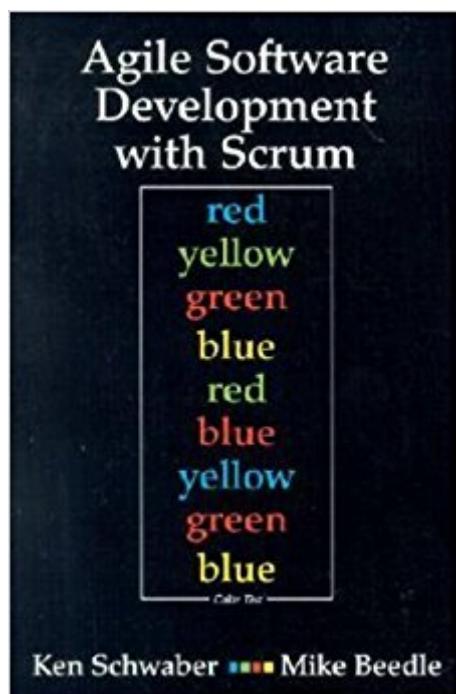


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# Agile Software Development With Scrum (Series In Agile Software Development)



## **Synopsis**

eXtreme Programming is an ideal many software shops would love to reach, but with the constant pressures to produce software quickly, they cannot actually implement it. The Agile software process allows a company to implement eXtreme Programming quickly and immediately-and to begin producing software incrementally in as little as 30 days! Implementing eXtreme Programming is easier said than done. The process can be time consuming and actually slow down current software projects that are in process. This book shows readers how to use SCRUM, an Agile software development process, to quickly and seamlessly implement XP in their shop-while still producing actual software. Using SCRUM and the Agile process can virtually eliminate all downtime during an XP implementation.

## **Book Information**

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## **Customer Reviews**

"Agile development methods are key to the future of flexible software systems. Scrum is one of the vanguards of the new way to buy and manage software development when business conditions are changing. This book distills both the theory and practice and is essential reading for anyone who needs to cope with software in a volatile world." &#151; Martin Fowler, industry consultant and CTO, ThoughtWorks "Most executives today are not happy with their organization's ability to deliver systems at reasonable cost and timeframes. Yet, if pressed, they will admit that they don't think their software developers are not competent. If it's not the engineers, then what is it that prevents fast development at reasonable cost? Scrum gives the answer to the question and the solution to the

problem. &#151; Alan Buffington, industry consultant, former Present, Fidelity Systems Company

Arguably the most important book about managing technology and systems development efforts, this book describes building systems using the deceptively simple process, Scrum. Readers will come to understand a new approach to systems development projects that cuts through the complexity and ambiguity of complex, emergent requirements and unstable technology to iteratively and quickly produce quality software. **BENEFITS** Learn how to immediately start producing software incrementally regardless of existing engineering practices or methodologies Learn how to simplify the implementation of Agile processes Learn how to simplify XP implementation through a Scrum wrapper Learn why Agile processes work and how to manage them Understand the theoretical underpinnings of Agile processes

Still the best book on true Scrum. Short and to the point but also clear on the justifications for the scrum process. While its true that what many people call Scrum today doesn't fit this book, its equally true that what many people call "Scrum" today is not scrum at all. Scrum is more then just morning meetings or backlog lists. It is a process control system and every part of it is essential. Saying you "do Scrum": but only have morning meetings or backlogs is like saying you have a foundry control system with no feedback sensors. If you don't crash and burn, its just luck that is saving you.

It's a decent book but the print is so small that it's almost impossible to read. Would have been more stars if there were a free pdf copy or kindle version included with purchase of the book.

Information in the book is good, but lacks depth and does not address issues about things going awry. Still, it's good. My big complaint is the physical quality of the pages. First, the text is very light. The pages are so thin, you can see text from the flip side through it obscuring what you're reading. The figures and tables are amateurish at best. Very hard to physically read this book.

This is the book I've been wanted for years. Until this book, the Scrum development process was not very well known and was documented only piecemeal in a couple of papers and websites. Finally, there's a book a that covers everything you need to know to run your software project using Scrum. Schwaber is the "Godfather of Scrum" and essentially invented the techniques; Beedle was one of the first converts to Scrum and together they definitely know their stuff. The book covers

everything from the theoretical basis for Scrum to how to organize your teams, conduct daily Scrum meetings to keep things moving along, to planning your Scrum project, to tracking the "backlog" of items that need to be completed to finish a project. Scrum is not a rehash of another methodology. As the authors say, "Scrum is different." Some of the things you'll learn in this book will seem counterintuitive but they work and the authors do a great job of laying out enough information to, if not fully convince you, then at least persuade you to give Scrum a try. (And once you've done that, you'll be convinced!) I think this book is especially important for anyone reading any of the XP books that have come out over the past two years. Scrum provides an excellent management wrapper around the techniques of XP. This book is great because it's only 150 pages but everything is succinct and clear--very different from some other books on project management techniques that are needlessly long. After reading this book you will know everything needed to get started with a Scrum project--and most likely that project will be more successful with Scrum than with whatever process you're using currently.

I first purchased and read "Agile Software Development with SCRUM" after talking at length with Ken Schwaber at a software development conference in 2001. I find some of terminology used in the Scrum process to be a bit trite - such as "Pigs and Chickens" - but the approach itself is solid. Overall, I'm sold on the process, and have employed many of Scrum's concepts in projects I've managed. Scrum focuses on delivering maximum quality and predictability of the software development process with minimum overhead. The book is rather expensive given its length, but is a really good and thought-provoking introduction to a means of managing software development in a way that empowers the folks who do the actual development while ensuring that those with a vested interest in the results get a reasonable quality deliverable (or deliverables) in a timely manner; and have a well defined means of tracking progress and providing guidance or feedback before it is too late for an off-track project to get back on course. Anyone working to start-up a new software development project should read this book, if for no other reason then to gain insights into what really matters when managing such a project; how to manage without needlessly burdening the team members, or destroying their creativity and enthusiasm; and how to ensure that external forces do not cause a project to spin out of control. On a final note - if you ever get a chance to hear Mr. Schwaber speak, definitely take the opportunity - though a bit salty, he is both entertaining and informative, and very good at responding to questions from his audience - well worth listening-to!

Scrum explained out of its roots, a simple approach to understand why process gets in the way and

turns into pure bureaucracy on software development and why Scrum can help with that.

Gets to the basics of agile. Worth reading more than once as your team adopts agile SW development practices.

This book gave me what I need for a practical application of Agile methodology.

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