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Essential Scrum A Practical Guide To The Most Popular Agile Process

Addison Wesley Signature

Moving from Project Management to Project Leadership
Programming Rust
Scrum Mastery
Agile Game Development with Scrum (Adobe Reader)
Agile Retrospectives
The Scrum Fieldbook
Agile HR
The Agile Pocket Guide
Coaching Agile Teams
The Professional Product Owner
Mastering Professional Scrum
Agile Project Management For Dummies
A Scrum Book

Succeeding with Agile
Essential Scrum
Learning Agile
The Scrum Master Guidebook
User Stories Applied
Scrum Shortcuts Without Cutting Corners
Scrum Basics: A Very Quick Guide to Agile Project
Management
The Scrum Field Guide
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Agile Project Management For Dummies
Brilliant Agile Project Management
Succeeding with Objects
Scrum For Dummies
The Scrum Field Guide
Agile Project Management with Scrum
Agile Estimating and Planning
Agile Faculty
The Leader's Guide to Radical Management
Sprint Your Way to Scrum
SCRUM FOR BEGINNER'S
The Professional ScrumMaster's Handbook
Scrum
The Epic Guide to Agile
Scrum for the Rest of Us!
The Great ScrumMaster
Agile Product Management with Scrum

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ANNA**

Moving from

*Project
Management
to Project
Leadership*

Addison-
Wesley
Professional
Deliver Better

Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration

within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game development Communicatin g and planning your

game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting

started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and

fun back to game development. **Programmin g Rust** Kogan Page Publishers The First Guide to Scrum-Based Agile Product Management In Agile Product Management with Scrum, leading Scrum consultant Roman Pichler uses real-world examples to demonstrate how product owners can create successful products with Scrum. He describes a broad range of agile product

management practices, including making agile product discovery work, taking advantage of emergent requirements, creating the minimal marketable product, leveraging early customer feedback, and working closely with the development team. Benefitting from Pichler's extensive experience, you'll learn how Scrum product ownership differs from

traditional product management and how to avoid and overcome the common challenges that Scrum product owners face. Coverage includes Understanding the product owner's role: what product owners do, how they do it, and the surprising implications Envisioning the product: creating a compelling product vision to galvanize and guide the team and stakeholders Grooming the

<p>product backlog: managing the product backlog effectively even for the most complex products</p> <p>Planning the release: bringing clarity to scheduling, budgeting, and functionality decisions</p> <p>Collaborating in sprint meetings: understanding the product owner's role in sprint meetings, including the dos and don'ts</p> <p>Transitioning into product ownership: succeeding as</p>	<p>a product owner and establishing the role in the enterprise</p> <p>This book is an indispensable resource for anyone who works as a product owner, or expects to do so, as well as executives and coaches interested in establishing agile product management.</p> <p><i>Scrum Mastery</i></p> <p>Addison Wesley Longman</p> <p>The Provocative and Practical Guide to Coaching Agile Teams</p>	<p>As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence.</p> <p>More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new</p>
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skills—as well as a subtle understanding of when to step in and when to step back. Migrating from “command and control” to agile coaching requires a whole new mind-set. In Coaching Agile Teams, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment.

You’ll gain a deep view into the role of the agile coach, discover what works and what doesn’t, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach’s roles: teacher, mentor, problem solver, conflict navigator, and

performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success

modes in your coaching
Getting the most out of your own personal agile coaching journey
Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

Agile Game

Development with Scrum (Adobe Reader) R9

Publishing LLC

A radical new management model for twenty-first century leaders
Organizations today face a crisis. The crisis is of long standing and its signs are widespread.

Most proposals for improving management address one element of the crisis at the expense of the others.

The principles described by award-winning author

Stephen

Denning simultaneously inspire high productivity, continuous innovation, deep job satisfaction and client delight.

Denning puts forward a fundamentally different approach to management, with seven inter-locking principles of continuous innovation: focusing the entire organization on delighting clients; working in self-organizing teams; operating in client-driven iterations;

delivering value to clients with each iteration; fostering radical transparency; nurturing continuous self-improvement and communicating interactively. In sum, the principles comprise a new mental model of management. Author outlines the basic seven principles of continuous innovation. The book describes more than seventy supporting	practices Denning offers a rethinking of management from first principles This book is written by the author of The Secret Language of Leadership—a Financial Times Selection in Best Books of 2007. <u>Agile Retrospectives</u> "O'Reilly Media, Inc." A Scrum Master's work is never done. The Development team needs your support, the Product Owner is often lost in the complexities of agile	product management, and your managers and stakeholders need to know what will be done, by when, and for how much. Learn how experienced Scrum Masters balance the demands of these three levels of servant leadership while removing organizational impediments and helping Scrum Teams deliver real world value. Discover how to visualize your work, resolve
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impediments, and empower your teams to self-organize and deliver using the Scrum Values, Agile Principles, and advanced coaching and facilitation techniques. A Scrum Master needs to know when their team is in trouble and understand how to help them get back on the path to delivery. Become a better Scrum master so you can find the problems holding your teams back. Has your Daily Scrum turned

in to a meeting? Does your team struggle with creating user stories? Are stakeholders disengaged during Sprint Review? These issues are common. Learn to use empiricism as your guide and help your teams create great products. Scrum is so much more than a checklist of practices to follow, yet that's exactly how many organizations practice it. Bring life back to your Scrum

events by using advanced facilitation techniques to leverage the full intelligence of your team. Improve your retrospectives with new formats and exercises. Ask powerful questions that spark introspection and improvement. Get support and buy-in from management. Use Scrum as a competitive advantage for your organization. Create a definition of done that

improves quality and fix failing sprints. Take the next step on your journey as a Scrum master. Transform your Scrum practices to help your teams enjoy their work again as they deliver high quality products that bring value to the world. What You Need: A moderate level of experience using the Scrum Framework. [The Scrum Fieldbook](#) Essential Scrum Flex your

project management muscle Agile project management is a fast and flexible approach to managing all projects, not just software development. By learning the principles and techniques in this book, you'll be able to create a product roadmap, schedule projects, and prepare for product launches with the ease of Agile software developers. You'll discover how to manage

scope, time, and cost, as well as team dynamics, quality, and risk of every project. As mobile and web technologies continue to evolve rapidly, there is added pressure to develop and implement software projects in weeks instead of months—and Agile Project Management For Dummies can help you do just that. Providing a simple, step-by-step guide to Agile project management

approaches, tools, and techniques, it shows product and project managers how to complete and implement projects more quickly than ever.

Complete projects in weeks instead of months

Reduce risk and leverage core benefits for projects

Turn Agile theory into practice for all industries

Effectively create an Agile environment

Get ready to grasp and apply Agile principles for

faster, more accurate development.

Agile HR

Addison-Wesley Professional
Tired of out-of-touch Scrum training that doesn't work?

Discover practical agile delivery techniques to make your software shine. Has your excitement over Scrum led to nothing but

disappointment? Have months of agile training still left your company far short of optimal

efficiency? Do you feel like your leaders and developers are speaking a completely different language?

Ascendle CEO Dave Todaro has lived and breathed software development for over three decades. After running successful agile teams on a daily basis, he's ready to share his insights and techniques to help your company reap the benefits of his experience.

The Epic Guide to Agile:

More Business Value on a Predictable Schedule with Scrum is a comprehensive guide to software-based team dynamics that both leaders and developers can understand. Unlike most agile training that doesn't work in practice, Todaro's step-by-step playbook rises above theory to save you time and money. Perfect for any sized business or level of experience, you'll get to

the crux of each Scrum issue to have your team running sprints more efficiently than ever. In The Epic Guide to Agile, you'll discover: Personal examples and anecdotes to tackle problems at their source Effective ways to introduce agile and Scrum into your organization with the right pilot team The exact system to achieve productive sprint planning sessions The

typical issues that can doom your product and how to conquer them The best technical environment setups to support your software project groups and much, much, more! The Epic Guide to Agile is a powerhouse manual to help any ScrumMaster or Project Manager find productivity and success. If you like real-world examples, no-nonsense teaching, and clear communication

n, then you'll love Dave Todaro's extraordinary and practical guidebook. Buy *The Epic Guide to Agile* to take your team into the Scrum age today! *The Agile Pocket Guide* CRC Press "Our job as Scrum professionals is to continually improve our ability to use Scrum to deliver products and services that help customers achieve valuable outcomes. This book will

help you to improve your ability to apply Scrum." –From the Foreword by Ken Schwaber, co-author of *Scrum Mastering Professional Scrum* is for anyone who wants to deliver increased value by using Scrum more effectively. *Leading Scrum practitioners* Stephanie Ockerman and Simon Reindl draw on years of Scrum training and coaching to help you return to first

principles and apply Scrum with the professionalism required to achieve its transformative potential. The authors aim to help you focus on proven Scrum approaches for improving quality, getting and using fast feedback, and becoming more adaptable, instead of "going through the motions" and settling for only modest improvements. Whether you're a Scrum Master, Development

Team member, or Product Owner, you'll find practical advice for facing challenges with transparency and courage, overcoming a wide array of common challenges, and continually improving your Scrum practice. Realistically assess your current Scrum practice, and identify areas for improvement. Recognize what a great Scrum Team looks like and get there

Focus on "Done"-not "sort-of-Done" or "almost-Done"
Measure and optimize the value delivered by every Product Increment
Improve the way you plan, develop, and grow
Clear away wider organizational impediments to agility and professionalism
Overcome common misconceptions that stand in the way of progress
Register your book for convenient access to downloads, updates,

and/or corrections as they become available. See inside book for details.
Currency Systems programming provides the foundation for the world's computation.
Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that

control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers

in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures,

iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition. Coaching Agile Teams Addison-Wesley Professional Essential ScrumAddison-Wesley Professional *The Professional Product Owner* Microsoft Press The basics of

being a ScrumMaster are fairly straightforward: At face value all a ScrumMaster needs to do is facilitate the Scrum process and remove impediments. But being a great ScrumMaster, one who truly embodies the principles of servant-leadership and helps nurture a high-performing team, is much harder and more elusive. In this second edition of his groundbreaking book, Geoff shares an updated

collection of stories and practical guidance, drawn from twenty years of coaching Scrum teams that will guide you on your path to greatness. In this book you will learn: The skills and characteristics of great ScrumMasters How to generate, maintain and increase engagement from the team How to increase the effectiveness of the Scrum meetings, such as retrospectives and daily

scrum. How to foster a more creative and collaborative team How to increase the performance of the team How to know when you are a successful ScrumMaster Scrum Mastery is for practicing ScrumMasters who want to develop themselves into a great servant-leader capable of taking their teams beyond simple process compliance. Mike Cohn, in his foreword for the book, said: "Most

books rehash well-trod territory and I don't finish them any wiser. I am positive I will be referring back to this book for many years"Roman Pichler said:"I am thoroughly impressed with how comprehensive and well-written the book is. It will be indispensable for many people"
Mastering Professional Scrum
 University of Chicago Press
 In Scrum Shortcuts without Cutting

Corners, Scrum expert Ilan Goldstein helps the reader translate the Scrum framework into reality to meet the Scrum challenges formal training never warned about. Drawing on his extensive agile experience in a wide range of projects and environments, Goldstein presents thirty proven, flexible shortcuts for optimizing Scrum processes, actions, and

outcomes. Each shortcut walks the reader through applying a Scrum approach to achieve a tangible output. These easy-to-digest, actionable patterns address a broad range of topics including getting started, quality and metrics, team members and roles, managing stakeholders, estimation, continuous improvement and much more.

Agile Project Management For Dummies
5d Vision Publishing
The Professional Product Owner's Guide to Maximizing Value with Scrum "This book presents a method of communicating our desires, cogently, coherently, and with a minimum of fuss and bother." —Ken Schwaber, Chairman & Founder, Scrum.org
The role of the Product Owner is more crucial than ever. But it's about much more

than mechanics: it's about taking accountability and refocusing on value as the primary objective of all you do. In *The Professional Product Owner*, two leading experts in successful Scrum product ownership show exactly how to do this. You'll learn how to identify where value can be found, measure it, and maximize it throughout your entire product lifecycle. Drawing on

their combined 40+ years of experience in using agile and Scrum in product management, Don McGreal and Ralph Jocham guide you through all facets of envisioning, emerging, and maturing a product using the Scrum framework. McGreal and Jocham discuss strategy, showing how to connect Vision, Value, and Validation in ROI-focused agile product management. They lay out Scrum best-

practices for managing complexity and continuously delivering value, and they define the concrete practices and tools you can use to manage Product Backlogs and release plans, all with the goal of making you a more successful Product Owner. Throughout, the authors share revealing personal experiences that illuminate obstacles to success and show how

they can be overcome. Define success from the “outside in,” using external customer-driven measurements to guide development and maximize value Bring empowerment and entrepreneurs hip to the Product Owner’s role, and align everyone behind a shared business model Use Evidence-Based Management (EBMgt) to invest in the right places,

make smarter decisions, and reduce risk Effectively apply Scrum’s Product Owner role, artifacts, and events Populate and manage Product Backlogs, and use just-in-time specifications Plan and manage releases, improve transparency, and reduce technical debt Scale your product, not your Scrum Use Scrum to inject autonomy, mastery, and purpose into your product team’s work

Whatever your role in product management or agile development, this guide will help you deliver products that offer more value, more rapidly, and more often. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. [A Scrum Book](#) Addison-Wesley Digital tools have long been a transformative

part of academia, enhancing the classroom and changing the way we teach. Yet there is a way that academia may be able to benefit more from the digital revolution: by adopting the project management techniques used by software developers. Agile work strategies are a staple of the software development world, developed out of the need to be flexible and responsive to fast-paced

change at times when “business as usual” could not work. These techniques call for breaking projects into phases and short-term goals, managing assignments collectively, and tracking progress openly. Agile Faculty is a comprehensive roadmap for scholars who want to incorporate Agile practices into all aspects of their academic careers, be it research,

service, or teaching. Rebecca Pope-Ruark covers the basic principles of Scrum, one of the most widely used models, and then through individual chapters shows how to apply that framework to everything from individual research to running faculty committees to overseeing student class work. Practical and forward-thinking, Agile Faculty will help readers not only manage their

time and projects but also foster productivity, balance, and personal and professional growth. Succeeding with Agile "O'Reilly Media, Inc." SCRUM is a simple project management framework for incremental product development that has become wildly popular in the software development community today. Usually paired with engineering practices from the eXtreme Programming (XP)

community, Scrum is one exponent of the agile movement and represents a paradigmatic shift from "waterfall," a traditional project management approach that, until recently, has dominated software development. Scrum methodology is totally different from the many other methodologies or frameworks out there because it features an empirical process that

encourages teams to challenge themselves a little more every time. This GUIDE will help you discover: -The Basic Principles and Framework of Scrum Methodology - Flexible Approaches to Daily Scrums - The Purpose And Goals Of Carrying Out Product Backlog Refinement In Scrum - Common role or activities of a Scrum product owner as an integral part of a Scrum team - Checklists for the fundamental tasks of every scrum role - Approaches to overcome the perennial challenge of accurate estimating in Scrum - Techniques to keep complex inter-related projects in sync -Reasons why a project should be moved to Scrum -And lots more.....The Scrum method is deliberately designed as a framework- i.e., a lightweight management wrapper that can be applied to existing processes. However, every part of Scrum's minimal framework is essential for realizing its core tenets of facilitating productivity through communication, collaboration, and self-organization. Given its spare structure, it's critical that all of Scrum's roles and processes are observed. This comprehensive GUIDE gave a detailed look at the various Scrum concepts that

is practically applicable to any agile project in any organization. It's a perfect handbook for every scrum master. *Essential Scrum* Addison-Wesley Professional For those who believe that there must be a more agile and efficient way for people to get things done, here is a brilliantly discursive, thought-provoking book about the leadership and management process that is changing the

way we live. In the future, historians may look back on human progress and draw a sharp line designating "before Scrum" and "after Scrum." Scrum is that ground-breaking. It already drives most of the world's top technology companies. And now it's starting to spread to every domain where leaders wrestle with complex projects. If you've ever been startled by how fast the world is

changing, Scrum is one of the reasons why. Productivity gains of as much as 1200% have been recorded, and there's no more lucid – or compelling – explainer of Scrum and its bright promise than Jeff Sutherland, the man who put together the first Scrum team more than twenty years ago. The thorny problem Jeff began tackling back then boils down to this: people are spectacularly

bad at doing things with agility and efficiency. Best laid plans go up in smoke. Teams often work at cross purposes to each other. And when the pressure rises, unhappiness soars. Drawing on his experience as a West Point-educated fighter pilot, biometrics expert, early innovator of ATM technology, and V.P. of engineering or CTO at eleven different technology companies,

Jeff began challenging those dysfunctional realities, looking for solutions that would have global impact. In this book you'll journey to Scrum's front lines where Jeff's system of deep accountability, team interaction, and constant iterative improvement is, among other feats, bringing the FBI into the 21st century, perfecting the design of an affordable 140 mile per hour/100 mile

per gallon car, helping NPR report fast-moving action in the Middle East, changing the way pharmacists interact with patients, reducing poverty in the Third World, and even helping people plan their weddings and accomplish weekend chores. Woven with insights from martial arts, judicial decision making, advanced aerial combat, robotics, and many other disciplines, Scrum is consistently

riveting. But the most important reason to read this book is that it may just help you achieve what others consider unachievable – whether it be inventing a trailblazing technology, devising a new system of education, pioneering a way to feed the hungry, or, closer to home, a building a foundation for your family to thrive and prosper.

Learning Agile
Pearson
Education
Scrum is the

most widely adopted Agile framework in the world. It is easy to understand and yet, difficult to master.

Having trained thousands of professionals across the world and helped them implement Scrum in their organizations, the authors provide practical, succinct, and effective answers to 50 of the most common questions about Scrum.

This book is for Scrum practitioners, Scrum

Masters, Product Owners, and Agile Coaches who want to refine their expertise and to take Scrum to the next level. Includes an interview with Jeff Sutherland, co-creator of ScrumSprint Your Way to Scrum will do the following: Provide expert advice on the practical application of Scrum. Enable you to explain/teach Scrum elements in a very easy and effective way to peers? Allow you to

understand the usual problems teams face when implementing Scrum? Debunk day-to-day myths about Scrum? Help you identify the gap between Knowing About Scrum and Mastering Scrum. Authors: Bonsy Yelsangi is a Certified Scrum Trainer (CST) with 17 years of experience helping teams become Agile and master Scrum practices. Valerio Zanini is a Certified Scrum Trainer

(CST) and a Certified Product Innovation Trainer (CPIT) with 20 years of experience in building award-winning digital products. The Scrum Master Guidebook Pearson Education Thousands of IT professionals are being asked to make Scrum succeed in their organizations—including many who weren't involved in the decision to adopt it. If you're one of

them, The Scrum Field Guide will give you skills and confidence to adopt Scrum more rapidly, more successfully, and with far less pain and fear. Long-time Scrum practitioner Mitch Lacey identifies major challenges associated with early-stage Scrum adoption, as well as deeper issues that emerge after companies have adopted Scrum, and describes how other organizations have

overcome them. You'll learn how to gain "quick wins" that build support, and then use the flexibility of Scrum to maximize value creation across the entire process. In 30 brief, engaging chapters, Lacey guides you through everything from defining roles to setting priorities to determining team velocity, choosing a sprint length, and conducting customer reviews. Along

the way, he explains why Scrum can seem counterintuitive, offers a solid grounding in the core agile concepts that make it work, and shows where it can (and shouldn't) be modified. Coverage includes Getting teams on board, and bringing new team members aboard after you've started. Creating a "definition of done" for the team and organization. Implementing the strong

technical practices that are indispensable for agile success. Balancing predictability and adaptability in release planning. Keeping defects in check. Running productive daily standup meetings. Keeping people engaged with pair programming. Managing culture clashes on Scrum teams. Performing "emergency procedures" to get sprints back on track.

Establishing a pace your team can truly sustain
Accurately costing projects, and measuring the value they deliver
Documenting Scrum projects effectively
Prioritizing and estimating large backlogs
Integrating outsourced and offshored components
Packed with real-world examples from Lacey's own experience, this book is invaluable to everyone transitioning

to agile: developers, architects, testers, managers, and project owners alike.
User Stories Applied
Addison-Wesley Professional
Imagine if we were using the same medical techniques today that were used during the Industrial Revolution, including the practice of bloodletting using leeches. Medicine has come a long way since then. So why do organizations and

corporations cling to management techniques that are just as obsolete as the bleed-and-leech model?
In a global workplace that is more diverse and filled with entirely new challenges, now is the time for organizations to evolve to a more effective style of leadership and project management. A roadmap for leading projects and groups, Moving from Project Management to Project

Leadership: A Practical Guide to Leading Groups covers the theory, strategy, and tactics that create high-performing teams and organizations. The first half of the book delineates the theories and practical knowledge required to be an extraordinarily effective leader. It defines what it is, exactly, that you need to do to be the best leader you can be. The second half of the book provides the tools and processes required to put that knowledge into place. The author explores the theory that it's all about the communication. By paying close attention to organizational clarity and the way messages are transmitted within your organization, you will find new ways of empowering people while increasing efficiency — something the old management style can rarely boast. If project leadership is the main thesis of this book, the power of effective top-down communication is the tune you'll be humming after putting this book down.

Scrum Shortcuts Without Cutting Corners
Addison-Wesley Professional

If you are a project manager, or a member of a project team incorporating object-oriented technology

into a software development project, you need to read this book. Filled with advice distilled from the authors' experience in the creation and use of object-oriented technology, *Succeeding with Objects* is an invaluable guide to the decision processes inherent in successful software development using object-oriented technology. The focus of the book is on you - the

developer, project manager, or IS executive. It assumes that you want to apply object-oriented technology to real-world problems and to integrate this technology into the software development culture of your organization successfully. Case studies of object-oriented software projects and the direct personal experience of the authors from the basis for the decision

frameworks presented. Using these frameworks, you will be able to develop your own coherent and successful management plan, tailored to your organization. *Succeeding with Objects* provides practical advice on how to incorporate object-oriented technology in software development projects based upon experience in real-life projects; covers all aspects of process

models,
project
planning and
control,
software
development
environments,
measurement,

training, and
systematic
reuse and
introduces ten
decision
frameworks
used to

develop a
project
management
strategy,
leveraged by
object-
oriented
technology.