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User Stories Applied Scrum mit User Stories Encyclopedia of Software Engineering Three-Volume Set (Print) User Story Mapping Continuous Delivery 2.0 Conceptual Modeling Fifty Quick Ideas to Improve Your User Stories Pro .NET 2.0 Extreme Programming Software Technologies Head First Software Development Data and Applications Security and Privacy XXXV Perspectives of System Informatics The UX Book Product-Focused Software Process Improvement Agile Processes in Software Engineering and Extreme Programming Software Business Agile Contracts Agile Software Development with HP Agile Manager Agile Project Management For Dummies Requirements Engineering: Foundation for Software Quality Agile Software Requirements Requirements Engineering for Software and Systems Integrating LibGuides into Library Websites Continuous Architecture Agile Model-Based Systems Engineering Cookbook Requirements Engineering Praxishandbuch IT-Kommunikation System Engineering Analysis, Design, and Development Requirements Engineering for Software and Systems, Second Edition Visual Studio Condensed Agile Processes in Software Engineering and Extreme Programming Create Your Successful Agile Project Agile Java Development with Spring, Hibernate and Eclipse Service Orientation in Holonic and Multi-Agent Manufacturing Research Challenges in Information Science Agile Office 365 Proceedings of 4th International Conference in Software Engineering for Defence Applications Agile Processes in Software Engineering and Extreme Programming Human-Computer Interaction - INTERACT 2019 Human-computer Interaction, INTERACT '99

Agile Processes in Software Engineering and Extreme Programming Aug 15 2021 This book contains the refereed proceedings of the 11th International Conference on Agile Software Development, XP 2010, held in Trondheim, Norway, in June 2010. In order to better evaluate the submitted papers and to highlight the applicational aspects of agile software practices, there were two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 39 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 15 out of 50 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the panel on “Collaboration in an Agile World”.

Software Business Jul 14 2021 This book constitutes the refereed proceedings of the 11th International Conference on Software Business, ICSOB 2020, which was held during November 16-18, 2020. The conference was originally planned to take place in Karlskrona, Sweden, but changed to an online format due to the COVID-19 pandemic. The 13 full papers and 5 short papers presented were carefully reviewed and selected from 39 submissions. They deal with a range of topics including practices for engineering and marketing software-intensive products, extracting business value from machine learning based software components, ethical considerations of the software business, software ecosystems, and pedagogy of teaching entrepreneurship and software business.

Requirements Engineering for Software and Systems Jan 08 2021 Solid requirements engineering has increasingly been recognized as the key to improved, on-time, and on-budget delivery of software and systems projects. This textbook provides a comprehensive treatment of the theoretical and practical aspects of discovering, analyzing, modeling, validating, testing, and writing requirements for systems of all kinds, with an intentional focus on software-intensive systems. It brings into play a variety of formal methods, social models, and modern requirements for writing techniques to be useful to the practicing engineer. This book was written to support both undergraduate and graduate requirements engineering courses. Each chapter includes simple, intermediate, and advanced exercises. Advanced exercises are suitable as a research assignment or independent study and are denoted by an asterisk. Various exemplar systems illustrate points throughout the book, and four systems in particular—a baggage handling system, a point of sale system, a smart home system, and a wet well pumping system—are used repeatedly. These systems involve application domains with which most readers are likely to be familiar, and they cover a wide range of applications from embedded to organic in both industrial and consumer implementations. Vignettes at the end of each chapter provide mini-case studies showing how the learning in the chapter can be employed

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in real systems. Requirements engineering is a dynamic field and this text keeps pace with these changes. Since the first edition of this text, there have been many changes and improvements. Feedback from instructors, students, and corporate users of the text was used to correct, expand, and improve the material. This third edition includes many new topics, expanded discussions, additional exercises, and more examples. A focus on safety critical systems, where appropriate in examples and exercises, has also been introduced. Discussions have also been added to address the important domain of the Internet of Things. Another significant change involved the transition from the retired IEEE Standard 830, which was referenced throughout previous editions of the text, to its successor, the ISO/IEC/IEEE 29148 standard. *Head First Software Development* Jan 20 2022 Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

The UX Book Oct 17 2021 The discipline of user experience (UX) design has matured into a confident practice and this edition reflects, and in some areas accelerates, that evolution. Technically this is the second edition of *The UX Book*, but so much of it is new, it is more like a sequel. One of the major positive trends in UX is the continued emphasis on design—a kind of design that highlights the designer’s creative skills and insights and embodies a synthesis of technology with usability, usefulness, aesthetics, and meaningfulness to the user. In this edition a new conceptual top-down design framework is introduced to help readers with this evolution. This entire edition is oriented toward an agile UX lifecycle process, explained in the funnel model of agile UX, as a better match to the now de facto standard agile approach to software engineering. To reflect these trends, even the subtitle of the book is changed to “Agile UX design for a quality user experience . Designed as a how-to-do-it handbook and field guide for UX professionals and a textbook for aspiring students, the book is accompanied by in-class exercises and team projects. The approach is practical rather than formal or theoretical. The primary goal is still to imbue an understanding of what a good user experience is and how to achieve it. To better serve this, processes, methods, and techniques are introduced early to establish process-related concepts as context for discussion in later chapters. Winner of a 2020 Textbook Excellence Award (College) (Texty) from the Textbook and Academic Authors Association A comprehensive textbook for UX/HCI/Interaction Design students readymade for the classroom, complete with instructors’ manual, dedicated web site, sample syllabus, examples, exercises, and lecture slides Features HCI theory, process, practice, and a host of real world stories and contributions from industry luminaries to prepare students for working in the field The only HCI textbook to cover agile methodology, design approaches, and a full, modern suite of classroom material (stemming from tried and tested classroom use by the authors)

Agile Contracts Jun 13 2021 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.

Integrating LibGuides into Library Websites Dec 07 2020 Integrating LibGuides into Library Websites introduces ideas and options for both newer users and administrators. This book covers responsive, mobile-first web design, and provides overviews and in-depth information for LibGuides authors and administrators. Topics covered include: Introduction: If you're new to LibGuides, learn the ins and outs as well as how to maximize functionality through the use of the new version and LibApps Administration and Management: Learn about the administrator's role in LibGuides and how you foster cooperation and integration between content creators and users Usability and Accessibility: Using theoretical and concrete ideas, improve LibGuides content and user experience Pedagogy: Through tips and best practices, learn how to enhance the classroom experience by incorporating LibGuides into teaching Level-up your LibGuides content with improved accessibility and usability. Imbue your LibGuides instructional support with sound pedagogical theory. It's great to have a useful, accessible site as a starting point. Take your LibGuides to the next level using sound pedagogical design and practices. Through detailed instructions and real life examples, this authoritative LITA Guide provides you with the tools and knowledge to enhance and invigorate your LibGuides experience.

Scrum mit User Stories Sep 28 2022 - Erfahren Sie, wie Sie Anforderungen im Sinne des Kunden mit Hilfe von User Stories beschreiben und im Product Backlog verwalten. - Lesen Sie, wie User Stories den Flow eines Scrum-Projekts steuern und das Team bei der Entwicklung werthaltiger Software leiten. - Lernen Sie, wie Sie die Geschäftsregeln einer User Story als Akzeptanztests beschreiben und so die Basis für akzeptanzgetriebene Entwicklung schaffen. - Erlernen Sie die Anwendung von Story Maps als neue Methode zur ganzheitlichen Anforderungsanalyse. - Lernen Sie, wie Sie Scrum in mobilen Arbeitsumgebungen einführen und dem Team über die ersten Hürden hinweghelfen. - Ihr exklusiver Vorteil: E-Book inside beim Kauf des gedruckten Buches Scrum als Framework für die Agile Softwareentwicklung erfreut sich zunehmender Beliebtheit. Kombiniert mit User Stories wird daraus ein unschlagbares Doppel. Scrum definiert mit Hilfe einfacher Regeln und klarer Verantwortlichkeiten einen Rahmen für agile Softwareprojekte. User Stories beschreiben Anforderungen aus Sicht des Anwendenden und liefern einen greifbaren Mehrwert. Dieses Buch erklärt die Grundlagen beider Konzepte und beschreibt, wie Sie User Stories in die Elemente und Abläufe von Scrum einbinden. Angefangen vom Schreiben und Priorisieren eines User-Story-basierten Product Backlog bis hin zur User-Story-getriebenen Sprint- und Releaseplanung lernen Sie alles, was für den erfolgreichen Einsatz von User Stories in Ihrem Scrum-Projekt wichtig ist. Das neue Kapitel „Mobiles Arbeiten“ beschäftigt sich mit den Anforderungen und Möglichkeiten des agilen Arbeitens in mobilen Kontexten. Es beschreibt unsere Erfahrungen beim Arbeiten mit mobilen Scrum-Teams und liefert Tipps und Ideen für das Führen solcher Teams. „Egal, ob man Scrum

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und User Stories einsetzt oder nicht: Mit diesem Buch lernt wohl jeder noch etwas dazu.“ Steffen Gemkow, ObjectFab AUS DEM INHALT // - Einführung - Beispiel: Scrumcoaches.com - Die Grundlagen von Scrum - User Stories - Agiles Schätzen - Agiles Planen - User Stories für das Product Backlog - User Story Mapping - Sprint-Planung - Sprint-Durchführung - User Stories Akzeptanztesten - Sprint-Retrospektive - Agile Releaseplanung - Mobiles Arbeiten - Verticals - SCRUM@OTTO - Glossar

System Engineering Analysis, Design, and Development Jul 02 2020 Praise for the first edition: “This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding.” -Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for “bridging the gap” between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, *Systems Engineering Analysis, Design, and Development*, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

Visual Studio Condensed Apr 30 2020 Visual Studio 2013 is one of the most sophisticated integrated development environments in the world today. With hundreds of features and several different editions available, it can be hard to learn your way around, and hard to know whether you're using it to its full potential. *Visual Studio Condensed* gives you a quick and systematic guide to the features that matter most, tagged clearly according to their availability. The book starts by familiarizing you with the main features of Visual Studio and how to configure the user interface depending on your needs. You'll then dive into each key developer tool in turn, starting with the editor window and going through the navigation pane, documentation, and the NuGet package manager. Debugging is a difficult skill to master with a range of approaches and tools at your disposal, so you'll see how to make best use of breakpoints, the debugging windows, tracing and managed memory analysis, as well as tips and tricks on advanced debugging techniques that can make a real difference to your productivity. Visual Studio 2013 comes with sophisticated code improvement tools. You can visualize relationships in your code with the Code Map feature, find duplicated code to maximize your code reuse, and use Visual Studio's inbuilt list of metrics to figure out just how healthy your code is and how difficult or easy it will be to maintain. Testing is also made easy with unit testing and web performance tests as well as a Test Manager to organize your tests into test plans and suites. The final chapters of the book cover team work with Team Foundation Server, framework-specific features, and how to build your own Visual Studio extensions. *Visual Studio Condensed* is the ideal manual for busy developers who just want to get on with what matters: writing code. Whether you're new to Visual Studio or brushing up on the latest features, this book will get you up to speed in no time.

User Stories Applied Oct 29 2022 "Offers a requirements process that saves time, eliminates rework, and leads directly to better software. A great 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. ... [the author] 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, [the author] shows how to organize them, prioritize them, and use them for planning, management, and testing"--Back cover.

Proceedings of 4th International Conference in Software Engineering for Defence Applications

Sep 23 2019 This book presents high-quality original contributions on new software engineering models, approaches, methods, and tools and their evaluation in the context of defence and security applications. In addition, important business and economic aspects are discussed, with a particular focus on cost/benefit analysis, new business models, organizational evolution, and business intelligence systems. The contents are based on presentations delivered at SEDA 2015, the 4th International Conference in Software Engineering for Defence Applications, which was held in Rome, Italy, in May 2015. This conference series represents a targeted response to the growing need for research that reports and debates the practical implications of software engineering within the defence environment and also for software performance evaluation in real settings through controlled experiments as well as case and field studies. The book will appeal to all with an interest in modeling, managing, and implementing defence-related software development products and processes in a structured and supportable way.

Create Your Successful Agile Project Feb 27 2020 You think agile techniques might be for you, but your projects and organization are unique. An "out-of-the-box" agile approach won't work. Instead, unite agile and lean principles for your project. See how to design a custom approach, reap the benefits of collaboration, and deliver value. For project managers who want to use agile techniques, managers who want to start, and technical leaders who want to know more and succeed, this book is your first step toward agile project success. You've tried to use an off-the-shelf approach to agile techniques, and it's not working. Instead of a standard method or framework, work from agile and lean principles to design your own agile approach in a way that works for you. Build collaborative, cross-functional teams. See how small batch sizes and frequent delivery create an environment of trust and transparency between the team, management, and customers. Learn about the interpersonal skills that help agile teams work together so well. In addition to seeing work and knowing what "done" means, you'll see examples of many possible team-based measurements. Look at tools you can use for status reporting, and how to use those measurements to help your managers understand what agile techniques buy them. Recognize the traps that prevent agile principles from working in too many organizations, and what to do about those traps. Use agile techniques for workgroups, and see what managers can do to create and nurture an agile culture. You might be surprised at how few meetings and rituals you need to still work in an agile way. Johanna's signature frankness and humor will get you on the right track to design your agile project to succeed. What You Need: No technical expertise or experience needed, just a desire to know more about how you might use agile in your project.

Pro .NET 2.0 Extreme Programming Mar 22 2022 * Explains current Extreme Programming practices now that .NET 1.1 has matured; also explains how new features of .NET 2.0 impact Extreme Programming techniques. * Provides real-world examples of Extreme Programming practice, by examining the complete release of an example project, so developers can learn practical details and principles. * Shows developers how to use test-first development techniques for web-based applications using the NUnit testing framework within the Visual Studio .NET IDE, plus critical coverage of Nant, Net Mock and CruiseControl.NET.

Agile Java Development with Spring, Hibernate and Eclipse Jan 28 2020 Agile Java™ Development With Spring, Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development. The three key technologies covered in this book, the Spring Framework, Hibernate and Eclipse, help reduce the complexity of enterprise Java development significantly. Furthermore, these technologies enable plain old Java objects (POJOs) to be deployed in light-weight containers versus heavy-handed remote objects that require heavy EJB containers.

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This book also extensively covers technologies such as Ant, JUnit, JSP tag libraries and touches upon other areas such as such logging, GUI based debugging, monitoring using JMX, job scheduling, emailing, and more. Also, Extreme Programming (XP), Agile Model Driven Development (AMDD) and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design; hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book. In addition, this book contains well separated, subjective material (opinion sidebars), comic illustrations, tips and tricks, all of which provide real-world and practical perspectives on relevant topics. Last but not least, this book demonstrates the complete lifecycle by building and following a sample application, chapter-by-chapter, starting from conceptualization to production using the technology and processes covered in this book. In summary, by using the technologies and methods covered in this book, the reader will be able to effectively develop enterprise-class Java applications, in an agile manner!

Agile Model-Based Systems Engineering Cookbook Oct 05 2020 The Agile Model-Based Systems Engineering Cookbook distills the most relevant MBSE workflows and work products into a set of easy-to-follow recipes, complete with examples of their application. This book serves as a quick and reliable practical reference for systems engineers looking to apply agile MBSE to real-world projects.

Human-Computer Interaction - INTERACT 2019 Jul 22 2019 The four-volume set LNCS 11746-11749 constitutes the proceedings of the 17th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2019, held in Paphos, Cyprus, in September 2019. The total of 111 full papers presented together with 55 short papers and 48 other papers in these books was carefully reviewed and selected from 385 submissions. The contributions are organized in topical sections named: Part I: accessibility design principles; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; co-design and design methods; crowdsourcing and collaborative work; cyber security and e-voting systems; design methods; design principles for safety/critical systems. Part II: e-commerce; education and HCI curriculum I; education and HCI curriculum II; eye-gaze interaction; games and gamification; human-robot interaction and 3D interaction; information visualization; information visualization and augmented reality; interaction design for culture and development I. Part III: interaction design for culture and development II; interaction design for culture and development III; interaction in public spaces; interaction techniques for writing and drawing; methods for user studies; mobile HCI; personalization and recommender systems; pointing, touch, gesture and speech-based interaction techniques; social networks and social media interaction. Part IV: user modelling and user studies; user experience; users' emotions, feelings and perception; virtual and augmented reality I; virtual and augmented reality II; wearable and tangible interaction; courses; demonstrations and installations; industry case studies; interactive posters; panels; workshops. The chapter 'Analyzing Accessibility Barriers Using Cost-Benefit Analysis to Design Reliable Navigation Services for Wheelchair Users' is open access under a CC BY 4.0 license.

Perspectives of System Informatics Nov 18 2021 This book constitutes the refereed proceedings of the 12th International Andrei P. Ershov Informatics Conference, PSI 2019, held in Novosibirsk, Russia, in July 2019. The 18 full papers and 3 short papers presented in this volume were carefully reviewed and selected from 70 submissions. The papers cover various topics related to the Mathematics of Computing, Information Systems, Formal Languages, dependable and fault-tolerant Systems and Network, Automata Theory, and much more.

Agile Processes in Software Engineering and Extreme Programming Mar 30 2020 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).

Agile Software Development with HP Agile Manager May 12 2021 Agile development practices have been widely adopted in a variety of organizations, yet only a few tools are available to help make the practical process of managing agile teams less painful and more successful. HP Agile Manager is a purpose-built

SaaS-based Agile planning tool. HP Agile Manager provides a simpler, smarter way to manage collaborative development. Liran Tal provides a practical, concise approach to using Agile Manager in a variety of settings to better plan, conduct, and manage software releases within development teams. His step-by-step approach will show you how to plan your product's features, streamline the agile sprint process, work with user stories, and track defects throughout the development process. Agile Manager can work for small startups, mid-sized teams, as well as scale up for bigger organizations as a cost-effective and flexible tool to apply agile techniques to improve your software development process.

Continuous Architecture Nov 06 2020 Continuous Architecture provides a broad architectural perspective for continuous delivery, and describes a new architectural approach that supports and enables it. As the pace of innovation and software releases increases, IT departments are tasked to deliver value quickly and inexpensively to their business partners. With a focus on getting software into end-users hands faster, the ultimate goal of daily software updates is in sight to allow teams to ensure that they can release every change to the system simply and efficiently. This book presents an architectural approach to support modern application delivery methods and provide a broader architectural perspective, taking architectural concerns into account when deploying agile or continuous delivery approaches. The authors explain how to solve the challenges of implementing continuous delivery at the project and enterprise level, and the impact on IT processes including application testing, software deployment and software architecture. Covering the application of enterprise and software architecture concepts to the Agile and Continuous Delivery models Explains how to create an architecture that can evolve with applications Incorporates techniques including refactoring, architectural analysis, testing, and feedback-driven development Provides insight into incorporating modern software development when structuring teams and organizations

Agile Office 365 Oct 25 2019 Plan, deploy, and run Office 365 using an agile project management approach. This soup-to-nuts guide teaches you how to apply agile techniques in order to make your Office 365 implementation a success, even as the Microsoft Office 365 platform continues to evolve and introduce new features. The author's approach to teaching time- and resource-saving concepts mirrors the process a team might typically encounter in delivering software projects. Learning begins with an overview of Office 365 and Agile. From there, you delve into topics correlating to product conception, execution, and deployment. The book wraps up with a comprehensive discussion on how Office 365, straight out of the box, can be used as a tool to manage Office 365 deployments and other types of projects. What You'll Learn Understand what Office 365 is and why it is the world's most popular online business app Adapt your delivery process to work with Office 365 and its regular update schedule Recognize potential risk areas and develop mitigation strategies Discover the tools that are available to make your life easier Manage the transition from deployment to operations Follow end-to-end guidance packed with useful case studies and tools to make your job easier Who This Book Is For Project managers, business analysts, IT managers, and other team members involved in managing Office 365 in order to deliver solutions for their organization. While not required, a basic understanding of Agile methodologies and Office 365 is useful.

User Story Mapping Jul 26 2022 "User Story Mapping" ist in den USA längst ein Bestseller. Die von Jeff Patton entwickelte Methode knüpft an bewährte Ansätze aus der Agilen Entwicklung an und erweitert sie. Die Idee: Die Produktentwicklung wird detailliert am Arbeitsfluss der Nutzer ausgerichtet und in Story Maps kontinuierlich dokumentiert und illustriert. Dadurch entsteht im gesamten Team - bei Entwicklern, Designern und beim Auftraggeber - ein deutlich verbessertes gemeinsames Verständnis vom Gesamtprozess und vom zu entwickelnden Produkt. Gleichzeitig wird die Gefahr reduziert, sich in unwichtigen Details zu verzetteln oder gar ein Gesamtprodukt zu entwickeln, das dem Nutzer nicht hilft.

Agile Processes in Software Engineering and Extreme Programming Aug 23 2019 This open access book constitutes the proceedings of the 22nd International Conference on Agile Software Development, XP 2021, which was held virtually 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. This year's conference was held with the theme "Agile Turns Twenty While the World Goes Online". The 11 full [Download File Agile Product Management Box Set User Stories How To Capture And Manage Requirements For Agile Product Management And Business Analysis With Scrum Agile Software Development 1 Read Pdf Free](#)

and 2 short papers presented in this volume were carefully reviewed and selected from 38 submissions. They were organized in topical sections named: agile practices; process assessment; large-scale agile; and short contributions.

Continuous Delivery 2.0 Jun 25 2022 The agile transformation is an act of transforming an organization's form or nature gradually to one that can embrace and thrive in a flexible, collaborative, self-organizing, and fast-changing environment. It seems like most of the companies starting an agile transformation never reach the goal of agility, but there are those few that truly become agile and reap incredible benefits by utilizing DevOps as well. This book introduces the theory and practice of the "double-flywheels model" of Continuous Delivery 2.0: Discovery Loop, which allows information technology (IT) organizations to help businesses figure out the most efficacious ways to develop. Additionally, it explores applications of the Verification Loop that allows IT organizations to deliver value quickly and safely with high quality. Along the way, the book provides an array of insights and case studies that dive into all the aspects of software delivery, and how to implement Continuous Delivery in the most economical way for long-run business development. Features Organization culture and software architecture Business requirement management Pipeline and tooling Branching and releasing strategy Automation strategy Configuration and artefacts management Deployment and production healthy The case studies at the end of the book—scenarios in which the author was personally involved—are explored in depth and meticulously detailed in order to represent typical agile transition scenarios that will benefit all readers.

Service Orientation in Holonic and Multi-Agent Manufacturing Dec 27 2019 This book gathers the peer-reviewed papers presented at the 8th edition of the International Workshop "Service Orientation in Holonic and Multi-Agent Manufacturing - SOHOMA'18" held at the University of Bergamo, Italy on June 11-12, 2018. The objective of the SOHOMA annual workshops is to foster innovation in smart and sustainable manufacturing and logistics systems by promoting new concepts, methods and solutions that use service orientation of agent-based control technologies with distributed intelligence. Reflecting the theme of SOHOMA'18: "Digital transformation of manufacturing with agent-based control and service orientation of Internet-scale platforms", the research included focuses on how the digital transformation, as advocated by the "Industry 4.0", "Industrial Internet of Things", "Cyber-Physical Production Systems" and "Cloud Manufacturing" frameworks, improves the efficiency, agility and sustainability of manufacturing processes, products, and services, and how it relates to the interaction between the physical and informational worlds, which is implemented in the virtualization of products, processes and resources managed as services.

Agile Software Requirements Feb 09 2021 "We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation." -From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of *Managing the Design Factory*; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In *Agile Software Requirements*, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the "big picture" of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger "systems of systems," application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You'll find proven solutions you can apply right now—whether you're a software developer or tester, executive, project/program manager, architect, or team leader.

Praxishandbuch IT-Kommunikation Aug 03 2020 Digitalisierung ist mittlerweile fester Bestandteil der

Unternehmensstrategie, um im internationalen Wettbewerb mithalten zu können. Dementsprechend werden auch die IT-Abteilungen in Unternehmen in die Pflicht genommen. Das IT-Projektvolumen steigt stetig und damit auch der Druck, innovative Projekte erfolgreich auf- und umzusetzen. Das Buch zeigt anschaulich, welche Rolle Kommunikation für den Erfolg von IT-Projekten spielt, beschreibt die Grundlagen von interner und externer IT-Kommunikation und gibt konkrete, praxisrelevante Handlungsempfehlungen. Damit richtet es sich an IT-Führungskräfte, IT-Manager und IT-Kommunikationsspezialisten.

Conceptual Modeling May 24 2022 This book constitutes the refereed proceedings of the 345th International Conference on Conceptual Modeling, ER 2016, held in Gifu, Japan, in November 2016. The 23 full and 18 short papers presented together with 3 keynotes were carefully reviewed and selected from 113 submissions. The papers are organized in topical sections on Analytics and Conceptual Modeling; Conceptual Modeling and Ontologies; Requirements Engineering; Advanced Conceptual Modeling; Semantic Annotations; Modeling and Executing Business Processes; Business Process Management and Modeling; Applications and Experiments of Conceptual Modeling; Schema Mapping; Conceptual Modeling Guidance; and Goal Modeling.

Agile Project Management For Dummies Apr 11 2021 This updated edition shows you how to use the agile project management framework for success! Learn how to apply agile concepts to your projects. This fully updated book covers changes to agile approaches and new information related to the methods of managing an agile project. Agile Project Management For Dummies, 3rd Edition gives product developers and other project leaders the tools they need for a successful project. This book's principles and techniques will guide you in creating a product roadmap, self-correcting iterations of deployable products, and preparing for a product launch. Agile approaches are critical for achieving fast and flexible product development. It's also a useful tool for managing a range of business projects. Written by one of the original agile technique thought-leaders, this book guides you and your teams in discovering why agile techniques work and how to create an effective agile environment. Users will gain the knowledge to improve various areas of project management. Define your product's vision and features Learn the steps for putting agile techniques into action Manage the project's scope and procurement Plan your team's sprints and releases Simplify reporting related to the project Agile Project Management For Dummies can help you to better manage the scope of your project as well as its time demands and costs. You'll also be prepared to skillfully handle team dynamics, quality challenges, and risks.

Requirements Engineering: Foundation for Software Quality Mar 10 2021 This book constitutes the proceedings of the 24th International Working Conference on Requirements Engineering - Foundation for Software Quality, REFSQ 2018, held in Utrecht, The Netherlands, in March 2018. The 23 full and 2 invited talks papers presented in this volume were carefully reviewed and selected from 57 submissions. The papers were organized in topical sections named: RE in Industrial Practice; NLP in Theory and Practice; Empirical Insights into Traceability; Taming Ambiguity; Large-Scale RE; Quality Requirements; User and Job Stories; Requirements Alignment; RE Previews and Visions; Big Data; Mindmapping and Requirements Modeling.

Product-Focused Software Process Improvement Sep 16 2021 This book constitutes the refereed proceedings of the 23rd International Conference on Product-Focused Software Process Improvement, PROFES 2022, which took place in Jyväskylä, Finland in November 2022. The 24 full technical papers, 9 short papers, and 6 poster papers presented in this volume were carefully reviewed and selected from 75 submissions. The book also contains 8 doctoral symposium papers and 7 tutorial and workshop papers. The contributions were organized in topical sections as follows: Keynote; Cloud and AI; Empirical Studies; Process Management; Refactoring and Technical Debt; Software Business and Digital Innovation; Testing and Bug Prediction; Posters; Tutorials; Workshop on Engineering Processes and Practices for Quantum Software (PPQS'22); 1st Workshop on Computational Intelligence and Software Engineering (CISE 2022); Doctoral Symposium.

Software Technologies Feb 21 2022 This book constitutes the thoroughly refereed post-conference proceedings of the 13th International Joint Conference on Software Technologies, ICSOFT 2018, held in Porto, Portugal, in July 2018. The 18 revised full papers were carefully reviewed and selected from 117 submissions. The topics covered in the papers include: business process modelling, IT service management,

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interoperability and service-oriented architecture, project management software, scheduling and estimating, software metrics, requirements elicitation and specification, software and systems integration, etc.

Requirements Engineering Sep 04 2020 This book constitutes the refereed proceedings of the 28th International Working Conference on Requirements Engineering: Foundation for Software Quality, REFSQ 2022, which was held in Aston, Birmingham, UK, during March 21-24, 2022. The 12 full and 7 short papers presented in this volume were carefully reviewed and selected from 45 submissions. They were organized in topical sections as follows: Artificial intelligence and explainability; machine learning; natural language processing; user stories; business, markets, and industrial practice; and cognition and expression. The special theme for REFSQ 2022 was "Explainability in Requirements Engineering".

Human-computer Interaction, INTERACT '99 Jun 20 2019 This text provides an overview of leading-edge developments in the field of human-computer interaction. It includes contributions from many key areas that are influencing the use of computers. Sections include speech technology, interaction with mobile and hand-held computers, e-business, web-based systems, virtual reality and haptic interfaces.

Research Challenges in Information Science Nov 25 2019 This book constitutes the proceedings of the 15th International Conference on Research Challenges in Information Sciences, RCIS 2021, which was planned to take place in Limassol, Cyprus, but had to change to an online event due to the COVID-19 pandemic. The conference took place virtually during May 11-14, 2021. It focused on the special theme "Information Science and Global Crisis". The scope of RCIS is summarized by the thematic areas of information systems and their engineering; user-oriented approaches; data and information management; business process management; domain-specific information systems engineering; data science; information infrastructures, and reflective research and practice. The 29 full papers and 6 work-in-progress papers presented in this volume were carefully reviewed and selected from 99 submissions. They were organized in topical sections named: Business and Industrial Processes, Information Security and Risk Management, Data and Information Management, Domain-specific Information Systems Engineering, User-Centered Approaches, Data Science and Decision Support, and Information Systems and Their Engineering. The volume also contains 13 poster and demo papers, and 4 doctoral consortium papers. In addition, two-page summaries of tutorials and research project papers can be found in the back matter.

Encyclopedia of Software Engineering Three-Volume Set (Print) Aug 27 2022 Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk

Data and Applications Security and Privacy XXXV Dec 19 2021 This book constitutes the refereed proceedings of the 35th Annual IFIP WG 11.3 Conference on Data and Applications Security and Privacy, DBSec 2021, held in Calgary, Canada, in July 2021.* The 15 full papers and 8 short papers presented were carefully reviewed and selected from 45 submissions. The papers present high-quality original research

from academia, industry, and government on theoretical and practical aspects of information security. They are organized in topical sections named differential privacy, cryptology, machine learning, access control and others. *The conference was held virtually due to the COVID-19 pandemic.

Fifty Quick Ideas to Improve Your User Stories Apr 23 2022 This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their

software products and processes. Gojko's book Specification by Example was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

Requirements Engineering for Software and Systems, Second Edition Jun 01 2020 As requirements engineering continues to be recognized as the key to on-time and on-budget delivery of software and systems projects, many engineering programs have made requirements engineering mandatory in their curriculum. In addition, the wealth of new software tools that have recently emerged is empowering practicing engineers to improve their requirements engineering habits. However, these tools are not easy to use without appropriate training. Filling this need, Requirements Engineering for Software and Systems, Second Edition has been vastly updated and expanded to include about 30 percent new material. In addition to new exercises and updated references in every chapter, this edition updates all chapters with the latest applied research and industry practices. It also presents new material derived from the experiences of professors who have used the text in their classrooms. Improvements to this edition include: An expanded introductory chapter with extensive discussions on requirements analysis, agreement, and consolidation An expanded chapter on requirements engineering for Agile methodologies An expanded chapter on formal methods with new examples An expanded section on requirements traceability An updated and expanded section on requirements engineering tools New exercises including ones suitable for research projects Following in the footsteps of its bestselling predecessor, the text illustrates key ideas associated with requirements engineering using extensive case studies and three common example systems: an airline baggage handling system, a point-of-sale system for a large pet store chain, and a system for a smart home. This edition also includes an example of a wet well pumping system for a wastewater treatment station. With a focus on software-intensive systems, but highly applicable to non-software systems, this text provides a probing and comprehensive review of recent developments in requirements engineering in high integrity systems.