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A Book on C - Al Kelley 1990

The authors provide clear examples and thorough explanations of every feature in the C language. They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language.

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[Emerging Innovations in Agile Software Development](#) - Ghani, Imran
2016-01-26

Agile is a relatively recent methodology used in the development process of a project. Therefore, it is important to share new emerging knowledge with researchers and professionals interested in adopting an agile mindset. *Emerging Innovations in Agile Software Development* focuses on the use of agile methodologies to manage, design, develop, test and maintain software projects. Emphasizing research-based solutions for contemporary software development, this publication is designed for use by software developers, researchers, and graduate-level students in software engineering and project management programs.

Software Requirements - Karl Eugene Wiegers 1999-01-01

Publisher Fact Sheet A concise, hands-on approach to managing &

improving the critical requirements process in software development.

Concise Guide to Software Testing - Gerard O'Regan 2019-09-30

This practically-focused textbook provides a concise and accessible introduction to the field of software testing, explaining the fundamental principles and offering guidance on applying the theory in an industrial environment. Topics and features: presents a brief history of software quality and its influential pioneers, as well as a discussion of the various software lifecycles used in software development; describes the fundamentals of testing in traditional software engineering, and the role that static testing plays in building quality into a product; explains the process of software test planning, test analysis and design, and test management; discusses test outsourcing, and test metrics and problem solving; reviews the tools available to support software testing activities, and the benefits of a software process improvement initiative; examines testing in the Agile world, and the verification of safety critical systems; considers the legal and ethical aspects of software testing, and the importance of software configuration management; provides key learning topics and review questions in every chapter, and supplies a helpful

glossary at the end of the book. This easy-to-follow guide is an essential resource for undergraduate students of computer science seeking to learn about software testing, and how to build high quality and reliable software on time and on budget. The work will also be of interest to industrialists including software engineers, software testers, quality professionals and software managers, as well as the motivated general reader.

Mobile Computing Principles - Reza B'Far 2004-11-01

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

The Power of the 2 x 2 Matrix - Alex Lowy 2011-03-23

By studying the work of hundreds of the most original and effective business minds, the authors present a common architecture that illuminates exceptional analysis and creative performance. 2 x 2 Thinking is characterized by a fundamental appreciation for the dynamic and complex nature of business. The best strategists go out of their way to tackle dilemmas rather than merely solve problems. They use opposition, creative tension, iteration and transcendence to get to the heart of issues and involve critical others in finding the best solutions. The authors demonstrate how to apply the 2 x 2 approach to a wide range of

important business challenges.

Software Engineering - PRESSMAN 2019-09-09

For almost four decades, *Software Engineering: A Practitioner's Approach* (SEPA) has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

Rational Application Developer V7 Programming Guide - Ueli Wahli 2008-03-27

IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing Java™ 2 Platform Standard Edition (J2SETM) and Java 2 Platform Enterprise Edition (J2EETM) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development - Appendixes
Model-Driven Engineering and Software Development - Slimane Hammoudi 2017-09-08

This book constitutes thoroughly revised and selected papers from the 4th International Conference on Model-Driven Engineering and Software Development, MODELSWARD 2016, held in Rome, Italy, in February 2016. The 17 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 118 submissions. They are organized in topical sections named: modeling languages, tools and architectures; methodologies, processes and platforms; applications and software development.

Data Structures and Algorithm Analysis in Java, Third Edition - Clifford A. Shaffer 2012-09-06

Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

Continuous Testing for DevOps Professionals - Eran Kinsbruner 2018-09-05

Continuous Testing for DevOps Professionals is the definitive guide for DevOps teams and covers the best practices required to excel at Continuous Testing (CT) at each step of the DevOps pipeline. It was developed in collaboration with top industry experts from across the DevOps domain from leading companies such as CloudBees, Tricentis, Testim.io, Test.ai, Perfecto, and many more. The book is aimed at all DevOps practitioners, including software developers, testers, operations managers, and IT/business executives. It consists of 4 sections: 1. Fundamentals of Continuous Testing 2. Continuous Testing for Web Apps 3. Continuous Testing for Mobile Apps 4. Advancing Continuous Testing All profits from Continuous Testing for DevOps Professionals will be donated to code.org, which is a nonprofit dedicated to expanding access to computer science in schools and increasing participation by women and underrepresented minorities.

Managing Information Technology - Carol V Brown 2015-10-08

For upper-level undergraduate and graduate level MIS courses. This MIS text gives students and active managers a thorough and practical guide to IT management practices and issues."

Fundamentals of Software Engineering - Rajib Mall 2004-08

Debug It! - Paul Butcher 2009

Provides information on the techniques of debugging software and code.

Practical UML Statecharts in C/C++ - Miro Samek 2008-10-03

Practical UML Statecharts in C/C++ Second Edition bridges the gap between high-level abstract concepts of the Unified Modeling Language (UML) and the actual programming aspects of modern hierarchical state machines (UML statecharts). The book describes a lightweight, open source, event-driven infrastructure, called QP that enables direct manual coding UML statecharts and concurrent event-driven applications in C or C++ without big tools. This book is presented in two parts. In Part I, you get a practical description of the relevant state machine concepts starting from traditional finite state automata to modern UML state machines followed by state machine coding techniques and state-machine design patterns, all illustrated with executable examples. In Part II, you find a detailed design study of a generic real-time framework indispensable for combining concurrent, event-driven state machines into robust applications. Part II begins with a clear explanation of the key event-driven programming concepts such as inversion of control (Hollywood Principle), blocking versus non-blocking code, run-to-completion (RTC) execution semantics, the importance of event queues, dealing with time, and the role of state machines to maintain the context from one event to the next. This background is designed to help software developers in making the transition from the traditional sequential to the modern event-driven programming, which can be one of the trickiest paradigm shifts. The lightweight QP event-driven infrastructure goes several steps beyond the traditional real-time operating system (RTOS). In the simplest configuration, QP runs on bare-metal microprocessor, microcontroller, or DSP completely replacing the RTOS. QP can also work with almost any OS/RTOS to take advantage of the existing device drivers, communication stacks, and other middleware. The accompanying website to this book contains complete open source code for QP, ports to popular processors and operating systems, including 80x86, ARM Cortex-M3, MSP430, and Linux, as well as all examples described in the book.

Object-Oriented and Classical Software Engineering - Stephen R. Schach
2001-11

Classical and Object-Oriented Software Engineering, 5/e is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programming. The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

Free as in Freedom (2.0) - Sam Williams 2010-12-30

Software Testing - Rajiv Chopra 2018-02-05

This overview of software testing provides key concepts, case studies, and numerous techniques to ensure software is reliable and secure. Using a self-teaching format, the book covers important topics such as black, white, and gray box testing, video game testing, test point analysis, automation, and levels of testing. Includes end-of-chapter multiple-choice questions / answers to increase mastering of the topics. Features: • Includes case studies, case tools, and software lab experiments • Covers important topics such as black, white, and gray box testing, test management, automation, levels of testing, • Covers video game testing • Self-teaching method includes numerous exercises, projects, and case studies

Adrenaline Junkies and Template Zombies - Tom DeMarco
2013-07-15

This is the digital version of the printed book (Copyright © 2008). Adrenaline junkies, dead fish, project sluts, true believers, Lewis and Clark, template zombies . . . Most developers, testers, and managers on IT projects are pretty good at recognizing patterns of behavior and gut-level hunches, as in, "I sense that this project is headed for disaster." But it has always been more difficult to transform these patterns and hunches into a usable form, something a team can debate, refine, and use. Until now. In *Adrenaline Junkies and Template Zombies*, the six principal consultants of The Atlantic Systems Guild present the patterns of behavior they most often observe at the dozens of IT firms they transform each year, around the world. The result is a quick-read guide to identifying nearly ninety typical scenarios, drawing on a combined one-hundred-and-fifty years of project management experience. Project by project, you'll improve the accuracy of your hunches and your ability to act on them. The patterns are presented in an easy-reference format, with names designed to ease communication with your teammates. In just a few words, you can describe what's happening on your project. Citing the patterns of behavior can help you quickly move those above and below you to the next step on your project. You'll find classic patterns such as these: News Improvement Management by Mood Ring Piling On Rattle Yer Dags Natural Authority Food++ Fridge Door and more than eighty more! Not every pattern will be evident in your organization, and not every pattern is necessarily good or bad. However, you'll find many patterns that will apply to your current and future assignments, even in the most ambiguous circumstances. When you assess your situation and follow your next hunch, you'll have the collective wisdom of six world-class consultants at your side.

Literate Programming - Donald Ervin Knuth 1992-01

Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes

programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

The Requirements Engineering Handbook - Ralph Rowland Young 2004

Gathering customer requirements is a key activity for developing software that meets the customer's needs. A concise and practical overview of everything a requirement's analyst needs to know about establishing customer requirements, this first-of-its-kind book is the perfect desk guide for systems or software development work. The book enables professionals to identify the real customer requirements for their projects and control changes and additions to these requirements. This unique resource helps practitioners understand the importance of requirements, leverage effective requirements practices, and better utilize resources. The book also explains how to strengthen interpersonal relationships and communications which are major contributors to project effectiveness. Moreover, analysts find clear examples and checklists to help them implement best practices.

Encyclopedia of Computer Science and Technology - Harry Henderson 2009

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

User Stories Applied - Mike Cohn 2004-03-01

Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to

real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises *User Stories Applied* will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Scrum - Jeff Sutherland 2014-09-30

For those who believe that there must be a more agile and efficient way for people to get things done, here is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the way we live. In the future, historians may look back on human progress and draw a sharp line designating "before Scrum" and "after Scrum." Scrum is that ground-breaking. It already drives most of the world's top technology companies. And now it's starting to spread to every domain where leaders wrestle with complex projects. If you've ever been startled by how fast the world is changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there's no more lucid - or compelling - explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly bad at doing things with agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West

Point-educated fighter pilot, biometrics expert, early innovator of ATM technology, and V.P. of engineering or CTO at eleven different technology companies, Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you'll journey to Scrum's front lines where Jeff's system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable - whether it be inventing a trailblazing technology, devising a new system of education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family to thrive and prosper.

Practical Model-Based Testing - Mark Utting 2010-07-27

Practical Model-Based Testing gives a practical introduction to model-based testing, showing how to write models for testing purposes and how to use model-based testing tools to generate test suites. It is aimed at testers and software developers who wish to use model-based testing, rather than at tool-developers or academics. The book focuses on the mainstream practice of functional black-box testing and covers different styles of models, especially transition-based models (UML state machines) and pre/post models (UML/OCL specifications and B notation). The steps of applying model-based testing are demonstrated on examples and case studies from a variety of software domains, including embedded software and information systems. From this book you will learn: The basic principles and terminology of model-based testing How model-based testing differs from other testing processes How model-based testing fits into typical software lifecycles such as agile methods and the

Unified Process The benefits and limitations of model-based testing, its cost effectiveness and how it can reduce time-to-market A step-by-step process for applying model-based testing How to write good models for model-based testing How to use a variety of test selection criteria to control the tests that are generated from your models How model-based testing can connect to existing automated test execution platforms such as Mercury Test Director, Java JUnit, and proprietary test execution environments Presents the basic principles and terminology of model-based testing Shows how model-based testing fits into the software lifecycle, its cost-effectiveness, and how it can reduce time to market Offers guidance on how to use different kinds of modeling techniques, useful test generation strategies, how to apply model-based testing techniques to real applications using case studies

Recovering Biblical Manhood and Womanhood (Revised Edition) - John Piper 2021-01-11

A Guide to Navigate Evangelical Feminism In a society where gender roles are a hot-button topic, the church is not immune to the controversy. In fact, the church has wrestled with varying degrees of evangelical feminism for decades. As evangelical feminism has crept into the church, time-trusted resources like Recovering Biblical Manhood and Womanhood help remind Christians of what the Bible has to say. In this edition of the award-winning best seller, more than 20 influential men and women such as John Piper, Wayne Grudem, D. A. Carson, and Elisabeth Elliot offer thought-provoking essays responding to the challenge egalitarianism poses to life in the church and in the home. Covering topics like role distinctions in the church, how biblical manhood and womanhood should work out in practice, and women in the history of the church, this helpful resource will help readers learn to orient their beliefs with God's unchanging word in an ever-changing culture.

Advanced Software Testing - Vol. 2, 2nd Edition - Rex Black 2014-09-12

This book teaches test managers what they need to know to achieve advanced skills in test estimation, test planning, test monitoring, and test control. Readers will learn how to define the overall testing goals and strategies for the systems being tested. This hands-on, exercise-rich book

provides experience with planning, scheduling, and tracking these tasks. You'll be able to describe and organize the necessary activities as well as learn to select, acquire, and assign adequate resources for testing tasks. You'll learn how to form, organize, and lead testing teams, and master the organizing of communication among the members of the testing teams, and between the testing teams and all the other stakeholders. Additionally, you'll learn how to justify decisions and provide adequate reporting information where applicable. With over thirty years of software and systems engineering experience, author Rex Black is President of RBCS, is a leader in software, hardware, and systems testing, and is the most prolific author practicing in the field of software testing today. He has published a dozen books on testing that have sold tens of thousands of copies worldwide. He is past president of the International Software Testing Qualifications Board (ISTQB) and a director of the American Software Testing Qualifications Board (ASTQB). This book will help you prepare for the ISTQB Advanced Test Manager exam. Included are sample exam questions, at the appropriate level of difficulty, for most of the learning objectives covered by the ISTQB Advanced Level Syllabus. The ISTQB certification program is the leading software tester certification program in the world. With about 300,000 certificate holders and a global presence in over 50 countries, you can be confident in the value and international stature that the Advanced Test Manager certificate can offer you. This second edition has been thoroughly updated to reflect the new ISTQB Advanced Test Manager 2012 Syllabus, and the latest ISTQB Glossary. This edition reflects Rex Black's unique insights into these changes, as he was one of the main participants in the ISTQB Advanced Level Working Group.

The Technical and Social History of Software Engineering - Capers Jones 2014

Pioneering software engineer Capers Jones has written the first and only definitive history of the entire software engineering industry. Drawing on his extraordinary vantage point as a leading practitioner for several decades, Jones reviews the entire history of IT and software engineering, assesses its impact on society, and previews its future. One decade at a

time, Jones assesses emerging trends and companies, winners and losers, new technologies, methods, tools, languages, productivity/quality benchmarks, challenges, risks, professional societies, and more. He quantifies both beneficial and harmful software inventions; accurately estimates the size of both the US and global software industries; and takes on "unexplained mysteries" such as why and how programming languages gain and lose popularity.

The System Anatomy - Lars Taxen 2011-06

The number of spectacular development failures in, for example, large software projects remains at an alarmingly high level. In spite of fierce efforts to advance current methods and tools supporting such tasks, there seems to be no radical improvement in sight. This book suggests an alternative approach to the development of complex systems.

Technology, methods and tools are still important, but human-centric aspects like common understanding, co-ordination, visualisation, and reduction of complexity, need to be brought to the forefront. The core of the alternative approach is the system anatomy, a means that was invented in the early 1990s by Jack Järkvik, who at that time was working for the Ericsson telecommunication company. Since then, Ericsson has been using the anatomy extensively for managing extremely complex system development tasks. The system anatomy is a simple but powerful image showing the dependencies among capabilities in a system, thereby representing a novel way of conceptualising systems. The book is a collection of chapters from authors who, in one way or another, have been working with the anatomy concept. The intended audience is both practitioners and researchers, who are interested in exploring new perspectives and theoretical frameworks for managing complexity in system development tasks.

Lessons Learned in Software Testing - Cem Kaner 2011-08-02

Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows

you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, *Lessons Learned in Software Testing* speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Model-Driven Software Development - Markus Völter 2013-06-26
Model-Driven Software Development (MDSD) is currently a highly regarded development paradigm among developers and researchers. With the advent of OMG's MDA and Microsoft's Software Factories, the MDSD approach has moved to the centre of the programmer's attention, becoming the focus of conferences such as OOPSLA, JAOO and OOP. MDSD is about using domain-specific languages to create models that express application structure or behaviour in an efficient and domain-specific way. These models are subsequently transformed into executable code by a sequence of model transformations. This practical guide for software architects and developers is peppered with practical examples and extensive case studies. International experts deliver: * A comprehensive overview of MDSD and how it relates to industry standards such as MDA and Software Factories. * Technical details on meta modeling, DSL construction, model-to-model and model-to-code transformations, and software architecture. * Invaluable insight into the software development process, plus engineering issues such as versioning, testing and product line engineering. * Essential management knowledge covering economic and organizational topics, from a global perspective. Get started and benefit from some practical support along the way!

Building SOA Solutions Using the Rational SDP - Ueli Wahli

2007-01-01

Mastering Enterprise JavaBeans - Ed Roman 2004-12-22

Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions. The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience. Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization. Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB.

Agile Development with ICONIX Process - Don Rosenberg 2006-11-22

*Describes an agile process that works on large projects *Ideal for hurried developers who want to develop software in teams *Incorporates real-life C#/.NET web project; can compare this with cases in book Principles of Information Systems - Ralph Stair 2009-01-07

Now thoroughly streamlined and revised, *PRINCIPLES OF INFORMATION SYSTEMS*, Ninth Edition, retains the overall vision and framework that made the previous editions so popular while eliminating outdated topics and updating information, examples, and case studies. In just 600 pages, accomplished authors Ralph Stair and George Reynolds cover IS principles and their real-world applications using timely, current business examples and hands-on activities. Regardless of their majors, students can use this book to understand and practice IS principles so they can function more effectively as workers, managers, decision makers, and organizational leaders. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Business Analysis - Steven P. Blais 2011-11-08

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.

A Scrum Book - Jeff Sutherland 2019-08-16

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.

Agile Database Techniques - Scott Ambler 2012-09-17

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), and a featured speaker at software conferences worldwide

The Security Development Lifecycle - Michael Howard 2006

Describes how to put software security into practice, covering such topics as risk analysis, coding policies, Agile Methods, cryptographic standards, and threat tree patterns.

Code Craft - Pete Goodliffe 2007

A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.