience report on modeling collaborative processes. For EMMSAD 2018, the six related papers are listed without further sections. Stephens and Rosenberg examine XP in the context of existing methodologies and processes such as RUP, ICONIX, Spiral, RAD, DSDM, etc – and show how XP goals can be achieved using these existing processes. We kiezen het spel niet. We bepalen de regels niet. Maar we kiezen wel hoe we spelen. Simon Sinek bereikte miljoenen lezers met zijn bestseller 'Begin met het Waarom', nu is er de langverwachte opvolger 'Het oneindige spel'. In 'Het oneindige spel' laat Sinek zien dat ondernemen en werken wel een duidelijk begin hebben, maar geen echt einde: ze vormen een oneindig spel. Anders dan bij voetbal of schaken, met hun heldere spelregels en duidelijke einde, kun je nooit van een

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eindoverwinning spreken; telkens vind je nieuwe uitdagingen op je pad. De beste leiders spelen instinctief volgens de regels van het oneindige spel. Ze beseffen dat het niet gaat om de volgende kwartaalcijfers of de volgende verkiezingsresultaten; het gaat om de volgende generatie. Aan de hand van vele voorbeelden laat Sinek zien hoe zij organisaties bouwen die sterker, innovatiever en inspirerender zijn en waar mensen elkaar en hun leiders vertrouwen. Ze kunnen iedere storm trotseren en leiden ons de toekomst in.

Software is important because it is used by a great many people in companies and institutions. This book presents engineering methods for designing and building software. Based on the author's experience in software engineering as a programmer in the defense and aerospace industries, this book explains how to ensure a software that is programmed operates according to its requirements. It also shows how to develop, operate, and maintain software engineering capabilities by instilling an engineering discipline to support programming, design, builds, and delivery to customers. This book helps software engineers to: Understand the basic concepts, standards, and requirements of software engineering. Select the appropriate programming and design techniques. Effectively use software engineering tools and applications. Create specifications to comply with the software standards and requirements. Utilize various methods and techniques to identify defects. Manage changes to standards and requirements. Besides providing a technical view, this book discusses the moral and ethical responsibility of software engineers

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to ensure that the software they design and program does not cause serious problems. Software engineers tend to be concerned with the technical elegance of their software products and tools, whereas customers tend to be concerned only with whether a software product meets their needs and is easy and ready to use. This book looks at these two sides of software development and the challenges they present for software engineering. A critical understanding of software engineering empowers developers to choose the right methods for achieving effective results. Effective Methods for Software Engineering guides software programmers and developers to develop this critical understanding that is so crucial in today's software-dependent society.

Introduces the core concepts, evaluates how successful they can be, as well as what problems may be encountered Dispels numerous myths surrounding agile development

Information systems belong to the most complex artifacts built in today's society. Developing, maintaining, and using an information system raises a large number of difficult problems, ranging from purely technical to organizational and social. Information Systems Engineering: From Data Analysis to Process Networks presents the most current research on existing and emergent trends on conceptual modeling and information systems engineering, bridging the gap between research and practice by providing a much-needed reference point on the design of software systems that evolve seamlessly to adapt to rapidly changing business and

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The definitive guide on the roles and responsibilities of the business analyst Business Analysis offers a complete description of the process of business analysis in solving business problems. Filled with tips, tricks, techniques, and guerilla tactics to help execute the process in the face of sometimes overwhelming political or social obstacles, this guide is also filled with real world stories from the author's more than thirty years of experience working as a business analyst. Provides techniques and tips to execute the at-times tricky job of business analyst Written by an industry expert with over thirty years of experience Straightforward and insightful, Business Analysis is a valuable contribution to your ability to be successful in this role in today's business environment.

Given the pace at which projects must be completed in an era of global hypercompetition and turbulence, examining the project management profession within the contexts of international trade and globalization is essential to encourage the highest level of efficiency and agility. Agile project management provides a flexible approach to managing projects as it allows a team to break large projects down into more manageable tasks that can be tackled in short iterations or sprints, thus enabling a team to adapt to change quickly and deliver work fast. Contemporary Challenges for Agile Project Management highlights the modern struggles that face businesses and leaders as they work to implement agile project management within their processes and try to gain a competitive edge through cross-functional team

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collaboration. Covering many underrepresented topics related to areas such as critical success factors, data science, and project leadership, this book is an essential resource for project leaders, managers, supervisors, business leaders, consultants, researchers, academicians, and students and educators of higher education.

Traditional software development methods struggle to keep pace with the accelerated pace and rapid change of Internet-era development. Several "agile methodologies" have been developed in response -- and these approaches to software development are showing exceptional promise. In this book, Jim Highsmith covers them all -- showing what they have in common, where they differ, and how to choose and customize the best agile approach for your needs.

**KEY TOPICS:** Highsmith begins by introducing the values and principles shared by virtually all agile software development methods. He presents detailed case studies from organizations that have used them, as well as interviews with each method's principal authors or leading practitioners. Next, he takes a closer look at the key features and techniques associated with each major Agile approach: Extreme Programming (XP), Crystal Methods, Scrum, Dynamic Systems Development Method (DSDM), Lean Development, Adaptive Software Development (ASD), and Feature-Driven Development (FDD). In Part III, Highsmith offers practical advice on customizing the optimal agile discipline for your own organization.

**MARKET:** For all software developers, project managers, and other IT professionals seeking

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more flexible, effective approaches to developing software.

This book constitutes the refereed joint proceedings of five international workshops held in conjunction with the 24th International Conference on Conceptual Modeling, ER 2005, in Klagenfurt, Austria, in October 2005. The 40 revised full papers presented together with the abstracts of seven tutorials were carefully reviewed and selected from 102 submissions. The papers are organized in topical sections on best practices of UML, experience reports and new applications, model evaluation and requirements modeling, metamodeling and model driven development, positions in engineering agent oriented systems, agent oriented methodologies and conceptual modeling, agent communication and coordination, geographic information systems, spatial and spatio-temporal data representation, spatial relations, spatial queries, analysis and data mining, data modeling and visualisation, conceptual modeling approaches for e-business, information system models quality, and quality driven processes.

The five-volume set LNCS 9786-9790 constitutes the refereed proceedings of the 16th International Conference on Computational Science and Its Applications, ICCSA 2016, held in Beijing, China, in July 2016. The 239 revised full papers and 14 short papers presented at 33 workshops were carefully

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reviewed and selected from 849 submissions. They are organized in five thematic 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.

"This book discusses theory and practice in the design of knowledge management systems, facilitation of knowledge sharing, and creation of practices that encourage organizational learning"--Provided by publisher.

As organizations and research institutions continue to emphasize model-driven engineering (MDE) as a first-class approach in the software development process of complex systems, the utilization of software in multiple domains and professional networks is becoming increasingly vital. *Advances and Applications in Model-Driven Engineering* explores this relatively new approach in software development that can increase the level of abstraction of development of tasks. This publication covers the issues of bridging the gaps between various disciplines within software engineering and computer science. Professionals, researchers, and students will discover the most current tools and techniques available in the field to maximize efficiency of model-driven software development. Economies around the globe have evolved into

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being largely service-oriented economies.

Consumers no longer just want a printer or a car, they rather ask for a printing service or a mobility service. In addition, service-oriented organizations increasingly exploit new devices, technologies and infrastructures. Agility is the ability to deal with such changing requirements and environments. Agile ways of working embrace change as a positive force and harness it to the organization's competitive advantage. The approach described in this book focuses on the notion of a service as a piece of functionality that offers value to its customers. Instead of solely looking at agility in the context of system or software development, agility is approached in a broader context. The authors illustrate three kinds of agility that can be found in an agile enterprise: business, process and system agility. These three types of agility reinforce each other and establish the foundation for the agile enterprise. Architecture, patterns, models, and all of the best practices in system development contribute to agile service development and building agile applications. This book addresses two audiences. On the one hand, it aims at agile and architecture practitioners who are looking for more agile ways of working in designing and building business services or who are interested in extending and improving their agile methods by using models and model-based architectures. On the other hand, it addresses

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students of (enterprise) architecture and software development or service science courses, both in computer science and in business administration. Provides information about the new lightweight software development methodology.

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: 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 software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications. Part of the new Digital Filmmaker Series! Digital Filmmaking: An Introduction is the first book in the new Digital Filmmaker Series. Designed for an introductory level course in digital filmmaking, it is intended for anyone who has an interest in telling stories with pictures and sound and won't assume any familiarity with equipment or concepts on the part of the student. In addition to the basics of

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shooting and editing, different story forms are introduced from documentary and live events through fictional narratives. Each of the topics is covered in enough depth to allow anyone with a camera and a computer to begin creating visual projects of quality.

Agile Modeling Effective Practices for eXtreme Programming and the Unified Process Wiley Agile Modeling Effective Practices for eXtreme Programming and the Unified Process John Wiley & Sons

This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need \*

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Understand how and why software development must be planned on a certainty-to-uncertainty continuum \* Categorize your projects on a four-quadrant model \* Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme \* Explore the benefits of each strategic model and what types of projects it supports best \* Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy \* Apply this knowledge to the specific projects you manage \* Get a clear picture of where you are and how to get where you want to go

What is agile data warehousing? -- Iterative development in a nutshell -- Streamlining project management -- Authoring better user stories -- Deriving initial project backlogs -- Developer stories for data integration -- Estimating and segmenting projects -- Adapting agile for data warehousing -- Starting and scaling agile data warehousing.

This book constitutes revised selected papers from the 8th Brazilian Workshop on Agile Methods, WBMA 2017, held in Belém, Brazil, in September 2017. The 10 full and 2 short papers presented in this volume were carefully reviewed and selected from 19 submissions. The papers present empirical studies on agile values and principles; agile practices; agile adoption; agile testing and quality; metrics; conceptual studies; cultural aspects on agile business; organizational transformation and future trends.

Diagramming and process are important topics in today's software development world, as the UML diagramming language has come to be almost universally accepted. Yet process is necessary; by themselves, diagrams are of little use. Use Case Driven Object Modeling with UML - Theory and Practice combines the notation of UML with a lightweight but effective process - the ICONIX process - for designing and developing software systems. ICONIX has developed a

