

About Robert “Uncle Bob” Martin Robert Martin (Uncle Bob) ([unclebobmartin](http://unclebobmartin.com)) has been a programmer since 1970. He is the Master Craftsman at 8th Light inc, co-founder of the on-line video training company: cleancoders.com , and founder of Uncle Bob Consulting LLC. He is an acclaimed speaker at conferences worldwide, and the author of many books including: *The Clean Coder*, *Clean Code*, *Agile Software Development: Principles, Patterns, and Practices*, and *UML for Java Programmers*. He is a prolific writer and has published hundreds of articles, papers, and blogs. He served as the Editor-in-chief of the C++ Report, and as the first chairman of the Agile Alliance. He is the creator of the acclaimed educational video series at cleancoders.com . About Clean Coders Clean Coders is the leading producer of instructional videos for software professionals, taught in a way that both educates and entertains developers. Founded in 2010 by Robert "Uncle Bob" Martin and Micah Martin, Clean Coders has expanded to include a myriad of authors teaching an ever-increasing array of subject matters pertaining to clean code. Our training videos have inspired countless viewers to become the best developers they can be. cleancoders.com...

Today’s software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein’s thorough coverage of software engineering perfects the reader’s ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . .

- Process: concentrates on how applications are planned and developed
- Design: teaches software engineering primarily as a requirements-to-design activity
- Programming and agile methods: encourages software engineering as a code-oriented activity
- Theory and principles: focuses on foundations
- Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice

In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

For courses in Object-Oriented Design, C++ Intermediate Programming, and Object-Oriented Programming. Written for software engineers in the trenches, this text focuses on the technology-the principles, patterns, and process-that help software engineers effectively manage increasingly complex operating systems and applications. There is also a strong emphasis on the people behind the technology. This text will prepare students for a career in software engineering and serve as an on-going education for software engineers.

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and

points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

For courses in Advanced Software Engineering or Object-Oriented Design. This book covers the human and organizational dimension of the software improvement process and software project management - whether based on the CMM or ISO 9000 or the Rational Unified Process. Drawn from a decade of research, it emphasizes common-sense practices. Its principles are general but concrete; every pattern is its own built-in example. Historical supporting material from other disciplines is provided. Though even pattern experts will appreciate the depth and currency of the material, it is self-contained and well-suited for the layperson. ?????????:????????????????,????????????????,????????????????,????????????????.

Presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and how it applies to programming in the .NET Framework. This book includes chapters that lay out the basics of the agile movement and show proven techniques. It also includes many source code examples.

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Challenges in unpredictable markets, changing customer requirements, and advancing information technologies have lead to progression towards service oriented engineering and agile and lean software development. These prevailing approaches to software systems provide solutions to challenges in demanding business environments. Agile and Lean Service-Oriented Development: Foundations, Theory and Practice explores the groundwork of service-oriented and agile and lean development and the conceptual basis and experimental evidences for the combination of the two approaches. Highlighting the best tools and guidelines for these developments in practice, this book is essential for researchers and practitioners in the software development and service computing fields.

Part of SoMet series, this book contains reviewed papers given at the Seventh International Conference on New Trends in Software Methodology Tools, and Techniques (SoMeT_08) held in Sharjah, United Arab Emirates. It addresses handling of cognitive issues on software development to adapt to user mental state.

More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a

whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

Agile software development has become an umbrella term for a number of changes in how software developers plan and coordinate their work, how they communicate with customers and external stakeholders, and how software development is organized in small, medium, and large companies, from the telecom and healthcare sectors to games and interactive media. Still, after a decade of research, agile software development is the source of continued debate due to its multifaceted nature and insufficient synthesis of research results. Dingsøy, Dybå, and Moe now present a comprehensive snapshot of the knowledge gained over many years of research by those working closely with or in the industry. It shows the current state of research on agile software development through an introduction and ten invited contributions on the main research fields, each written by renowned experts. These chapters cover three main issues: foundations and background of agile development, agile methods in practice, and principal challenges and new frontiers. They show the important results in each subfield, and in addition they explain what these results mean to practitioners as well as for future research in the field. The book is aimed at reflective practitioners and researchers alike, and it also can serve as the basis for graduate courses at universities.

This book constitutes the proceedings of the 5th International Conference on Lean and Agile Software Development, LASD 2021, which was held online on January 23, 2021. The conference received a total of 32 submissions, of which 10 full and 2 short papers are included in this volume. In addition, one keynote paper is also included. To live the agile mindset, the LASD conference focuses on highly relevant research outcomes and fosters their way into practice. Topics discussed in this volume range from teams under COVID-19 through women in Agile, to product road-mapping and non-functional requirements.

This book contains the refereed proceedings of the 14th International Conference on Agile Software Development, XP 2013, held in Vienna, Austria, in June 2013. In the last decade, the interest in agile and lean software development has been continuously growing. Agile and lean have evolved from a way of working -- restricted in the beginning to a few early adopters -- to the mainstream way of developing software. All this time, the XP conference series has actively promoted agility and widely disseminated research results in this area. XP 2013 successfully continued this tradition. The 17 full papers accepted for XP 2013 were selected from 52 submissions and are organized in sections on: teaching and learning; development teams; agile practices; experiences and lessons learned; large-scale projects; and architecture and design.

Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development.

The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: *Clean Code: A Handbook of Agile Software Craftmanship* and *The Clean Coder: A Code of Conduct for Professional Programmers*. In *Clean Code*, legendary software expert Robert C. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code “on the fly” into a book that will instill within you the values of a software craftsman and make you a better programmer--but only if you work at it. You will be challenged to think about what’s right about that code and what’s wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In *The Clean Coder*, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers of this collection will come away understanding

- How to tell the difference between good and bad code
- How to write good code and how to transform bad code into good code
- How to create good names, good functions, good objects, and good classes
- How to format code for maximum readability
- How to implement complete error handling without obscuring code logic
- How to unit test and practice test-driven development
- What it means to behave as a true software craftsman
- How to deal with conflict, tight schedules, and unreasonable managers
- How to get into the flow of coding and get past writer’s block
- How to handle unrelenting pressure and avoid burnout
- How to combine enduring attitudes with new development paradigms
- How to manage your time and avoid blind alleys, marshes, bogs, and swamps
- How to foster environments where programmers and teams can thrive
- When to say “No”--and how to say it
- When to say “Yes”--and what yes really means

Section 1 Agile development Section 2 Agile design Section 3 The payroll case study Section 4 Packaging the payroll system Section 5 The weather station case study Section 6 The ETS case study

Multi pack contains: *Software Engineering 7e* (ISBN 0321210263) *Agile Software Development* (ISBN 0135974445)

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

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