Matt Stephens and Doug Rosenberg

Extreme Programming Refactored: The Case Against XP

- Cuts through the hype and tells "the other side of the story" about Extreme Programming (XP)
- Provides a thorough and systematic analysis of XP practices, and separates the "agile" from the "fragile"
- Proposes better ways of achieving XP's agile goals that are applicable to a much wider range of projects

Extreme Programming Refactored The Case Against Xp

Capers Jones

Extreme Programming Refactored The Case Against Xp:

Extreme Programming Refactored Don Rosenberg, Matt Stephens, 2008-01-01 Extreme Programming Refactored The Case Against XP featuring Songs of the Extremos takes a satirical look at the increasingly hyped extreme programming XP methodology It explores some guite astonishing Extremo guotes that have typified the XP approach guotes such as XPers are not afraid of oral documentation Schedule is the customer's problem Dependencies between requirements are more a matter of fear than reality and Concentration is the enemy In between the chuckles though there is a serious analysis of XP's many flaws The authors also examine C3 the first XP project whose team most of whom went on to get XP book deals shortly before C3 s cancellation described themselves as the best team on the face of the Earth In a later chapter the authors also note that one problem which can affect pair programmers is overconfidence or is that excessive courage The authors examine whether the problems that led to C3 s inexplicable cancellation could also afflict present day XP projects In the final chapter Refactoring XP Matt and Doug suggest some ways of achieving the agile goals of XP using some XP practices used in moderation combined with other less risk laden methods **Extreme Programming Refactored** Don Rosenberg, Matt Stephens, 2014-09-18 **Extreme Programming Refactored** Matt Stephens, Doug Rosenberg, 2003-08-13 Extreme Programming Refactored The Case Against XP featuring Songs of the Extremos takes a satirical look at the increasingly hyped extreme programming XP methodology It explores some guite astonishing Extremo guotes that have typified the XP approach guotes such as XPers are not afraid of oral documentation Schedule is the customer's problem Dependencies between requirements are more a matter of fear than reality and Concentration is the enemy In between the chuckles though there is a serious analysis of XP s many flaws The authors also examine C3 the first XP project whose team most of whom went on to get XP book deals shortly before C3 s cancellation described themselves as the best team on the face of the Earth In a later chapter the authors also note that one problem which can affect pair programmers is overconfidence or is that eXcessive courage The authors examine whether the problems that led to C3 s inexplicable cancellation could also afflict present day XP projects In the final chapter Refactoring XP Matt and Doug suggest some ways of achieving the agile goals of XP using some XP practices used in moderation combined with other less risk laden methods **Software Process** <u>Improvement</u> T. Dingsøyr,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 **Development with ICONIX Process** Don Rosenberg, Mark Collins-Cope, Matt Stephens, 2006-11-22 This book describes how to apply ICONIX Process a minimal use case driven modeling process in an agile software project It's full of practical advice for avoiding common agile pitfalls Further the book defines a core agile subset so those of you who want to get agile need not spend years learning to do it Instead you can simply read this book and apply the core subset of techniques The book follows a real life NET C project from inception and UML modeling to working code through several iterations You can then go on line to compare the finished product with the initial set of use cases The book also introduces several extensions to the core ICONIX Process including combining test driven development TDD with up front design to maximize both approaches with examples using Java and JUnit And the book incorporates persona analysis to drive the projects goals and reduce requirements churn Running an Agile Software Development Project Mike Holcombe, 2008-12-05 A Practical Approach To Building Small To Medium Software Systems For Real Business Clients Based on more than 100 actual commercial projects this book clearly explains how to run an agile software development project that delivers high quality high value solutions to business clients It concentrates on the practical social business and management aspects as well as the technical issues involved Professor Holcombe successfully connects readers with the wave of Agile 2 0 concepts that take the techniques of agile development and place them in the service of business goals Since it is widely believed that the use of Windows XP will become much more common in coming years readers should be armed with cutting edge knowledge of the latest practices in the field Further features of the book include Case studies provide real world examples and describe how XP was introduced into the environment Analysis is provided to help readers determine which elements of XP are suitable for the unique challenges and environments for different projects Problems of a failing agile project and how they can be fixed are covered including insight into which managerial techniques can be employed An Instructor's Guide provides practical advice on how to motivate students organize real group projects and deal in a simple and effective way with many of the problems that arise A sample syllabus sample tests and additional case study information are available on an instructor s password protected ftp

site Running an Agile Software Development Project is an indispensable guide for professional software developers engineers and project managers interested in learning how to use agile processes It is also a valuable textbook for advanced undergraduate and graduate level students in computer engineering and software engineering courses **Organizational** Dynamics of Technology-Based Innovation: Diversifying the Research Agenda Tom McMaster, David Wastell, Elaine Ferneley, Janice DeGross, 2007-06-01 This volume presents papers from the 10th Working Conference of the IFIP WG 8 6 on the adoption and diffusion of information systems and technologies It explores the dynamics of how some technological innovation efforts succeed while others fail The book looks to expand the research agenda paying special attention to the areas of theoretical perspectives methodologies and organizational sectors **Product-Focused Software Process** Improvement Frank Bomarius, Markku Oivo, Päivi Jaring, Pekka Abrahamsson, 2009-06-18 On behalf of the PROFES Organizing Committee we are proud to present the proce things of the 10 International Conference on Product Focused Software Process provement PROFES 2009 held in Oulu Finland Since the first conference in 1999 the conference has established its place in the software engineering community as a respected conference that brings together participants from academia and industry The roots of PROFES are in professional software process improvement motivated by product and service quality needs The conference addresses both the solutions found in practice as well as relevant research results from academia To ensure that PROFES retains its high quality and focus on the most relevant research issues the conference has actively maintained close collaboration with industry and sub quently widened its scope to the research areas of collaborative and agile software development A special focus for 2009 was placed on software business to bridge research and practice in the economics of software engineering This enabled us to cover software development in a more comprehensive manner and tackle one of the most important current challenges identified by the software industry and software research community namely the shift of focus from products to services The current global economic downturn emphasizes the need for new methods and so tions for fast and business oriented development of products and services in a gl ally distributed environment Extreme Programming and Agile Processes in Software Engineering, 2005 **Software Process Improvement**, 2004

Dr. Dobb's Journal ,2004 **Object-Oriented and Classical Software Engineering** Stephen Schach,2007 Integrating case studies to show the object oriented approach to software engineering Object Oriented and Classical Software Engineering 7 e presents an excellent introduction to software engineering fundamentals covering both traditional and object oriented techniques The coverage of both Agile processes and Open Source Software has been considerably expanded In addition the Osbert Oglesby running case study has been replaced with a new case study on the Martha Stockton Greengage Foundation The new study highlights even more aspects of the Unified Process The book s unique organization remains in place with Part I covering underlying software engineering theory and Part II presenting the more practical life cycle Complementing this well balanced approach is the straightforward student friendly writing style through which difficult

concepts are presented in a clear understandable manner. The new seventh edition provides an extensive updating of this classic software engineering text Software Development Rhythms Kim Man Lui, Keith C. C. Chan, 2008-04-18 An accessible innovative perspective on using the flexibility of agile practices to increase software quality and profitability When agile approaches in your organization don t work as expected or you feel caught in the choice between agility and discipline it is time to stop and think about software development rhythms Agile software development is a popular development process that continues to reshape philosophies on the connections between disciplined processes and agile practices In Software Development Rhythms authors Lui and Chan explain how adopting one practice and combining it with another builds upon the flexibility of agile practices to create a type of synergy defined as software development rhythms. The authors demonstrate how these rhythms can be harmonized to achieve synergies making them stronger together than they would be apart Software Development Rhythms provides programmers with a powerful metaphor for resolving some classic software management controversies and dealing with some common difficulties in agile software management Software Development Rhythms is divided into two parts and covers Essentials provides an introduction to software development rhythms explores the programmer's unconscious mind at work on software methodology discusses the characteristics of the iterative cycle and open source software development and introduces the topic of agile values and agile practices Rhythms compares plagiarism programming with cut paste programming provides an in depth discussion of different ways to approach collaborative programming demonstrates how to combine and harmonize these practices so they can be applied to common software management problems such as motivating programmers discovering solution patterns managing software teams and rescuing troubled IT projects and takes a comprehensive look at Scrum CMMI Just In Time Lean Software Development and Test Driven Development from a software development rhythm perspective Abundantly illustrated with informative graphics and amusing cartoons Software Development Rhythms is a comprehensive and thought provoking introduction to some of the most advanced concepts in current software management Written in a refreshingly easy to read style and filled with interesting anecdotes simulation exercises and case studies Software Development Rhythms is suitable for the practitioner and graduate student alike It offers readers practical guidance on how to take the themes and concepts presented in this book back to their own projects to harmonize their software practices and release the synergies of their own teams

Using Team Network Structure to Improve Software Quality and Team Knowledge Ajay Bhushan Pandey,2004
Estimating Software Costs: Bringing Realism to Estimating Capers Jones,2007-04-19 Deliver bug free software projects on schedule and within budget Get a clear complete understanding of how to estimate software costs schedules and quality using the real world information contained in this comprehensive volume Find out how to choose the correct hardware and software tools develop an appraisal strategy deploy tests and prototypes and produce accurate software cost estimates Plus you ll get full coverage of cutting edge estimating approaches using Java object oriented methods and

reusable components Plan for and execute project phase and activity level cost estimations Estimate regression component integration and stress tests Compensate for inaccuracies in data collection calculation and analysis Assess software deliverables and data complexity Test design principles and operational characteristics using software prototyping Handle configuration change research quality control and documentation costs Capers Jones work offers a unique contribution to the understanding of the economics of software production It provides deep insights into why our advances in computing are not matched with corresponding improvements in the software that drives it This book is absolutely required reading for an understanding of the limitations of our technological advances Paul A Strassmann former CIO of Xerox the Department of Software Engineering Shari Lawrence Pfleeger, Joanne M. Atlee, 2006 This introduction to software engineering and practice addresses both procedural and object oriented development Is thoroughly updated to reflect significant changes in software engineering including modeling and agile methods Emphasizes essential role of modeling design in software engineering Applies concepts consistently to two common examples a typical information system and a real time system Combines theory with real practical applications by providing an abundance of case studies and examples from the current literature A useful reference for software engineers **Software Engineering Best Practices Capers** Jones, 2009-11-05 Proven techniques for software engineering success This in depth volume examines software engineering topics that are not covered elsewhere the guestion of why software engineering has developed more than 2 500 programming languages problems with traditional definitions of software quality and problems with common metrics lines of code and cost per defect that violate standard economic assumptions. The book notes that a majority of new projects are actually replacements for legacy applications illustrating that data mining for lost requirements should be a standard practice Difficult social engineering issues are also covered such as how to minimize harm from layoffs and downsizing Software Engineering Best Practices explains how to effectively plan size schedule and manage software projects of all types using solid engineering procedures It details proven methods from initial requirements through 20 years of maintenance Portions of the book have been extensively reviewed by key engineers from top companies including IBM Microsoft Unisys and Sony Manage Agile hierarchical matrix and virtual software development teams Optimize software quality using JAD OFD TSP static analysis inspections and other methods with proven success records Use high speed functional metrics to assess productivity and quality levels Plan optimal organization from small teams through more than 1 000 personnel

Handbook of Information Security, Information Warfare, Social, Legal, and International Issues and Security Foundations
Hossein Bidgoli,2006 The Handbook of Information Security is a definitive 3 volume handbook that offers coverage of both
established and cutting edge theories and developments on information and computer security The text contains 180 articles
from over 200 leading experts providing the benchmark resource for information security network security information
privacy and information warfare

Books In Print 2004-2005 Ed Bowker Staff, Staff Bowker, Ed, 2004

Extreme

Programming Perspectives Michele Marchesi, Giancarlo Succi, 2003 This collection offers an overview of extreme programming XP from the people who proposed it a description of experiences in specific areas that are unclear and subject to debate and an empirical evaluation of how XP projects are progressing in software companies Topics of the 47 articles include agile software development increasing the effectiveness of automated testing integrating XP into college courses and building complex object oriented systems with patterns and XP Annotation copyrighted by Book News Inc Portland OR

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Table of Contents Extreme Programming Refactored The Case Against Xp

- 1. Understanding the eBook Extreme Programming Refactored The Case Against Xp
 - The Rise of Digital Reading Extreme Programming Refactored The Case Against Xp
 - Advantages of eBooks Over Traditional Books
- 2. Identifying Extreme Programming Refactored The Case Against Xp
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Extreme Programming Refactored The Case Against Xp
 - User-Friendly Interface
- 4. Exploring eBook Recommendations from Extreme Programming Refactored The Case Against Xp
 - Personalized Recommendations
 - Extreme Programming Refactored The Case Against Xp User Reviews and Ratings
 - Extreme Programming Refactored The Case Against Xp and Bestseller Lists

- 5. Accessing Extreme Programming Refactored The Case Against Xp Free and Paid eBooks
 - Extreme Programming Refactored The Case Against Xp Public Domain eBooks
 - Extreme Programming Refactored The Case Against Xp eBook Subscription Services
 - Extreme Programming Refactored The Case Against Xp Budget-Friendly Options
- 6. Navigating Extreme Programming Refactored The Case Against Xp eBook Formats
 - ∘ ePub, PDF, MOBI, and More
 - Extreme Programming Refactored The Case Against Xp Compatibility with Devices
 - Extreme Programming Refactored The Case Against Xp Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Extreme Programming Refactored The Case Against Xp
 - Highlighting and Note-Taking Extreme Programming Refactored The Case Against Xp
 - Interactive Elements Extreme Programming Refactored The Case Against Xp
- 8. Staying Engaged with Extreme Programming Refactored The Case Against Xp
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Extreme Programming Refactored The Case Against Xp
- 9. Balancing eBooks and Physical Books Extreme Programming Refactored The Case Against Xp
 - Benefits of a Digital Library
 - \circ Creating a Diverse Reading Collection Extreme Programming Refactored The Case Against Xp
- 10. Overcoming Reading Challenges
 - o Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Extreme Programming Refactored The Case Against Xp
 - Setting Reading Goals Extreme Programming Refactored The Case Against Xp
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Extreme Programming Refactored The Case Against Xp
 - Fact-Checking eBook Content of Extreme Programming Refactored The Case Against Xp
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
- Exploring Educational eBooks
- 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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