

Extreme Programming Explained Embrace Change The Xp Series Kent Beck

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Implementation Patterns - Kent Beck 2007-10-23

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

Extreme Programming Installed - Ron Jeffries 2001

Extreme Programming Installed explains the core principles of Extreme Programming and details each step in the XP development cycle. This book conveys the essence of the XP approach--techniques for implementation, obstacles likely to be encountered, and experience-based advice for successful execution.

Extreme Programming Explained - Kent Beck 2002

Peopleware - Tom DeMarco 2013

Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

Extreme Programming Explained - Kent Beck 2004-11-17

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: Five core values consistent with excellence in software development Eleven principles for putting those values into action Thirteen primary and eleven corollary practices to help

you push development past its current business and technical limitations Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development. You will discover how to: Involve the whole team—XP style Increase technical collaboration through pair programming and continuous integration Reduce defects through developer testing Align business and technical decisions through weekly and quarterly planning Improve teamwork by setting up an informative, shared workspace You will also find many other concrete ideas for improvement, all based on a philosophy that emphasizes simultaneously increasing the humanity and effectiveness of software development. Every team can improve. Every team can begin improving today. Improvement is possible—beyond what we can currently imagine. Extreme Programming Explained, Second Edition, offers ideas to fuel your improvement for years to come.

Extreme Programming Pocket Guide - Chromatic 2003

Provides information on eXtreme programming, or XP, a software development methodology.

Software Process Improvement - T. Dingsøy 2005-01-11

This was the first year that the European Software Process Improvement Conference - EuroSPI - had a separate research track with its own proceedings. The EuroSPI conference is in its eleventh year, and has become the main meeting place in Europe for the software industry and academia to discuss software process improvement. The conference deals with software process improvement in a broad sense, investigating organizational issues as well as methods and tools for software process improvement. Euro SPI is an initiative financed by a consortium of Nordic research centers and user networks(SINTEF, DELTA and STTF), ASQF, a German quality assurance association, and ISCN in Ireland, the coordinating network partner. The research papers describe innovative and significant work in software process improvement, which is relevant to the software industry. The papers are readable for a scientific and industrial audience, and support claims with appropriately described evidence or references to relevant literature. Thirty-one papers were submitted in this year's research track, and each paper was sent to three or four members of the program committee or additional reviewers. Papers were evaluated according to originality, significance of the contribution, quality of the written and graphical presentation, research method applied, and appropriateness of comparison to relevant research and literature. Almost 100 reviews were received and 18 papers were selected for presentation in the research track, giving a rejection rate of 42%. Many high-quality submissions had to be

rejected because of limited space in the conference program. The selected papers cover a wide area in software process improvement, from - proving agile development methods, techniques for software process improvement, and knowledge management in software companies to effort estimation and global software development.

Extreme Programming and Agile Methods - XP/Agile Universe 2003 - Frank Maurer 2011-04-08

XP Agile Universe 2003 is the third conference in a series running in North America and attracting participants from all over the world who are interested in the research, development and application of agile software processes. Agile approaches value people and interaction over processes and tools – moving software engineering from the process-oriented software development approaches of the 1990s towards people-oriented approaches that we are starting to see more and more in this decade. Agile approaches stress a holistic view of software developers as being involved in analysis, design, implementation and testing activities, while more traditional, Tayloristic approaches separate these tasks and assign them to different “resources.” Tayloristic approaches create knowledge-sharing problems as information gathered by one person needs to be handed over – usually in the form of documentation – to the next person in the chain. Agile approaches reduce the number of hand-offs and, thus, decrease the amount of required documentation for knowledge sharing. While deemed a novelty only a few years ago, agile methods are now being established in the software industry and are being applied in more and more application domains. While agile approaches move into the mainstream of software organizations, we are only now beginning to understand their benefits, areas of applicability, and also their dangers. This year’s conference will increase this understanding and provide a better base for industry practitioners as they assess the effectiveness of agile methods in their environment.

Extreme Programming and Agile Processes in Software Engineering - Hubert Baumeister 2005-05-24

Extreme Programming has come a long way since its first use in the C3 project almost 10 years ago. Agile methods have found their way into the mainstream, and at the end of last year we saw the second edition of Kent Beck’s book on Extreme Programming, containing a major refactoring of XP. This year, the 6th International Conference on Extreme Programming and Agile Processes in Software Engineering took place June 18–23 in Sheffield. As in the years before, XP 2005 provided a unique forum for industry and academic professionals to discuss their needs and ideas on Extreme Programming and agile methodologies. These proceedings reflect the activities during the conference which ranged from presentation of research papers, invited talks, posters and demonstrations, panels and activity sessions, to tutorials and workshops. Included are also papers from the Ph.D. and Master’s Symposium which provided a forum for young researchers to present their results and to get feedback. As varied as the activities were the topics of the conference which covered the presentation of new and improved practices, empirical studies, experience reports and case studies, and last but not least the social aspects of agile methods. The papers and the activities went through a rigorous reviewing process. Each paper was reviewed by at least three Program Committee members and was discussed carefully among the Program Committee. Of 62 papers submitted, only 22 were accepted as full papers.

Agile Modeling - Scott Ambler 2002-08-14

The first book to cover Agile Modeling, a new modeling technique created

specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community—much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)—a technique that he created for modeling XP projects using pieces of the UML and Rational’s Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects—a element lacking in the original XP design. The XP community and its creator have embraced AM, which should give this book strong market acceptance. Companion Web site at www.agilemodeling.com features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

Refactoring to Patterns - Joshua Kerievsky 2004-08-05

In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, Refactoring revolutionized design by introducing an effective process for improving code. With the highly anticipated Refactoring to Patterns, Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples Descriptions of twelve design smells that indicate the need for this book’s refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns Multiple ways to implement the same pattern—and when to use each Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you’re focused on legacy or “greenfield” development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively.

Write Great Code, Volume 1 - Randall Hyde 2004-11-01

Today’s programmers are often narrowly trained because the industry moves too fast. That’s where Write Great Code, Volume 1: Understanding the Machine comes in. This, the first of four volumes by author Randall Hyde, teaches important concepts of machine organization in a language-independent fashion, giving programmers what they need to know to write great code in any language, without the usual overhead of learning assembly language to master this topic. A solid foundation in software engineering, The Write Great Code series will help programmers make wiser choices with respect to programming statements and data types when writing software.

Extreme Programming Explained - Kent Beck 2000

Beck wants to encourage readers to re-examine their preconceptions of how software

development ought to occur. He does just that in this overview of Extreme Programming, a controversial approach to software development which challenges the notion that the cost of changing a piece of software must rise dramatically over the course of time.

Fit for Developing Software - Rick Mugridge 2005-06-29

The Fit open source testing framework brings unprecedented agility to the entire development process. Fit for Developing Software shows you how to use Fit to clarify business rules, express them with concrete examples, and organize the examples into test tables that drive testing throughout the software lifecycle. Using a realistic case study, Rick Mugridge and Ward Cunningham--the creator of Fit--introduce each of Fit's underlying concepts and techniques, and explain how you can put Fit to work incrementally, with the lowest possible risk. Highlights include Integrating Fit into your development processes Using Fit to promote effective communication between businesspeople, testers, and developers Expressing business rules that define calculations, decisions, and business processes Connecting Fit tables to the system with "fixtures" that check whether tests are actually satisfied Constructing tests for code evolution, restructuring, and other changes to legacy systems Managing the quality and evolution of tests A companion Web site (<http://fit.c2.com/>) that offers additional resources and source code

Refactoring - Jay Fields 2009-10-15

The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout--not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you Understand the core principles of refactoring and the reasons for doing it Recognize "bad smells" in your Ruby code Rework bad designs into well-designed code, one step at a time Build tests to make sure your refactorings work properly Understand the challenges of refactoring and how they can be overcome Compose methods to package code properly Move features between objects to place responsibilities where they fit best Organize data to make it easier to work with Simplify conditional expressions and make more effective use of polymorphism Create interfaces that are easier to understand and use Generalize more effectively Perform larger refactorings that transform entire software systems and may take months or years Successfully refactor Ruby on Rails code

Extreme Programming Explained - Kent Beck 2005

Planning Extreme Programming - Kent Beck 2001

Without careful ongoing planning, the software development process can fall apart. Extreme Programming (XP) is a new programming discipline, or methodology, that is geared toward the way that the vast majority of software development projects are

handled -- in small teams. In this new book, noted software engineers Kent Beck and Martin Fowler show the reader how to properly plan a software development project with XP in mind. The authors lay out a proven strategy that forces the reader to plan as their software project unfolds, and therefore avoid many of the nasty problems that can potentially spring up along the way.

Extreme Programming in Practice - James Newkirk 2001

This title focuses on the most critical aspects of software development: building robust, bug free systems, meeting deadlines, and coming in under budget. It includes artifacts, anecdotes, and actual code from an enterprise-class XP project.

Agile Processes in Software Engineering and Extreme Programming - Giulio Concas 2007-07-03

This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

The Business of Software - Michael A. Cusumano 2004-03-15

A leading expert on the global software industry reveals the inner working of software giants like IBM, Microsoft, and Netscape, and shows what it takes to create, develop, and manage a successful company--in good times and bad--in the most fiercely competitive business in the world.

Extreme Programming Explained - Kent Beck 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.

Test-driven Development - Kent Beck 2003

About software development through constant testing.

Lean Software Development - Mary Poppendieck 2003-05-08

Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three--if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system. Compressing the value stream: rapid development, feedback, and improvement Empowering teams and individuals without compromising coordination

Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"—even when your developers are scattered across multiple locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people—so you can achieve breakthrough quality, savings, speed, and business alignment.

Agile Processes in Software Engineering and Extreme Programming - Giovanni Cantone 2014-06-30

This book contains the refereed proceedings of the 15th International Conference on Agile Software Development, XP 2014, held in Rome, Italy, in May 2014. Because of the wide application of agile approaches in industry, the need for collaboration between academics and practitioners has increased in order to develop the body of knowledge available to support managers, system engineers, and software engineers in their managerial/economic and architectural/project/technical decisions. Year after year, the XP conference has facilitated such improvements and provided evidence on the advantages of agile methodologies by examining the latest theories, practical applications, and implications of agile and lean methods. The 15 full papers, seven short papers, and four experience reports accepted for XP 2014 were selected from 59 submissions and are organized in sections on: agile development, agile challenges and contracting, lessons learned and agile maturity, how to evolve software engineering teaching, methods and metrics, and lean development.

Agile Processes in Software Engineering and Extreme Programming - Pekka Abrahamsson 2008-06-10

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.

Human Aspects of Software Engineering - James E. Tomayko 2004

Object-oriented Software Engineering - Timothy Christian Lethbridge 2004

This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

Agile 2 - Cliff Berg 2021-02-08

Agile is broken. Most Agile transformations struggle. According to an Allied Market Research study, "63% of respondents stated the failure of agile implementation in their organizations." The problems with Agile start at the top of most organizations with executive leadership not getting what agile is or even

knowing the difference between success and failure in agile. Agile transformation is a journey, and most of that journey consists of people learning and trying new approaches in their own work. An agile organization can make use of coaches and training to improve their chances of success. But even then, failure remains because many Agile ideas are oversimplifications or interpreted in an extreme way, and many elements essential for success are missing. Coupled with other ideas that have been dogmatically forced on teams, such as "agile team rooms", and "an overall inertia and resistance to change in the Agile community," the Agile movement is ripe for change since its birth twenty years ago. "Agile 2" represents the work of fifteen experienced Agile experts, distilled into Agile 2: The Next Iteration of Agile by seven members of the team. Agile 2 values these pairs of attributes when properly balanced: thoughtfulness and prescription; outcomes and outputs, individuals and teams; business and technical understanding; individual empowerment and good leadership; adaptability and planning. With a new set of Agile principles to take Agile forward over the next 20 years, Agile 2 is applicable beyond software and hardware to all parts of an agile organization including "Agile HR", "Agile Finance", and so on. Like the original "Agile", "Agile 2", is just a set of ideas - powerful ideas. To undertake any endeavor, a single set of ideas is not enough. But a single set of ideas can be a powerful guide.

Extreme Programming and Agile Methods - XP/Agile Universe 2004 - Carmen Zannier 2004-08-03

This book constitutes the refereed proceedings of the 4th Conference on Extreme Programming and Agile Methods, XP/Agile Universe 2004, held in Calgary, Canada in August 2004. The 18 revised full papers presented together with summaries of workshops, panels, and tutorials were carefully reviewed and selected from 45 submissions. The papers are organized in topical sections on testing and integration, managing requirements and usability, pair programming, foundations of agility, process adaptation, and educational issues.

Smalltalk Best Practice Patterns - Kent Beck 1996-10-03

This classic book is the definitive real-world style guide for better Smalltalk programming. This author presents a set of patterns that organize all the informal experience successful Smalltalk programmers have learned the hard way. When programmers understand these patterns, they can write much more effective code. The concept of Smalltalk patterns is introduced, and the book explains why they work. Next, the book introduces proven patterns for working with methods, messages, state, collections, classes and formatting. Finally, the book walks through a development example utilizing patterns. For programmers, project managers, teachers and students -- both new and experienced. This book presents a set of patterns that organize all the informal experience of successful Smalltalk programmers. This book will help you understand these patterns, and empower you to write more effective code.

Extreme Programming for Web Projects - Doug Wallace 2003

Allowing readers to tailor cutting-edge best practices from software development to achieve success in Web development is the goal of this comprehensive guide. The book details a proven process that helps readers deliver Web projects on time, within budget, and with fewer defects.

Extreme Programming Applied - Ken Auer 2002

Articulating the principles behind Extreme Programming (XP) and offering practical advice concerning its application, this guide outlines the first steps toward XP discipline and offers examples of its application to a variety of organizations.

It provides guidelines for implementing XP, highlighting key points with anecdotes drawn from the experiences of those who developed the methodology. Auer and Miller are software developers. c. Book News Inc.

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].

Agile Software Development - Alistair Cockburn 2006-10-19

"Agile Software Development is a highly stimulating and rich book. The author has a deep background and gives us a tour de force of the emerging agile methods."
-Tom Gilb
The agile model of software development has taken the world by storm. Now, in Agile Software Development, Second Edition, one of agile's leading pioneers updates his Jolt Productivity award-winning book to reflect all that's been learned about agile development since its original introduction. Alistair Cockburn begins by updating his powerful model of software development as a "cooperative game of invention and communication." Among the new ideas he introduces: harnessing competition without damaging collaboration; learning lessons from lean manufacturing; and balancing strategies for communication. Cockburn also explains how the cooperative game is played in business and on engineering projects, not just software development. Next, he systematically illuminates the agile model, shows how it has evolved, and answers the questions developers and project managers ask most often, including · Where does agile development fit in our organization? · How do we blend agile ideas with other ideas? · How do we extend agile ideas more broadly? Cockburn takes on crucial misconceptions that cause agile projects to fail. For example, you'll learn why encoding project management strategies into fixed processes can lead to ineffective strategy decisions and costly mistakes. You'll also find a thoughtful discussion of the controversial relationship between agile methods and user experience design. Cockburn turns to the practical challenges of constructing agile methodologies for your own teams. You'll learn how to tune and continuously reinvent your methodologies, and how to manage incomplete communication. This edition contains important new contributions on these and other topics: · Agile and CMMI · Introducing agile from the top down · Revisiting "custom contracts" · Creating change with "stickers" In addition, Cockburn updates his discussion of the Crystal methodologies, which utilize his "cooperative game" as their central metaphor. If you're new to agile development, this book will help you succeed the first time out. If you've used agile methods before, Cockburn's techniques will make you even more effective.

Agile Processes in Software Engineering and Extreme Programming – Workshops -

Rashina Hoda 2019-08-30

This open access book constitutes the research workshops, doctoral symposium and panel summaries presented at the 20th International Conference on Agile Software

Development, XP 2019, held in Montreal, QC, Canada, in May 2019. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. Research papers and talks submissions were invited for the three XP 2019 research workshops, namely, agile transformation, autonomous teams, and large scale agile. This book includes 15 related papers. In addition, a summary for each of the four panels at XP 2019 is included. The panels were on security and privacy; the impact of the agile manifesto on culture, education, and software practices; business agility – agile's next frontier; and Agile – the next 20 years.

ATDD by Example - Markus Gärtner 2013

With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gärtner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gärtner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gärtner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now-and it will help you reap even more value as you gain experience.

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.

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Rapid Contextual Design - Karen Holtzblatt 2005

Publisher Description

Extreme Programming and Agile Processes in Software Engineering - Jutta Eckstein 2004-05-14

Software development is being revolutionized. The heavy-weight processes of the

1980s and 1990s are being replaced by light-weight, so called agile processes. Agile processes move the focus of software development back to what really matters: running software. This is only made possible by accepting that software development is a creative job done by, with, and for individual human beings. For this reason, agile software development encourages interaction, communication, and fun. This was the focus of the Fifth International Conference on Extreme Programming and Agile Processes in Software Engineering which took place between June 6 and June 10, 2004 at the conference center in Garmisch-Partenkirchen at the foot of the Bavarian Alps near Munich, Germany. In this way the conference provided a unique forum for industry and academic professionals to discuss their needs and ideas for incorporating Extreme Programming and Agile Methodologies into their professional life under consideration of the human factor. We celebrated this year's conference by reflecting on what we had achieved in the last half decade and we also focused on the challenges we will face in the near future.

Pair Programming Illuminated - Laurie Williams 2003

Written as instruction for pair programming newbies, with practical improvement tips for those experienced with the concept, this guide explores the operational aspects and unique fundamentals of pair programming; information such as furniture set-up, pair rotation, and weeding out bad pairs.