Team-Based Software Development

Extreme Programming

Pocket Guide

Extreme Programming Pocket

Nick Grattan

Extreme Programming Pocket :

Extreme Programming Pocket Guide Chromatic,2003 Concise and easy to use this handy pocket guide to XP is a must have quick reference for anyone implementing a test driven development environment *Extreme Programming Adventures in C#* Ron Jeffries,2004 See eXtreme Programming XP in action at the hands of an XP master and learn Microsoft NET and C programming in the process In this fast paced hands on exposition Ron Jeffries one of the leading voices and practitioners in the XP community demonstrates that you can write well designed resilient code incrementally and safely while minimizing your investment in speculative up front design As Jeffries builds his sample application you get firsthand insights into what successful XP development looks like complete with real world challenges such as the eleventh hour change order For further practice and study you can download all the author s code including the missteps so you can see XP and agile concepts in action and assess how they fit into your own work Pair program with an XP master discovering how to Streamline and simplify the software development process Work more effectively as part of an XP development team Reduce missteps by designing testing and refining code in increments Receive clearer specifications and feedback from customers Write cleaner more expressive code and weed out more bugs Conserve resources by planning and reassessing progress as you go Maintain a sustainable work pace and avoid burnout Step up delivery dates shipping the most crucial features first Improve customer satisfaction *Unit Test Frameworks* Paul Hamill,2004-11-02 This is the only book to explore unit testing as a language independent standalone development methodology It covers the theory and methodology of unit test frameworks offers instruction in unit test development provides useful code examples in both Java and C and details the most commonly used frameworks from the XUnit family including JUnit for Java CppUnit for C and NUnit for NET It also includes the complete source code for CppUnit for C and NUnit for NET AspectJ Cookbook Russ Miles,2005 This hands on book shows readers why and how common Java development problems can be solved by using new Aspect oriented programming AOP techniques With a wide variety of code recipes for solving day to day design and coding problems using AOP s unique approach AspectJ Cookbook demonstrates that AOP is more than just a concept **The Art of Agile Development** James Shore,Shane Warden,2008 For those considering Extreme Programming this book provides no nonsense advice on agile planning development delivery and management taken from the authors many years of experience While plenty of books address the what and why of agile development very few offer the information users can apply directly The Art of Lean Software Development Curt Hibbs,Steve Jewett,Mike Sullivan,2009-01-15 This succinct book explains how you can apply the practices of Lean software development to dramatically increase productivity and quality Based on techniques that revolutionized Japanese manufacturing Lean principles are being applied successfully to product design engineering the supply chain and now software development With The Art of Lean Software Development you ll learn how to adopt Lean practices one at a time rather than taking on the entire methodology at once As you master each practice you ll see significant measurable

results With this book you will Understand Lean s origins from Japanese industries and how it applies to software development Learn the Lean software development principles and the five most important practices in detail Distinguish between the Lean and Agile methodologies and understand their similarities and differences Determine which Lean principles you should adopt first and how you can gradually incorporate more of the methodology into your process Review hands on practices including descriptions benefits trade offs and roadblocks Learn how to sell these principles to management The Art of Lean Software Development is ideal for busy people who want to improve the development process but can t afford the disruption of a sudden and complete transformation The Lean approach has been yielding dramatic results for decades and with this book you can make incremental changes that will produce immediate benefits This book presents Lean practices in a clear and concise manner so readers are motivated to make their software more reliable and less costly to maintain I recommend it to anyone looking for an easy to follow guide to transform how the developer views the process of writing good software Bryan Wells Boeing Intelligence Security Sytems Mission System If you re new to Lean software development and you re not quite sure where to start this book will help get your development process going in the right direction one step at a time John McClenning software development lead Aclara   Containerisation and Multimodal Transport in India K. V. Hariharan,2003   **JUnit Pocket Guide** Kent Beck,2004 JUnit created by Kent Beck and Erich Gamma is an open source framework for test driven development in any Java based code JUnit automates unit testing and reduces the effort required to frequently test code while developing it While there are lots of bits of documentation all over the place there isn t a go to manual that serves as a quick reference for JUnit This Pocket Guide meets the need bringing together all the bits of hard to remember information syntax and rules for working with JUnit as well as delivering the insight and sage advice that can only come from a technology s creator Any programmer who has written or is writing Java Code will find this book valuable Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test driven development under agile methodologies such as Extreme Programming XP another Beck creation   **SELinux** Bill McCarty,2005 Offers a readable practical introduction and step by step procedural manual for the installation configuration and use of SELinux a kernel module and set of Linux programs developed by the National Security Agency to help protect computers running on Linux Original All users   **JUnit Pocket Guide** Kent Beck,2004-09-23 JUnit created by Kent Beck and Erich Gamma is an open source framework for test driven development in any Java based code JUnit automates unit testing and reduces the effort required to frequently test code while developing it While there are lots of bits of documentation all over the place there isn t a go to manual that serves as a quick reference for JUnit This Pocket Guide meets the need bringing together all the bits of hard to remember information syntax and rules for working with JUnit as well as delivering the insight and sage advice that can only come from a technology s creator Any programmer who has written or is writing Java Code will find this book valuable Specifically it will appeal to programmers and developers of any

level that use JUnit to do their unit testing in test driven development under agile methodologies such as Extreme Programming XP another Beck creation <u>Dr. Dobb's Journal</u> ,2003 **Extreme Programming Explored** William C. Wake,2002 You know what XP is how to get it up and running and how to plan projects using it Now it s time to expand your use of Extreme Programming and learn the best practices of this popular discipline In Extreme Programming Explored you can read about best practices as learned from the concrete experience of successful XP developers Author and programmer Bill Wake provides answers to practical questions about XP implementation Using hands on examples including code samples written in the Java programming language this book demonstrates the day to day mechanics of working on an XP team and shows well defined methods for carrying out a successful XP project The book is divided into three parts Part 1 Programming programming incrementally test first and refactoring Part 2 Team Practices code ownership integration overtime and pair programming how XP approaches system architecture and how a system metaphor shapes a common vision a shared vocabulary and the architecture Part 3 Processes how to write stories to plan a release how to plan iterations and the activities in a typical day for the customer the programmer and the manager of an XP project To demonstrate how an XP team uses frequent testing you ll learn how to develop the core of a library search system by unit testing in small increments To show how to make code ready for major design changes the author teaches you how to refactor a Java program that generates a Web page To see how a system metaphor influences the shape of a system you ll learn about the effects of different metaphors on customer service and word processing applications To show how customers and programmers participate in release planning the book demonstrates writing and estimating stories and shows how the customer plans a release 0201733978B07052001 **Linux Journal** ,2003 **The British National Bibliography** Arthur James Wells,2005 <u>Systems Analysis and Design</u> Kenneth E. Kendall,Julie E. Kendall,2005 Dynamic comprehensive coverage makes this the perfect book on systems analysis and design with a reader friendly presentation of development methods tools and techniques A variety of review questions and problems an ongoing case study and an Internet based case study offer learners an understandable and motivating look at the SAD field For production supervisors and other business personnel in similar positions who want a working knowledge without the in depth command of information systems *Extreme Programming Explained* Kent Beck,Cynthia Andres,2004 Accountability Transparency Responsibility These are not words that are often applied to software development In this completely revised introduction to Extreme Programming XP Kent Beck describes how to improve your software development by integrating these highly desirable concepts into your daily development process The first edition of Extreme Programming Explained is a classic It won awards for its then radical ideas for improving small team development such as having developers write automated tests for their own code and having the whole team plan weekly Much has changed in five years This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on <u>Extreme Programming Explained</u> Kent

Beck,2002   Programming Microsoft Windows CE.NET Douglas McConnaughey Boling,2003 Here is the definitive guide to programming the Windows CE API now in its third edition with details on how to use Windows CE NET to design high performance applications for smart devices Resource description page   **Current Biography Yearbook** ,2007   Computers in Agriculture and Natural Resources Fedro S. Zazueta,2006

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