

# Kent Beck Am

Extreme Programming Test Driven Development Mit Scrum zum gewünschten System Agile Prozesse: Von XP über Scrum bis MAP Agile Entwicklungspraktiken mit Scrum Managing Software Debt APM - Agiles Projektmanagement Beitrag von DSDM, RUP und XP zur Gestaltung von RAD-Projekten Domain Storytelling UML konzentriert Testing ASP.NET Web Applications First Report of Her Majesty's Commissioners for Inquiring Into the Housing of the Working Classes Handbook to the environs of London, alphabetically arranged, containing an account of every town and village, and of all places of interest, within a circle of twenty miles round London Initials and Pseudonyms Tidy First? Dr. Dobb's Journal Gazetteer of the British Isles Tidy Together Extreme Programming Explained Structured Testing in Practice Kent Beck Kent Beck Joachim Goll Eckhart Hanser Roman Pichler Chris Sterling Uwe Vigerschow Sven Kannengie er Stefan Hofer Martin Fowler Jeff McWherter Great Britain. Royal Commission on Housing of the Working Classes James Thorne (F.S.A.) William Cushing Kent Beck John Bartholomew Kent Beck Kent Beck Alfred Leithold

Extreme Programming Test Driven Development Mit Scrum zum gewünschten System Agile Prozesse: Von XP über Scrum bis MAP Agile Entwicklungspraktiken mit Scrum Managing Software Debt APM - Agiles Projektmanagement Beitrag von DSDM, RUP und XP zur Gestaltung von RAD-Projekten Domain Storytelling UML konzentriert Testing ASP.NET Web Applications First Report of Her Majesty's Commissioners for Inquiring Into the Housing of the Working Classes Handbook to the environs of London, alphabetically arranged, containing an account of every town and village, and of all places of interest, within a circle of twenty miles round London Initials and Pseudonyms Tidy First? Dr. Dobb's Journal Gazetteer of the British Isles Tidy Together Extreme Programming Explained Structured Testing in Practice *Kent Beck Kent Beck Joachim Goll Eckhart Hanser Roman Pichler Chris Sterling Uwe Vigerschow Sven Kannengie er Stefan Hofer Martin Fowler Jeff McWherter Great Britain. Royal Commission on Housing of the Working Classes James Thorne (F.S.A.) William Cushing Kent Beck John Bartholomew Kent Beck Kent Beck Alfred Leithold*

quite simply test driven development is meant to eliminate fear in application development while some fear is healthy often viewed as a conscience that tells

programmers to be careful the author believes that byproducts of fear include tentative grumpy and uncommunicative programmers who are unable to absorb constructive criticism when programming teams buy into tdd they immediately see positive results they eliminate the fear involved in their jobs and are better equipped to tackle the difficult challenges that face them tdd eliminates tentative traits it teaches programmers to communicate and it encourages team members to seek out criticism however even the author admits that grumpiness must be worked out individually in short the premise behind tdd is that code should be continually tested and refactored kent beck teaches programmers by example so they can painlessly and dramatically increase the quality of their work

eine gute kenntnis des problembereichs und eine im projekt geteilte systemvision sorgen dafür dass die summe der mit scrum in agiler weise realisierten systemfragmente bei der abnahme genau dem kundenwunsch entspricht das zur agilen entwicklung nötige hintergrundwissen bietet dieses buch zum vergleich werden einzelne agile ans tze analysiert und detailliert vorgestellt mit schwerpunkt auf scrum komplexe projekte erfordern es dass die kundenwünsche nicht starr sind sondern sich im verlauf eines projekts bis zur abnahme ändern dürfen scrum ist ein verfahren das über die entsprechende adaptivität verfügt ein system wird daher bei scrum als eine folge kleiner systemfragmente realisiert die nacheinander implementiert werden alle anforderungen an das system dürfen sich ändern mit ausnahme derjenigen deren realisierung gerade ansteht die hohe kunst der entwicklungsmannschaft ist es hierbei dafür zu sorgen dass die summe der realisierten softwarefragmente genau dem kundenwunsch entspricht jeder entwickler muss sich deshalb in der welt des kunden auskennen und dieselbe aktuelle systemvision als ziel vor augen haben ansonsten ist es ungewiss ob die summe der teile zum gewünschten system konvergiert

das buch beschäftigt sich mit aktuellen agilen prozessmodellen der software entwicklung nach einer kurzen einföhrung in die historische entwicklung werden ausgehend vom agilen manifest prominente vertreter wie extreme programming xp crystal und crystal clear und scrum n her beleuchtet dabei stehen ablauf des prozesses produktrollen und artefakte im vordergrund im studentischen labor der dualen hochschule baden württemberg lörrach werden die diskutierten prozessmodelle auf ihre alltagstauglichkeit überprüft welche agilen praktiken sind problemlos welche sto en auf ablehnung der teammitglieder ausgehend von diesen erfahrungen wird der teamprozess beleuchtet insbesondere die bildung von mini teams der kleinsten produktiveinheiten im entwicklungsteam für den erfolg eines projekts unerl ssliche teamrollen werden identifiziert und im meta agile process model map formuliert ausgehend von der karte der verhaltensweisen im team wird eine methode zur optimalen teambildung vorgeschlagen

scrum ist ein agiles management framework das keine entwicklungspraktiken empfiehlt oder gar vorschreibt auswahl und einatz der richtigen praktiken fallen unter die

selbstorganisation des teams ohne den einsatz geeigneter entwicklungspraktiken und tools ist der einsatz von scrum in der softwareentwicklung jedoch nicht dauerhaft erfolgreich dieses buch beschreibt praxisnah die wichtigsten praktiken wie architekturvision inkrementeller entwurf continuous integration testgetriebene entwicklung refactoring akzeptanztests sowie modellgetriebene und verteilte entwicklung mit scrum

shipping imperfect software is like going into debt when you incur debt the illusion of doing things faster can lead to exponential growth in the cost of maintaining software software debt takes five major forms technical quality configuration management design and platform experience in today s rush to market software debt is inevitable and that s okay if you re careful about the debt you incur and if you quickly pay it back in managing software debt leading agile expert chris sterling shows how understanding software debt can help you move products to market faster with a realistic plan for refactoring them based on experience writing for all agile software professionals sterling explains why you re going into software debt whether you know it or not and why the interest on that debt can bring projects to a standstill next he thoroughly explains each form of software debt showing how to plan for it intelligently and repay it successfully you ll learn why accepting software debt is not the same as deliberate sloppiness and you ll learn how to use the software debt concept to systematically improve architectural agility coverage includes managing tensions between speed and perfection and recognizing that you ll inevitably ship some not quite right code planning to minimize interest payments by paying debts quickly building architectures that respond to change and help enterprises run more smoothly incorporating emergent architecture concepts into daily activities using agile collaboration and refactoring techniques delivering code and other software internals that reduce the friction of future change using early automated testing to move past the break fix mentality scripting and streamlining both deployment and rollback implementing team configuration patterns and knowledge sharing approaches that make software debt easier to repay clearing away technical impediments in existing architectures using the yagni you ain t gonna need it approach to strip away unnecessary complexity using this book s techniques senior software leadership can deliver more business value managers can organize and support development teams more effectively and teams and team members can improve their performance throughout the development lifecycle

apm steht für agiles projektmanagement und ist eine methodik für die konsequente und praxisnahe umsetzung agiler projekte im kontext anspruchsvoller softwareprojekte der leser erf hrt in diesem buch wie er von der projektvorbereitung und dem requirements engineering bis hin zu einer durchg ngigen softwarearchitektur agil entwickeln kann dabei wird auch auf das skalierbare und flexible apm rollenmodell eingegangen um unterschiedlich gro e projekte unter verschiedenen rahmenbedingungen adressieren zu können das buch gliedert sich in fünf teile teil i erl utert die konzepte hinter dem begriff agilit t und gibt einen Überblick über apm teil ii behandelt das aufsetzen eines agilen projekts teil iii legt dar wie softwarearchitektur und apm zusammenspielen teil iv beschreibt detailliert die

struktur und dynamik innerhalb von iterationen sowie die fortlaufende backlog arbeit hin zu hochwertigen releases dabei wird auch auf projektcontrolling sowie kanban und lean management eingegangen teil v zeigt wie sie apm für große projekte skalieren und in verteilten teams anwenden können erörtert werden auch die besonderheiten im regulierten umfeld und wie agil it im unternehmen eingeführt wird apm stellt somit einen gut gefüllten werkzeugkasten für viele unterschiedliche situationen in agilen projekten dar dem buch liegt das zweiseitige poster product owner werkzeugkoffer und anforderungen agil zerlegen bei

inhaltsangabe einleitung wie eine studie über den stand der softwareentwicklung in deutschland die vom bun desforschungsministerium ende 2000 in auftrag gegeben wurde zeigt erfolgt nur bei rund 50 aller software entwickelnden deutschen unternehmen die entwicklung nach einem vorgehensmodell auffällig ist dass speziell bei kleinen und jungen unternehmen vor allem start ups der new economy die softwareentwicklung in aller regel eher chaotisch stattfindet und dass das schnelle anbieten neuer funktionalit t priorit t vor qualitätsaspekten hat gerade diesen in einem turbulenten umfeld operierenden unternehmen kann mit vorgehensmodellen die speziell an deren besondere bedürfnisse angepasst sind geholfen werden solche vorgehensmodelle werden oft unter dem oberbegriff rapid application development zusammengefasst in der praxis vor allem in unternehmensberatungen ist zu beobachten dass oftmals verschiedene modelle als das rad modell propagiert und verkauft werden im allgemeinen lässt sich jedoch feststellen dass allen diesen modellen ein gemeinsamer bezugsrahmen fehlt der sie vergleichbar macht ohne einen solchen bezugsrahmen ist es für organisationen sehr viel schwerer eine rationale entscheidung für oder wider den einsatz eines vorgehensmodells treffen zu können das fehlen eines speziellen bezugsrahmens zeigt auch dass oft unklar ist was mit einem rad vorgehensmodell eigentlich gemeint ist zu den vorgehensmodellen die in theorie und praxis dem rad bereich zugerechnet werden gehören z b die dynamic systems development method die sich selbst als holistischer ansatz für softwareentwicklung in einer rad projektumgebung versteht und das extreme programming das zu den agilen ehemals leichtgewichtigen methoden im rad spektrum gehört ein weiterer ansatz der zwar nicht explizit für eine rad vorgehensweise geschaffen wurde jedoch viele eigenheiten von rad zu inkorporieren scheint ist der unified software development process bzw seine kommerzialisierte version rational unified process daneben können auch weitere methoden aufgezeigt werden z b scrum oder feature driven development die sich in der praxis jedoch nur minderer beliebtheit erfreuen zur zeit existiert kein allgemein akzeptierter strukturierter rad standard anhand dessen die eignung dieser modelle für eine vorgehensweise nach rad gesichtspunkten überprüft werden könnte ebenso unklar ist wie rad projekte konkret zu gestalten sind und inwiefern die oben

fachliche anforderungen in der softwareentwicklung verstehen und verstanden werden fachliche motivierte grenzen in domänen finden um software und teams danach zu organisieren anforderungen aus domain stories ableiten domain storytelling mit event storming user story mapping und anderen methoden der agilen

softwareentwicklung kombinieren geschichtenerz hlen ist tief in der menschlichen kommunikation verankert das gilt auch im zeitalter der software fachliche geschichten zu erz hlen und zu visualisieren macht gesch ftsprozesse und fachwissen greifbar dieses buch zeigt wie sie mit einfachen mitteln fachlich stimmige anwendungssoftware entwickeln können domain storytelling hilft das fachwissen aus den köpfen der anwender innen in die köpfe von entwickler innen product owners produktmanagement und business analysts zu transportieren es bringt die beteiligten in workshops zusammen um sich über aufgaben und prozesse im unternehmen abzustimmen das ergebnis wird in einer einfachen bildsprache dokumentiert die autoren erl utern an verst ndlichen beispielen wie domain storys entstehen und wie man domain storytelling für domain driven design die anforderungsermittlung und weitere zwecke einsetzen kann

a unique resource that combines all aspects of testing and makes it completely specific to asp net as microsoft s key technology for creating dynamic data driven sites and applications asp net is incredibly popular this is the first book to combine several testing topics and make them specific to asp net the author duo of microsoft mvps covers both the test driven development approach and the specifics of automated user interface testing performance load and stress testing accessibility testing and security testing this definitive guide walks you through the many testing pitfalls you might experience when developing asp net applications the authors explain the fundamental concepts of testing and demystify all the correct actions you need to consider and the tools that are available so that you may successfully test your application author duo of microsoft mvps offer a unique resource a combination of several testing topics and making them specific to asp net microsoft s key technology for creating dynamic data driven sites and applications guides you through the many testing pitfalls you may experience when developing asp net applications reviews the fundamental concepts of testing and walks you through the various tools and techniques available and for successfully testing an application discusses several different types of testing acceptance stress accessibility and security examines various testing tools such as nunit vs test suite wcat selenium fiddler firebug and more this one of a kind resource will help you become proficient in successfull application testing

tidying up messy software is a must and that means breaking up the code to make it more readable and using guard clauses and helping functions to make it understandable in this practical guide author kent beck creator of extreme programming and pioneer of software patterns suggests when and where you might apply tidyings in your code instead of trying to master tidying all at once this book lets you try out a few examples that make sense for your problem if you have a big function containing many lines of code you ll learn how to logically divide it into smaller chunks along the way you ll learn the theory behind software design coupling cohesion discounted cash flows and optionality

messy systems slow progress and increase costs but tidying up isn't just an individual effort it's a team responsibility in this essential guide author kent beck offers a practical framework for improving system design collaboratively building on the ideas from tidy first this book shows teams how to balance changes to a system's behavior with improvements to its structure ensuring smoother development faster progress and more effective collaboration with a focus on teamwork this book emphasizes not just fixing code but strengthening the human relationships that sustain system evolution through thoughtful insights real world examples and actionable practices beck teaches teams to alternate between tidying and building minimizing risk while maintaining momentum learn how to make large changes safely refine your team dynamics and clear the path to sustainable system improvements with approaches that prioritize both people and code whether you're an individual contributor or leading a design team you'll be equipped to design better systems together understand the difference between changes to system behavior and structure learn the power of alternating investments between tidying and building apply small safe steps to execute large system changes strengthen team relationships to sustain healthy design practices prepare for design challenges shaped by diverging incentives and human collaboration

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

diploma thesis from the year 2007 in the subject information management grade 2 campus02 university of applied sciences graz 31 entries in the bibliography language english abstract the it market has been growing dramatically in the last 15 years software tries to solve complex problems of the real world in addition customers expectations concerning the quality of the software are rising steadily therefore testing the software before it is delivered to a customer is a necessity while testing software completely is impossible the test department must use techniques in order to test critical parts in the software first furthermore the test department has to provide best possible information about the quality of the software achieved through passing several tests this requirement can be met only if testing is a structured and monitored process this thesis presents the implementation of an approach which understands structured software testing as an integrated part of the software development life cycle the approach is based on several established models from software development quality assurance and software testing these models are discussed together with different commercial in house and open source tools used for the implementation of the approach a framework is described for automated test execution test results processing archiving of test data and web based test data management an example is given where this framework has been introduced to a software company based on a specific quality approach the measurable quality improvement of the test process due to the introduction of the framework is presented

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