Bridging The Communication Gap Specification By Example And Agile Acceptance Testing

Rule-Governed Behavior
Bridging the Culture Gap
Innovations in Logistics and Supply Chain Management Technologies for Dynamic Economies
Test Driven .NET Development with FitNesse
Technology for Adaptive Aging
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MADDEN GAMBLE

Rule-Governed Behavior "O'Reilly Media, Inc."
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
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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
Bridging the Culture Gap Springer Science & Business Media
Praise for the first edition: “This excellent text will be useful to everysystem engineer (SE) regardless of the domain. It covers ALLrelevant SE material and does so in a very clear, methodicalfashion. The breadth and depth of the author's presentation ofSE principles and practices is outstanding.” –Philip Allen This textbook presents a comprehensive, step-by-step guide toSystem Engineering analysis, design, and development via anintegrated set of concepts, principles, practices, andmethodologies. The methods presented in this text apply to any

typeof human system -- small, medium, and large organizational systemsand system development projects delivering engineered systems orservices across multiple business sectors such as medical,transportation, financial, educational, governmental, aerospace anddefense, utilities, political, and charity, among others. Provides a common focal point for “bridgingthe gap” between and unifying System Users, System Acquirers,multi-discipline System Engineering, and Project, Functional, andExecutive Management education, knowledge, and decision-making fordeveloping systems, products, or services Each chapter provides definitions of key terms,guiding principles, examples, author’s notes, real-worldexamples, and exercises, which highlight and reinforce key SE&Dconcepts and practices Addresses concepts employed in Model-BasedSystems Engineering (MBSE), Model-Driven Design (MDD), UnifiedModeling Language (UMLTM) / Systems Modeling Language(SysMLTM), and Agile/Spiral/V-Model Development such asuser needs, stories, and use cases analysis; specificationdevelopment; system architecture development; User-Centric SystemDesign (UCSD); interface definition & control; systemintegration & test; and Verification & Validation(V&V) Highlights/introduces a new 21st Century SystemsEngineering & Development (SE&D) paradigm that is easy tounderstand and implement. Provides practices that are critical stagingpoints for technical decision making such as Technical StrategyDevelopment; Life Cycle requirements; Phases, Modes, & States;SE Process; Requirements Derivation; System ArchitectureDevelopment, User-Centric System Design (UCSD); EngineeringStandards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises andnumerous case studies and examples, Systems EngineeringAnalysis, Design, and Development, Second Edition is a primarytextbook for multi-discipline, engineering, system analysis, andproject management undergraduate/graduate level students and avaluable reference for professionals.

Innovations in Logistics and Supply Chain Management Technologies for Dynamic Economies Lulu.com

Animal learning and human learning traditions have been distinguishable within psychology since the start of the discipline and are to this day. The human learning wing was interested in the development of psychological functions in human organisms and proceeded directly to their examination. The animal learning wing was not distinguished by a corresponding interest in animal behavior per se. Rather, the animal learners studied animal behavior in order to identify principles of behavior of relevance to humans as well as other organisms. The two traditions, in other words, did not differ so much on goals as on strategies. It is not by accident that so many techniques of modem applied psychol ogy have emerged from the animal laboratory. That was one of the ultimate purposes of this work from the very beginning. The envisioned extension to humans was not just technological, however. Many animal researchers, B. F. Skinner most prominently among them, recognized that direct basic research with humans might ultimately be needed in certain areas but that it was wise first

to build a strong foundation in the controlled environment of the animal laboratory. In a sense, animal learning was always in part a human research program in development.

Test Driven .NET Development with FitNesse Neuri Consulting Llp

Perlman, a bestselling author and senior consulting engineer for Sun Microsystems, provides insight for building more robust, reliable, secure and manageable networks. Coverage also includes routing and addressing strategies, VLANs, multicasting, IPv6, and more.

Technology for Adaptive Aging IOS Press

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.

Bridging the Socio-technical Gap in Decision Support Systems Pearson Education

Bridging the Communication Gap is a book about improving communication between customers, business analysts, developers and testers on software projects, especially by using specification by example and agile acceptance testing. These two key emerging software development practices can significantly improve the chances of success of a software project. They ensure that all project participants speak the same language, and build a shared and consistent understanding of the domain. This leads to better specifications, flushes out incorrect assumptions and ensures that functional gaps are discovered before the development starts. With these practices in place you can build software that is genuinely fit for purpose.

Closing the Communication Gap Addison-Wesley Professional

How to scale ATDD to large projects --

Essentials of Corporate Communication Lulu.com

You may be wondering if business analysis is the right career choice, debating if you have what it takes to be successful as a business analyst, or looking for tips to maximize your business analysis opportunities. With the average salary for a business analyst in the United States reaching above $90,000 per year, more talented, experienced professionals are pursuing business analysis careers than ever before. But the path is not clear cut. No degree will guarantee you will start in a business analyst role. What's more, few junior-level business analyst jobs exist. Yet every year professionals with experience in other occupations move directly into mid-level and even senior-level business analyst roles. My promise to you is that this book will help you find your best path forward into a business analyst career. More than that, you will know exactly what to do next to expand your business analysis opportunities.

Getting Started with Bluetooth Low Energy MIT Press

A practical guide to impact mapping, a simple yet incredibly effective method for collaborative strategic planning that helps organizations make an impact with software.

How to Start a Business Analyst Career Addison-Wesley Professional

"This book disseminates supply chain management and applied logistic theories, technology development, innovation, and transformation in various economy sectors upon current,

advancing technological opportunities and market imperatives"--Provided by publisher.

Writing Great Specifications Addison-Wesley

Plenty of software testing books tell you how to test well; this one tells you how to do it while decreasing your testing budget. A series of essays written by some of the leading minds in software testing, How to Reduce the Cost of Software Testing provides tips, tactics, and techniques to help readers accelerate the testing process, improve the performance of the test teams, and lower costs. The distinguished team of contributors—that includes corporate test leaders, best paper authors, and keynote speakers from leading software testing conferences—supply concrete suggestions on how to find cost savings without sacrificing outcome. Detailing strategies that testers can immediately put to use to reduce costs, the book explains how to make testing nimble, how to remove bottlenecks in the testing process, and how to locate and track defects efficiently and effectively. Written in language accessible to non-technical executives, as well as those doing the testing, the book considers the latest advances in test automation, ideology, and technology. Rather than present the perspective of one or two experts in software testing, it supplies the wide-ranging perspectives of a team of experts to help ensure your team can deliver a completed test cycle in less time, with more confidence, and reduced costs.

Agile Estimating and Planning Simon and Schuster

This textbook takes a unified view of the fundamentals of wireless communication and explains cutting-edge concepts in a simple and intuitive way. An abundant supply of exercises make it ideal for graduate courses in electrical and computer engineering and it will also be of great interest to practising engineers.

Soliders' Farm Equipment Addison-Wesley Professional

Scrum and other Agile methodologies are discussed in this book. Scrum can help managing Projects with tight schedules, low tolerance to bugs and the difficulty of securing capital. Scrum and other Agile methodologies provides faster and more reliable ways to get from idea to market with the least amount of overhead. Alex works as Agile Coach for an IT group in London. He started his first project as Scrum Master in India in 2005. He started as developer and specialized into management roles. Alex is PMP and PSM, and is an Agile evangelist. This book can help the beginner to get started and the advanced professional to see more from real Projects. Several Open Source & Commercial tools are described in this book.

ATDD by Example Xlibris Corporation

Cranked helps teams and organisations to effectively deliver software in a changeable or uncertain environment. This book will teach you all about the values, activities and practices that you need to know to delight your customers with your software product. With the techniques in this book you can: - Improve product quality - Release faster and with less errors - Focus on value - Deliver more features - Increase motivation and job satisfaction - Make your customers and end-users happy If you are already working in an agile or lean team, Cranked could accelerate you to the next level. If you are switching to agile or lean - Cranked will help you to avoid common problems in failed agile adoptions. Cranked can be used in any

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

How to Reduce the Cost of Software Testing John Wiley & Sons

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.

Business Communication for Success Packt Publishing Ltd

Agile is a relatively recent methodology used in the development process of a project. Therefore, it is important to share new emerging knowledge with researchers and professionals interested in adopting an agile mindset. Emerging Innovations in Agile Software Development focuses on the use of agile methodologies to manage, design, develop, test and maintain software projects. Emphasizing research-based solutions for contemporary software development, this publication is designed for use by software developers, researchers, and graduate-level students in software engineering and project management programs.

Managing Software Requirements the Agile Way Lulu.com

With the growing complexity of personal mobile communication systems demanding higher data-rates and high levels of integration using low-cost CMOS technology, overall system performance has become more sensitive to RF analog front-end impairments. Designing integrated transceivers requires a thorough understanding of the whole transceiver chain including RF analog front-end and digital baseband. Communication system engineers have to include RF analog imperfections in their simulation benches in order to study and quantify their impact on the system performance. Here the author explores key RF analog impairments in a transceiver and demonstrates how to model their impact from a communication system design view-point. He discusses the design aspects of the front end of transceivers (both

receivers and transmitters) and provides the reader with a way to optimize a complex mixed-signal platform by taking into account the characteristics of the RF/analog front-end. Key features of this book include: Practical examples illustrated by system simulation results based on WiFi and mobile WiMAX OFDM transceivers An overview of the digital estimation and compensation of the RF analog impairments such as power amplifier distortion, quadrature imbalance, and carrier and sampling frequency offsets An exposition of the challenges involved in the design of both RF analog circuits and DSP communication circuits in deep submicron CMOS technology MATLAB® codes for RF analog impairments models hosted on the companion website Uniquely the book bridges the gap between RFIC design specification needs and communication systems simulation, offering readers RF analog impairments modeling knowledge and a comprehensive approach to unifying theory and practice in system modelling. It is of great value to communication systems and DSP engineers and graduate students who design communication processing engines, RF/analog systems and IC design engineers involved in the design of communication platforms.

Closing the Feedback Loop CRC Press Enhanced transparency, accountability, and government or donor responsiveness to people needs are imperative to achieve better and more sustainable development results on the ground. The rapid spread of new technologies is transforming the daily lives of millions of poor people around the world and has the potential to be a real game changer for development. Improved accountability and responsiveness are critical for reaching the goals of eliminating extreme poverty and promoting shared prosperity with a focus on improving the well-being of the most vulnerable and marginalized groups in society. Within the broader political economy context, many questions remain unanswered about the role that new technologies can play to act as an accelerator for closing the accountability gap. Within this context, this report brings together new evidence from leading academics and practitioners on the effects of technology-enabled citizen engagement. The report aims to address the following four main questions: how do new technologies empower communities through participation, transparency, and accountability?; are technologies an accelerator for closing the accountability gap - the space between supply (governments, service providers) and demand (citizens, communities,civil society organizations) that must be bridged for open and collaborative governance?; under what conditions does this occur?; and what are the experiences and lessons learned from existing grassroots innovators and donor-supported citizen engagement and crowdsourcing programs, and how can these programs be replicated or scaled up?. The report presents a theoretical framework about the linkages between new technologies, participation, empowerment, and the improvement of poor people's human well-being based on Amartya Sen's capability approach. The book provides rich case studies about the different factors that influence whether or not information and communication technology (ICT)-enabled citizen engagement programs can improve the delivery and quality of public services to poor communities. The

report analyzes in depth both the factors and process of using new technologies to enhance the delivery of primary health services to pregnant women in Karnataka, India, and of several community mapping and crowdsourcing programs in Guinea, Haiti, Kenya, Libya, Sudan, and other countries.

Cranked IGI Global

Agile Estimating and Planning is the definitive, practical guide to estimating and planning agile projects. In this book, Agile Alliance cofounder Mike Cohn discusses the philosophy of agile estimating and planning and shows you exactly how to get the job done, with real-world examples and case studies. Concepts are clearly illustrated and readers are guided, step by step, toward how to answer the following questions: What will we build? How big will it be? When must it be done? How much can I really complete by then? You will first learn what makes a good plan-and then what makes it agile. Using the techniques in Agile Estimating and Planning, you can stay agile from start to finish, saving time, conserving resources, and accomplishing more. Highlights include: Why conventional prescriptive planning fails and why agile planning works How to estimate feature size using story points and ideal days–and when to use each How and when to re-estimate How to prioritize features using both financial and nonfinancial approaches How to split large features into smaller, more manageable ones How to plan iterations and predict your team's initial rate of progress How to schedule projects that have unusually high uncertainty or schedule-related risk How to estimate projects that will be worked on by multiple teams Agile Estimating and Planning supports any agile, semiagile, or iterative process, including Scrum, XP, Feature-Driven Development, Crystal, Adaptive Software Development, DSDM, Unified Process, and many more. It will be an indispensable resource for every development manager, team leader, and team member.

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