Fifty quick ideas to improve your user stories gojko adzic .pdf

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 who impacts how deliverables what 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 who impacts how deliverables what 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 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
improve agility create the conditions necessary for agile to succeed and scale in your organization focus on value development to your team and organization or discover why agile might not be for you this book explains how to Programming scrum lean devops and more into a cohesive whole learn how to successfully bring agile management taken from over two decades of agile experience he brings the latest ideas from extreme guide james shore provides no nonsense advice on agile adoption planning development delivery and explains what to do and why and when to make trade offs in this thorough update of the classic agile how to software development team s agility this comprehensive guidebook s clear concrete and detailed guidance agile but there s widespread misunderstanding of what agile is and how to use it if you want to improve your eplan services songkick concluding thoughts most companies developing software employ something they call scrum or other agile methods to software development projects or maybe you understand the concepts well enough but there is a gap between doing scrum well and meeting the needs of management and the expectations of stakeholders deliver is about longer term planning and thinking and proactive delivery management to help you implement successful projects in these pages peter scheffer teaches you how to combine scrum with delivery planning risk and issue management stakeholder management progress reporting and improved estimation practices he describes the activities you ll need to undertake before providing an estimate or kicking off your project you ll learn a proactive approach that eliminates factors that adversely impact delivery practical detailed outcome focused whatever delivery role you have this is the guide book you need from the start scale collaboration not process if you re trying to use agile and lean at the program level you ve heard of several approaches all about scaling processes if you duplicate what one team does for several teams you get bloat not delivery instead of scaling the process scale everyone s collaboration with autonomy collaboration and exploration teams and program level people can decide how to apply agile and lean to their work learn to collaborate around deliverables not meetings learn which measurements to use and how to use those measures to help people deliver more of what you want value and less of what you don t want work in progress create an environment of servant leadership and small world networks learn to enable autonomy collaboration and exploration across the organization and deliver your product scale collaboration with agile and lean program management and deliver your product the récit utilisateur ou user story is one technique issue des méthodes agiles qui permet de décrire les besoins utilisateurs c est la première étape du développement d une application ou d un site ce livre propose cinquante clés regroupées en cinq étapes pour créer des user stories collecte d informations pertinentes repérage des problèmes potentiels planifier des user stories organisation du travail à long terme gestion de la vision d ensemble échanger sur les user stories direction et amélioration des discussions de travail pour une compréhension partagée entre développeurs et commanditaires découper des user stories gestion des stratégies et enfin travailler avec les user stories à court et à moyen terme gojko adzic and david evans donnent les méthodes et les trucs pour construire de meilleures user stories trouver et corriger les problèmes les plus fréquents et gérer les difficultés il vous accompagne également dans la mise en place d une démarche agile pour assurer un développement réussi gojko adzic est un expert international du développement logiciel consultant et conférencier il est considéré comme une des personnalités les plus influentes dans le monde des méthodes agiles david evans est un consultant et formateur reconnu dans le domaine du développement agile summary specification by example is an emerging practice for creating software based on realistic examples bridging the communication gap between business stakeholders and the dev teams building the software in this book author gojko adzic distills interviews with successful teams worldwide sharing how they specify and deliver software without defects in short iterative delivery cycles about the technology specification for example is a collaborative method for specifying requirements and tests seven patterns fully explored in this book are key to making the method effective the method has four main benefits it produces reliable documentation it defines expectations clearly and makes validation efficient it reduces rework and above all it assures delivery teams and business stakeholders that the software that s built is right for its purpose about the book this book distills from the experience of leading teams worldwide effective ways to specify test and deliver software in short iterative delivery cycles case studies in this book range from small web startups to large financial institutions working in many processes including xp scrum and kanban this book is written for developers testers analysts and business people working together to build great software purchase of the print book comes with an offer of a free pdf epub and kindle ebook from Manning also available is all code from the book what s inside common process patterns how to avoid bad practices fitting sbe in your process 50 case studies table of contents part 1 getting started part 2 key process patterns part 3 case studies key benefits key process patterns living documentation initiating the changes deriving scope from goals specifying collaboratively illustrating using examples refining the specification automating validation without changing specifications validating frequently evolving a documentation system uswitch rainstorm iowa student loan sabre airline solutions eplan services songkick concluding thoughts most companies developing software employ something they call agile but there s widespread misunderstanding of what agile is and how to use it if you want to improve your software development team s agility this comprehensive guidebook s clear concrete and detailed guidance explains what to do and why and when to make trade offs in this thorough update of the classic agile how to guide james shore provides no nonsense advice on agile adoption planning development delivery and management taken from over two decades of agile experience he brings the latest ideas from extreme programming scrum lean devops and more into a cohesive whole learn how to successfully bring agile development to your team and organization or discover why agile might not be for you this book explains how to improve agility create the conditions necessary for agile to succeed and scale in your organization focus on value
work as a team understand priorities provide visibility and improve continuously deliver software reliably share ownership decrease development costs evolve designs and deploy continuously optimize value take ownership of product plans budgets and experiments and produce market leading software with plenty of ideas suggestions and practical cases on software quality this book will help you to improve the quality of your software and to deliver high quality products to your users and satisfy the needs of your customers and stakeholders many methods for product quality improvement start by investigating the problems and then work their way back to the point where the problem started for instance audits and root cause analysis work this way but what if you could prevent problems from happening by building an understanding what drives quality thus enabling to take action before problems actually occur what drives quality explores how quality plays a role in all of the software development activities it takes a deep dive into quality by listing the relevant factors of development and management activities that drive the quality of software products it provides a lean approach to quality by analyzing the full development chain from customer requests to delivering products to users i m aiming this book at software developers and testers architects product owners and managers agile coaches scrum masters project managers and operational and senior managers who consider quality to be important a book on quality should be practical it should help you the reader of this book to improve the quality of your software and deliver better products it should inspire you and give you energy to persevere on your quality journey what drives quality tries to do just that and more this book is based on my experience as a developer tester team leader project manager quality manager process manager consultant coach trainer and adviser in agile lean quality and continuous improvement it takes a deep dive into quality with views from different perspectives and provides ideas suggestions practices and experiences that will help you to improve quality of the products that your organization is delivering this book views software quality from an engineering management and social perspective it explores the interaction between all involved in delivering high quality software to users and provides ideas to do it quicker and at lower costs the business it will must come down with a seat at the table thought leader mark crispin pulled out a chair for cios at the c suite table now mark brings his unique perspective and experience to business leaders looking to lead their company into the digital age by harnessing the expertise and innovation that is already under their roof it in the war for business supremacy schwartz shows we must throw out the old management models and stereotypes that pit suits against nerds instead business leaders of today can foster a space of collaboration and shared mission a space that puts technologists and business people on the same team for business leaders looking to unlock their enterprise s digital transformation war and peace and it provides clear context and strategies schwartz demystifies the role it plays in the modern enterprise allowing business leaders to create new strategies for the new digital battleground it is time to change not only the enterprise s relationship with technology but its relationship with technologists to accelerate enterprises must bring technology to the heart of their work for just as technology is causing this disruption it is technology that provides the solution unlike napoleon it is time for business leaders to come down from the hill atop the battle of borodino and enter the fray with the technologists for that is where the war will be won or lost we must throw out the old management models and stereotypes that pit suits against nerds instead business leaders of today can foster a space of collaboration and shared mission a space that puts technologists and business people on the same team for business leaders looking to unlock their enterprise s digital transformation war and peace and it provides clear context and strategies schwartz demystifies the role it plays in the modern enterprise allowing business leaders to create new strategies for the new digital battleground it is time to change not only the enterprise s relationship with technology but its relationship with technologists to accelerate enterprises must bring technology to the heart of their work for just as technology is causing this disruption it is technology that provides the solution unlike napoleon it is time for business leaders to come down from the hill atop the battle of borodino and enter the fray with the technologists for that is where the war will be won or lost
management framework developed by the author now used by many agencies and in house UX teams in Europe. Its novel ideas can help you create better solutions. You will also learn about the Kaizen UX.

Although the book is not intended to be a comprehensive guide to modern user experience or product paper beyond creating maps the book will also showcase communication techniques and workshop ideas.

Microsoft Word even if you don't have access to any of those each map type can also be drawn with pen and paper.

Creating maps using different software products including Adobe Illustrator, Balsamiq Mockups, Axure RP or other tools.

Chapter you will solve a real world problem with a map. The book contains detailed beginner level tutorials on creating maps using different objects. The maps will be revealed in detail starting with simple techniques based on sticky notes moving to more complex map types in each chapter.

You will also explore user story maps, task models, and journey maps. You will create wireflows, mental model maps, and other communication tools. 

Mapping techniques will be revealed for the first time in print. The Behavioural Change Map and the 4D UX Map will be part of the guide. 

Solutions user experience maps will help you understand users, gain strategic insights, and improve communication with stakeholders. Maps can also champion user centricity within the organisation. Two advanced approaches will be introduced.

Two advanced approaches will be introduced. The Behavioural Change Map and the 4D UX Map will be part of the guide. 

Learn how maps help in communicating within the team and with stakeholders. Become more user focused and deliverable. Capture many levels of interaction in a holistic view. Use experience mapping in an agile team and help your organisation become user centric in detail.

Do you want to create better products and innovative solutions? Learn about fitnesse. A great web based tool for software acceptance testing. Fitnesse enables software developers and business people to build a shared understanding of the domain and helps produce software that is genuinely fit for purpose.

Rely on this robust and thorough guide to build and maintain successful test automation as the software industry shifts from traditional waterfall paradigms into more agile ones. Test automation becomes a highly important tool that allows your development teams to deliver software at an ever increasing pace without compromising quality.

Even though it may seem trivial to automate the repetitive tester's work using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the graveyard of software projects there are many things that affect the value of test automation and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project succeed but also allow the entire software project to thrive.

One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete guide to test automation provides a detailed hands on guide for writing highly maintainable test code. What you will learn know the real value to be expected from test automation. Discover the key traits that will make your test automation project succeed.

Be aware of the different considerations to take into account when planning automated tests vs manual tests. Determine who should implement the tests and the implications of this decision. Architect the test project and fit it to the architecture of the tested application. Implement highly reliable automated tests. Begin gaining value from test automation earlier.

Integrate test automation into the business processes of the development team. Leverage test automation to improve your organisation's performance and quality even without formal authority. Understand how different types of automated tests will fit into your testing strategy. Include unit testing load and performance testing visual testing and more.

Who this book is for? Those involved with software development such as test automation leads, QA managers, test automation developers and development managers. Some parts of the book assume hands on experience in writing code in an object oriented language mainly C or Java although most of the content is also relevant for nonprogrammers.

Understand users' gain strategic insights and make your product development more efficient with user experience mapping. About this book detailed guidance on the major types of user experience maps. Learn to gain strategic insights and improve communication with stakeholders. Get an idea on creating wireflows, mental model maps.

Ecosystem maps and solution maps. What this book is for? This book is for product manager service managers and designers who are keen on learning the user experience mapping techniques. What you will learn create and understand all common user experience map types. Use lab or remote user research to create maps and understand users better design behavioral change and represent it visually. Create 4D user experience maps. The ultimate UX deliverable capture many levels of interaction in a holistic view. Use experience mapping in an agile team and learn how maps help in communicating within the team and with stakeholders.

Become more user focused and help your organisation become user centric in detail. Do you want to create better products and innovative solutions? User experience maps will help you understand users' gain strategic insights and improve communication with stakeholders. Maps can also champion user centricity within the organisation.

Two advanced mapping techniques will be revealed for the first time in print. The behavioural change map and the 4D UX map will be part of the guide.

You will also explore user story maps, task models and journey maps. You will create wireflows, mental model maps. Ecosystem maps and solution maps. In this book the author will show you how to use insights from real users to create and improve your maps and your product. The book describes each major user experience map type in detail starting with simple techniques based on sticky notes moving to more complex map types.

In each chapter you will solve a real world problem with a map. The book contains detailed beginner level tutorials on creating maps using different software products including Adobe Illustrator, Balsamiq Mockups, Axure RP or Microsoft Word even if you don't have access to any of those each map type can also be drawn with pen and paper.

Beyond creating maps the book will also showcase communication techniques and workshop ideas. Although the book is not intended to be a comprehensive guide to modern user experience or product management its novel ideas can help you create better solutions. You will also learn about the Kaizen UX management framework developed by the author now used by many agencies and in house UX teams in Europe. 

Seven key success factors of agile testing the second title more agile testing. Learning journeys for the whole team addresses crucial emerging issues. Shares evolved practices and covers key issues that delivery teams want to learn more about. It offers powerful new insights into continuous improvement scaling agile testing across teams and the enterprise.

Overcoming pitfalls of automation testing in regulated environments. Integrating DevOps practices and testing mobile embedded and business intelligence systems. The agile testing collection will help you do all this and much more. Customize agile testing processes to your needs and successfully transition to organization agile teams clarify roles. Hire new testers and quickly bring them up to speed.

Engage testers in agile development and help agile team members improve their testing skills. Uses tests and collaborate with business experts to plan features and guide development design. Automated tests for superior reliability and easier maintenance plans. Just enough balancing small increments with larger feature sets and the entire system test to identify and mitigate risks and prevent future defects.

Perform exploratory testing using personas tours and test charters with session and thread based techniques. Help testers developers and operations experts collaborate on shortening feedback cycles with continuous integration and delivery. Both guides in this collection are thoroughly grounded in the authors extensive experience and supported by examples from actual projects.
and beyond buying this map will give you hundreds of hours worth of user experience knowledge from one of the world’s leading ux consultants it will change your users world for the better if you are still not convinced we have hidden some cat drawings in it just in case style and approach an easy to understand guide filled with real world use cases on how to plan prioritize and visualize your project on customer experience build better business software by telling and visualizing stories from a story to working software this book helps you to get to the essence of what to build highly recommended oliver drothoim storytelling is at the heart of human communication why not use it to overcome costly misunderstandings when designing software by telling and visualizing stories domain experts and team members make business processes and domain knowledge tangible domain storytelling enables everyone to understand the relevant people activities and work items with this guide the method’s inventors explain how domain experts and teams can work together to capture insights with simple pictographs show their work solicit feedback and get everyone on the same page stephan hofer and henning schwentner introduce the method’s easy pictographic language scenario based modeling techniques workshop format and relationship to other modeling methods using step by step case studies they guide you through solving many common problems fully align all project participants and stakeholders both technical and business focused master a simple set of symbols and rules for modeling any process or workflow use workshop based collaborative modeling to find better solutions faster draw clear boundaries to organize your domain software and teams transform domain knowledge into requirements embedded naturally into an agile process move your models from diagrams and sticky notes to code gain better visibility into your it landscape so you can consolidate or optimize it this guide is for everyone who wants more effective software from developers architects and team leads to the domain experts product owners and executives who rely on it every day register your book for convenient access to downloads updates and or corrections as they become available see inside book for details janet gregory and lisa crispin pioneered the agile testing discipline with their previous work agile testing now in more agile testing they reflect on all they’ve learned since they address crucial emerging issues share evolved agile practices and cover key issues agile testers have asked to learn more about packed with new examples from real teams this insightful guide offers detailed information about adapting agile testing for your environment learning from experience and continually improving your test processes scaling agile testing across teams and overcoming the pitfalls of automated testing you’ll find brand new coverage of agile testing for the enterprise distributed teams mobile embedded systems regulated environments data warehouse bi systems and devops practices you’ll come away understanding how to clarify testing activities within the team ways to collaborate with business experts to identify valuable features and deliver the right capabilities how to design automated tests for superior reliability and easier maintenance how agile team members can improve and expand their testing skills how to plan just enough balancing small increments with larger feature sets and the entire system how to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects how to address challenges within your product or organizational context how to perform exploratory testing using personas and tours exploratory testing approaches that engage the whole team using test charts with session and thread based techniques how to bring new agile testers up to speed quickly without overwhelming them the ebook edition of more agile testing also is available as part of a two ebook collection the agile testing collection 9780134190624 this book is written by testers for testers in ten chapters the authors provide answers to key questions in agile projects they deal with cultural change processes for agile testing with questions regarding the approach and organization of software testing with the use of methods techniques and tools especially test automation and with the redefined role of the tester in agile projects the first chapter describes the cultural change brought about by agile development in the second chapter which addresses agile process models such as scrum and kanban the authors focus on the role of quality assurance in agile development projects the third chapter deals with the agile test organization and the positioning of testing in an agile team chapter 4 discusses the question of whether an agile tester should be a generalist or a specialist in chapter 5 the authors turn to the methods and techniques of agile testing emphasizing the differences from traditional phase oriented testing in chapter 6 they describe which documents testers still need to create in an agile project next chapter 7 explains the efficient use of test automation which is particularly important in agile development as it is the main instrument for project acceleration and is necessary to support state of the art devops approaches and continuous integration chapter 8 then adds examples from test tool practice extending test automation to include test management functionality chapter 9 is dedicated to training and its importance emphasizing the role of employee training in getting started with agile development finally chapter 10 summarizes the results of the agile journey in general with a special focus on testing to make the aspects described even more tangible the specific topics of this book are accompanied by the description of experiences from concrete software development projects of various organizations the examples demonstrate that different approaches can lead to solutions that meet the specific challenges of agile projects

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Fifty Quick Ideas to Improve Your User Stories 2014-10-15

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 groups how to set better priorities and how to outrun the competition by achieving more with less software what
Humans Vs Computers 2017-09

humans vs computers is a book about ordinary people caught between wrong assumptions and computer bugs. you'll read about humans who are invisible to computers how a default password caused a zombie apocalypse and why airlines sometimes give away free tickets. this is also a book on how to prevent avoid and reduce the
Deliver 2022-10-14

are you finding it challenging to apply scrum or other agile methods to software development projects or maybe you understand the concepts well enough but there is a gap between doing scrum well and meeting the needs of management and the expectations of stakeholders deliver is about longer term planning and thinking and proactive delivery management to help you implement successful projects in these pages peter scheffer teaches you how to combine scrum with delivery planning risk and issue management stakeholder management progress reporting and improved estimation practices he describes the activities you ll need to undertake before providing an estimate or kicking off your project you ll learn a proactive approach that eliminates factors that adversely impact delivery practical detailed outcome focused whatever delivery role you have this is the guide book you need from the start

Agile and Lean Program Management 2016-02-05

scale collaboration not process if you re trying to use agile and lean at the program level you ve heard of several approaches all about scaling processes if you duplicate what one team does for several teams you get bloat not delivery instead of scaling the process scale everyone s collaboration with autonomy collaboration and exploration teams and program level people can decide how to apply agile and lean to their work learn to collaborate around deliverables not meetings learn which measurements to use and how to use those measures to help people deliver more of what you want value and less of what you don t want work in progress create an environment of servant leadership and small world networks learn to enable autonomy collaboration and exploration across the organization and deliver your product scale collaboration with agile and lean program management and deliver your product

User stories 2018-05-31

le récit utilisateur ou user story est une technique issue des méthodes agiles qui permet de décrire les besoins utilisateurs c est la première étape du développement d une application ou d un site ce livre propose cinquante clés regroupées en cinq étapes pour créer des user stories collecte d informations pertinentes repérage des problèmes potentiels planifier des user stories organisation du travail à long terme gestion de la vision d ensemble échanger sur les user stories direction et amélioration des discussions de travail pour une compréhension partagée entre développeurs et commanditaires découvrir des user stories gestion des stratégies et enfin travailler avec les user stories à court et à moyen terme gojko adzic and david evans donnent les méthodes et les trucs pour construire de meilleures user stories trouver et corriger les problèmes les plus fréquents et gérer les difficultés il vous accompagne également dans la mise en place d une démarche agile pour assurer un développement réussi gojko adzic est un expert international du développement logiciel consultant et conférencier il est considéré comme une des personnalités les plus influentes dans le monde des méthodes agiles david evans est un consultant et formateur reconnu dans le domaine du développement agile

Specification by Example 2011-06-02

summary specification by example is an emerging practice for creating software based on realistic examples bridging the communication gap between business stakeholders and the dev teams building the software in this book author gojko adzic distills interviews with successful teams worldwide sharing how they specify develop and deliver software without defects in short iterative delivery cycles about the technology specification by example is a collaborative method for specifying requirements and tests seven patterns fully explored in this book are key to making the method effective the method has four main benefits it produces living reliable documentation it defines expectations clearly and makes validation efficient it reduces rework and above all it assures delivery teams and business stakeholders that the software that s built is right for its purpose about the book this book distills from the experience of leading teams worldwide effective ways to specify test and deliver software in short iterative delivery cycles case studies in this book range from small web startups to large financial institutions working in many processes including xp scrum and kanban this book is written for
developers testers analysts and business people working together to build great software purchase of the print book comes with an offer of a free pdf epub and kindle ebook from manning also available is all code from the book what s inside common process patterns how to avoid bad practices fitting sbe in your process 50 case studies table of contents part 1 getting started part 2 key process patterns part 3 case studies key benefits key process patterns living documentation initiating the changes deriving scope from goals specifying collaboratively illustrating using examples refining the specification automating validation without changing specifications validating frequently evolving a documentation system uswitch rainstor iowa student loan sabre airline solutions eplan services songkick concluding thoughts

The Art of Agile Development 2021-10-12

most companies developing software employ something they call agile but there s widespread misunderstanding of what agile is and how to use it if you want to improve your software development team s agility this comprehensive guidebook s clear concrete and detailed guidance explains what to do and why and when to make trade offs in this thorough update of the classic agile how to guide james shore provides no nonsense advice on agile adoption planning development delivery and management taken from over two decades of agile experience he brings the latest ideas from extreme programming scrum lean devops and more into a cohesive whole learn how to successfully bring agile development to your team and organization or discover why agile might not be for you this book explains how to improve agility create the conditions necessary for agile to succeed and scale in your organization focus on value work as a team understand priorities provide visibility and improve continuously deliver software reliably share ownership decrease development costs evolve designs and deploy continuously optimize value take ownership of product plans budgets and experiments and produce market leading software

What Drives Quality 2017-09-30

with plenty of ideas suggestions and practical cases on software quality this book will help you to improve the quality of your software and to deliver high quality products to your users and satisfy the needs of your customers and stakeholders many methods for product quality improvement start by investigating the problems and then work their way back to the point where the problem started for instance audits and root cause analysis work this way but what if you could prevent problems from happening by building an understanding what drives quality thus enabling to take action before problems actually occur what drives quality explores how quality plays a role in all of the software development activities it takes a deep dive into quality by listing the relevant factors of development and management activities that drive the quality of software products it provides a lean approach to quality by analyzing the full development chain from customer requests to delivering products to users i m aiming this book at software developers and testers architects product owners and managers agile coaches scrum masters project managers and operational and senior managers who consider quality to be important a book on quality should be practical it should help you the reader of this book to improve the quality of your software and deliver better products it should inspire you and give you energy to persevere on your quality journey what drives quality tries to do just that and more this book is based on my experience as a developer tester team leader project manager quality manager process manager consultant coach trainer and adviser in agile lean quality and continuous improvement it takes a deep dive into quality with views from different perspectives and provides ideas suggestions practices and experiences that will help you to improve quality of the products that your organization is delivering this book views software quality from an engineering management and social perspective it explores the interaction between all involved in delivering high quality software to users and provides ideas to do it quicker and at lower costs

War and Peace and IT 2019-05-14

the business it wall must come down with a seat at the table thought leader mark schwartz pulled out a chair for cios at the c suite table now mark brings his unique perspective and experience to business leaders looking to lead their company into the digital age by harnessing the expertise and innovation that is already under their roof it in the war for business supremacy schwartz shows we must throw out the old management models and stereotypes that pit suits against nerds instead business leaders of today can foster a space of collaboration and shared mission a space that puts technologists and business people on the same team for business leaders looking to unlock their enterprise s digital transformation war and peace and it provides clear context and strategies
schwartz demystifies the role it plays in the modern enterprise allowing business leaders to create new strategies for the new digital battleground it is time to change not only the enterprise's relationship with technology but its relationship with technologists to accelerate enterprises must bring technology to the heart of their work for just as technology is causing this disruption it is technology that provides the solution unlike napoleon it is time for business leaders to come down from the hill atop the battle of borodino and enter the fray with the technologists for that is where the war will be won or lost

Fifty Quick Ideas to Improve Your Tests 2015-05-15

this book is for cross functional teams working in an iterative delivery environment planning with user stories and testing frequently changing software under tough time pressure this book will help you test your software better easier and faster many of these ideas also help teams engage their business stakeholders better in defining key expectations and improve the quality of their software products

Broken Agile 2015-12-16

learn how to be successful in adopting agile and see good and bad examples of how agile can be adopted broken agile second edition contains stories from years of real world experience on agile teams and projects the stories in each chapter are both educational and entertaining each chapter focuses on specific agile values and principles the stories in each chapter are used to illustrate how agile values and principles are sometimes misunderstood or misapplied on agile teams and projects you will read how agile is used in the real world and the consequences of poor adaptations of the agile software development methodology these stories will help you in your journey to adopt agile software development what you'll learn what are good and bad examples of how agile can be adopted what are some specific agile values and principles how some of these are misunderstood or misapplied how agile is used in the real world what are the consequences of poor adoption of the agile software methodology how some companies have been successful in adopting agile this book is for experienced software developers in their journey to adopt agile software development it is very useful for those considering implementation of agile processes

The Agile Testing Collection 2015-06-22

a comprehensive collection of agile testing best practices two definitive guides from leading pioneers janet gregory and lisa crispin haven't just pioneered agile testing they have also written two of the field's most valuable guidebooks now you can get both guides in one indispensable ebook collection today's must have resource for all agile testers teams managers and customers combining comprehensive best practices and wisdom contained in these two titles the agile testing collection will help you adapt agile testing to your environment systematically improve your skills and processes and strengthen engagement across your entire development team the first title agile testing a practical guide for testers and agile teams defines the agile testing discipline and roles and helps you choose organize and use the tools that will help you the most writing from the tester's viewpoint gregory and crispin chronicle an entire agile software development iteration and identify and explain seven key success factors of agile testing the second title more agile testing learning journeys for the whole team addresses crucial emerging issues shares evolved practices and covers key issues that delivery teams want to learn more about it offers powerful new insights into continuous improvement scaling agile testing across teams and the enterprise overcoming pitfalls of automation testing in regulated environments integrating devops practices and testing mobile embedded and business intelligence systems the agile testing collection will help
you do all this and much more customize agile testing processes to your needs and successfully transition to them organize agile teams clarify roles hire new testers and quickly bring them up to speed engage testers in agile development and help agile team members improve their testing skills use tests and collaborate with business experts to plan features and guide development design automated tests for superior reliability and easier maintenance plan just enough balancing small increments with larger feature sets and the entire system test to identify and mitigate risks and prevent future defects perform exploratory testing using personas and tests charters with session and thread based techniques help testers developers and operations experts collaborate on shortening feedback cycles with continuous integration and delivery both guides in this collection are thoroughly grounded in the authors extensive experience and supported by examples from actual projects now with both books integrated into a single easily searchable and cross linked ebook you can learn from their experience even more easily

Test Driven .NET Development with FitNesse 2008-02-01
test driven net development with fitnesse takes you on a journey through the wonderful world of fitnesse a great web based tool for software acceptance testing fitnesse enables software developers and business people to build a shared understanding of the domain and helps produce software that is genuinely fit for purpose

Complete Guide to Test Automation 2018-09-22
rely on this robust and thorough guide to build and maintain successful test automation as the software industry shifts from traditional waterfall paradigms into more agile ones test automation becomes a highly important tool that allows your development teams to deliver software at an ever increasing pace without compromising quality even though it may seem trivial to automate the repetitive tester s work using test automation efficiently and properly is not trivial many test automation endeavors end up in the graveyard of software projects there are many things that affect the value of test automation and also its costs this book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed but also allow the entire software project to thrive one of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests complete guide to test automation provides a detailed hands on guide for writing highly maintainable test code what you ll learn know the real value to be expected from test automation discover the key traits that will make your test automation project succeed be aware of the different considerations to take into account when planning automated tests vs manual tests determine who should implement the tests and the implications of this decision architect the test project and fit it to the architecture of the tested application design and implement highly reliable automated tests begin gaining value from test automation earlier integrate test automation into the business processes of the development team leverage test automation to improve your organization s performance and quality even without formal authority understand how different types of automated tests will fit into your testing strategy including unit testing load and performance testing visual testing and more who this book is for those involved with software development such as test automation leads qa managers test automation developers and development managers some parts of the book assume hands on experience in writing code in an object oriented language mainly c or java although most of the content is also relevant for nonprogrammers

User Experience Mapping 2017-05-26
understand your users gain strategic insights and make your product development more efficient with user experience mapping about this book detailed guidance on the major types of user experience maps learn to gain strategic insights and improve communication with stakeholders get an idea on creating wireflows mental model maps ecosystem maps and solution maps who this book is for this book is for product manager service managers and designers who are keen on learning the user experience mapping techniques what you will learn and understand all common user experience map types use lab or remote user research to create maps and understand users better design behavioral change and represent it visually create 4d user experience maps the ultimate ux deliverable capture many levels of interaction in a holistic view use experience mapping in an agile team and learn how maps help in communicating within the team and with stakeholders become more user focused and help your organisation become user centric in detail do you want to create better products and innovative solutions user experience maps will help you understand users gain strategic insights and improve communication with stakeholders maps can also champion user centricity within the organisation two advanced
mapping techniques will be revealed for the first time in print the behavioural change map and the 4d ux map you will also explore user story maps task models and journey maps you will create wireflows mental model maps ecosystem maps and solution maps in this book the author will show you how to use insights from real users to create and improve your maps and your product the book describes each major user experience map type in detail starting with simple techniques based on sticky notes moving to more complex map types in each chapter you will solve a real world problem with a map the book contains detailed beginner level tutorials on creating maps using different software products including adobe illustrator balsamiq mockups axure rp or microsoft word even if you don t have access to any of those each map type can also be drawn with pen and paper beyond creating maps the book will also showcase communication techniques and workshop ideas although the book is not intended to be a comprehensive guide to modern user experience or product management its novel ideas can help you create better solutions you will also learn about the kaizen ux management framework developed by the author now used by many agencies and in house ux teams in europe and beyond buying this map will give you hundreds of hours worth of user experience knowledge from one of the world s leading ux consultants it will change your users world for the better if you are still not convinced we have hidden some cat drawings in it just in case style and approach an easy to understand guide filled with real world use cases on how to plan prioritize and visualize your project on customer experience

Domain Storytelling 2021-09-07

build better business software by telling and visualizing stories from a story to working software this book helps you to get to the essence of what to build highly recommended oliver drotbohm storytelling is at the heart of human communication why not use it to overcome costly misunderstandings when designing software by telling and visualizing stories domain experts and team members make business processes and domain knowledge tangible domain storytelling enables everyone to understand the relevant people activities and work items with this guide the method s inventors explain how domain experts and teams can work together to capture insights with simple pictographs show their work solicit feedback and get everyone on the same page stefan hofer and henning schwentner introduce the method s easy pictographic language scenario based modeling techniques workshop format and relationship to other modeling methods using step by step case studies they guide you through solving many common problems fully align all project participants and stakeholders both technical and business focused master a simple set of symbols and rules for modeling any process or workflow use workshop based collaborative modeling to find better solutions faster draw clear boundaries to organize your domain software and teams transform domain knowledge into requirements embedded naturally into an agile process move your models from diagrams and sticky notes to code gain better visibility into your it landscape so you can consolidate or optimize it this guide is for everyone who wants more effective software from developers architects and team leads to the domain experts product owners and executives who rely on it every day register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

More Agile Testing 2014-09-30

janet gregory and lisa crispin pioneered the agile testing discipline with their previous work agile testing now in more agile testing they reflect on all they ve learned since they address crucial emerging issues share evolved agile practices and cover key issues agile testers have asked to learn more about packed with new examples from real teams this insightful guide offers detailed information about adapting agile testing for your environment learning from experience and continually improving your test processes scaling agile testing across teams and overcoming the pitfalls of automated testing you ll find brand new coverage of agile testing for the enterprise distributed teams mobile embedded systems regulated environments data warehouse bi systems and devops practices you ll come away understanding how to clarify testing activities within the team ways to collaborate with business experts to identify valuable features and deliver the right capabilities how to design automated tests for superior reliability and easier maintenance how agile team members can improve and expand their testing skills how to plan just enough balancing small increments with larger feature sets and the entire system how to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects how to address challenges within your product or organizational context how to perform exploratory testing using personas and tours exploratory testing approaches that engage the whole team using test charters with session and thread based techniques how to bring new agile testers up to speed quickly without overwhelming them the ebook edition of more agile testing also is available as part of a two ebook collection the agile testing collection 9780134190624
this book is written by testers for testers in ten chapters the authors provide answers to key questions in agile projects they deal with cultural change processes for agile testing with questions regarding the approach and organization of software testing with the use of methods techniques and tools especially test automation and with the redefined role of the tester in agile projects the first chapter describes the cultural change brought about by agile development in the second chapter which addresses agile process models such as scrum and kanban the authors focus on the role of quality assurance in agile development projects the third chapter deals with the agile test organization and the positioning of testing in an agile team chapter 4 discusses the question of whether an agile tester should be a generalist or a specialist in chapter 5 the authors turn to the methods and techniques of agile testing emphasizing the differences from traditional phase oriented testing in chapter 6 they describe which documents testers still need to create in an agile project next chapter 7 explains the efficient use of test automation which is particularly important in agile development as it is the main instrument for project acceleration and is necessary to support state of the art devops approaches and continuous integration chapter 8 then adds examples from test tool practice extending test automation to include test management functionality chapter 9 is dedicated to training and its importance emphasizing the role of employee training in getting started with agile development finally chapter 10 summarizes the results of the agile journey in general with a special focus on testing to make the role of employee training in getting started with agile development finally chapter 10 summarizes the results of the agile journey in general with a special focus on testing to make the aspects described even more tangible the specific topics of this book are accompanied by the description of experiences from concrete software development projects of various organizations the examples demonstrate that different approaches can lead to solutions that meet the specific challenges of agile projects
Lean UX 2014-01-21

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