

Agile Database Techniques Effective Strategies For The Agile Software Developer

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Maturing Usability - Effie Lai-Chong Law 2007-10-24

This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

Software and Data Technologies - Joaquim Filipe 2008-11-02

This book contains the best papers of the Second International Conference on Software and Data Technologies (ICSOF 2007), held in Barcelona, Spain. It was organized by the Institute for Systems and Technologies of Information, Communication and Control (INSTICC), co-sponsored by the Workflow Management Coalition (WfMC), in cooperation with the Interdisciplinary Institute for Collaboration and Research on Enterprise Systems and Technology (IICREST). The purpose of ICSOF 2007 was to bring together researchers and practitioners interested in information technology and software development. The conference tracks were "Software Engineering," "Information Systems and Data Management," "Programming Languages," "Distributed and Parallel Systems" and "Knowledge Engineering." Being crucial for the development of information systems, software and data technologies encompass a large number of research topics and applications: from implementation-related issues to more abstract theoretical aspects of software engineering; from databases and data warehouses to management information systems and knowledge-based systems; next to that, distributed systems, pervasive computing, data quality and other related topics are included in the scope of this conference.

Agile Testing - Lisa Crispin 2009

Crispin and Gregory define agile testing and illustrate the tester's role with examples from real agile teams. They teach you how to use the agile testing quadrants to identify what testing is needed, who should do it, and what tools might help. The book chronicles an agile software development iteration from the viewpoint of a tester and explains the seven key success factors of agile testing.

Agile Software Development Quality Assurance - Stamelos, Ioannis G. 2007-02-28

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"--Provided by publisher.

Choose Your WoW! - Scott W. Ambler 2020

"Hundreds of organizations around the world have already benefited from Disciplined Agile Delivery (DAD). Disciplined Agile (DA) is the only comprehensive tool kit available for guidance on building high-performance agile teams and optimizing your way of working (WoW). As a hybrid of all the leading agile and lean approaches, it provides hundreds of strategies to help you make better decisions within your agile teams, balancing self-organization with the realities and constraints of your unique enterprise context. The highlights of this handbook include: #1. As the official source of knowledge on DAD, it includes greatly improved and enhanced strategies with a revised set of goal diagrams based upon learnings from applying DAD in the field. #2 It is an essential handbook to help coaches and teams make better decisions in their daily work, providing a wealth of ideas for experimenting with agile and lean techniques while providing specific guidance and trade-

offs for those "it depends" questions. #3 It makes a perfect study guide for Disciplined Agile certification. Why "fail fast" (as our industry likes to recommend) when you can learn quickly on your journey to high performance? With this handbook, you can make better decisions based upon proven, context-based strategies, leading to earlier success and better outcomes"--

Agile Data Warehousing Project Management - Ralph Hughes 2012-09-28

What is agile data warehousing? -- Iterative development in a nutshell -- Streamlining project management -- Authoring better user stories -- Deriving initial project backlogs -- Developer stories for data integration -- Estimating and segmenting projects -- Adapting agile for data warehousing -- Starting and scaling agile data warehousing.

Information Systems Development - Chris Barry 2008-12-09

Information Systems Development (ISD) progresses rapidly, continually creating new challenges for the professionals involved. New concepts, approaches and techniques of systems development emerge constantly in this field. Progress in ISD comes from research as well as from practice. This conference will discuss issues pertaining to information systems development (ISD) in the inter-networked digital economy. Participants will include researchers, both experienced and novice, from industry and academia, as well as students and practitioners. Themes will include methods and approaches for ISD; ISD education; philosophical, ethical, and sociological aspects of ISD; as well as specialized tracks such as: distributed software development, ISD and knowledge management, ISD and electronic business / electronic government, ISD in public sector organizations, IOS.

Refactoring Databases - Scott W. Ambler 2006-03-03

Refactoring has proven its value in a wide range of development projects--helping software professionals improve system designs, maintainability, extensibility, and performance. Now, for the first time, leading agile methodologist Scott Ambler and renowned consultant Pramodkumar Sadalage introduce powerful refactoring techniques specifically designed for database systems. Ambler and Sadalage demonstrate how small changes to table structures, data, stored procedures, and triggers can significantly enhance virtually any database design--without changing semantics. You'll learn how to evolve database schemas in step with source code--and become far more effective in projects relying on iterative, agile methodologies. This comprehensive guide and reference helps you overcome the practical obstacles to refactoring real-world databases by covering every fundamental concept underlying database refactoring. Using start-to-finish examples, the authors walk you through refactoring simple standalone database applications as well as sophisticated multi-application scenarios. You'll master every task involved in refactoring database schemas, and discover best practices for deploying refactorings in even the most complex production environments. The second half of this book systematically covers five major categories of database refactorings. You'll learn how to use refactoring to enhance database structure, data quality, and referential integrity; and how to refactor both architectures and methods. This book provides an extensive set of examples built with Oracle and Java and easily adaptable for other languages, such as C#, C++, or VB.NET, and other databases, such as DB2, SQL Server, MySQL, and Sybase. Using this book's techniques and examples, you can reduce waste, rework, risk, and cost--and build database systems capable of evolving smoothly, far into the future.

Software Engineering: Evolution and Emerging Technologies - K. Zieliński 2005-09-27

The capability to design quality software and implement modern

information systems is at the core of economic growth in the 21st century. Nevertheless, exploiting this potential is only possible when adequate human resources are available and when modern software engineering methods and tools are used. The recent years have witnessed rapid evolution of software engineering methodologies, including the creation of new platforms and tools which aim to shorten the software design process, raise its quality and cut down its costs. This evolution is made possible through ever-increasing knowledge of software design strategies as well as through improvements in system design and code testing procedures. At the same time, the need for broad access to high-performance and high-throughput computing resources necessitates the creation of large-scale, interactive information systems, capable of processing millions of transactions per seconds. These systems, in turn, call for new, innovative distributed software design and implementation technologies. The purpose of this book is to review and analyze emerging software engineering technologies, focusing on the evolution of design and implementation platforms as well as on novel computer systems related to the development of modern information services.

SOFSEM 2005: Theory and Practice of Computer Science - Maria Bieliková 2005-01-27

This book constitutes the refereed proceedings of the 31st Conference on Current Trends in Theory and Practice of Computer Science, SOFSEM 2005, held in Liptovský Ján, Slovakia in January 2005. The 28 revised full papers and 16 revised short papers presented together with 8 invited contributions were carefully reviewed and selected from 144 submissions. The papers were organized in four topical tracks on foundations of computer science, modeling and searching data in the web area, software engineering, and graph drawing and discrete computational mathematics.

Conceptual Modeling - ER 2013 - Wilfred Ng 2013-11-08

This book constitutes the refereed proceedings of the 32nd International Conference on Conceptual Modeling, ER 2013, held in Hong Kong, China, in November 2013. The 23 full and 17 short papers presented were carefully reviewed and selected from 148 abstracts and 126 full papers submissions. The papers are organized in topical sections on modeling and reasoning, fundamentals of conceptual modeling, business process modeling, network modeling, data semantics, security and optimization, ontology-based modeling, searching and mining, conceptual modeling and applications, demonstration papers.

Disciplined Agile Delivery - Scott W. Ambler 2012-05-31

Master IBM's Breakthrough DAD Process Framework for Succeeding with Agile in Large, Complex, Mission-Critical IT Projects It is widely recognized that moving from traditional to agile approaches to build software solutions is a critical source of competitive advantage. Mainstream agile approaches that are indeed suitable for small projects require significant tailoring for larger, complex enterprise projects. In *Disciplined Agile Delivery*, Scott W. Ambler and Mark Lines introduce IBM's breakthrough Disciplined Agile Delivery (DAD) process framework, which describes how to do this tailoring. DAD applies a more disciplined approach to agile development by acknowledging and dealing with the realities and complexities of a portfolio of interdependent program initiatives. Ambler and Lines show how to extend Scrum with supplementary agile and lean strategies from Agile Modeling (AM), Extreme Programming (XP), Kanban, Unified Process (UP), and other proven methods to provide a hybrid approach that is adaptable to your organization's unique needs. They candidly describe what practices work best, why they work, what the trade-offs are, and when to consider alternatives, all within the context of your situation. *Disciplined Agile Delivery* addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. The authors show how these best-practice techniques fit together in an end-to-end process for successfully delivering large, complex systems--from project initiation through delivery. Coverage includes Scaling agile for mission-critical enterprise endeavors Avoiding mistakes that drive poorly run agile projects to chaos Effectively initiating an agile project Transitioning as an individual to agile Incrementally building consumable solutions Deploying agile solutions into complex production environments Leveraging DevOps, architecture, and other enterprise disciplines Adapting your governance strategy for agile projects Based on facts, research, and extensive experience, this book will be an indispensable resource for every enterprise software leader and practitioner--whether they're seeking to optimize their existing agile/Scrum process or improve the agility of an iterative process.

Balancing Agility and Formalism in Software Engineering - Bertrand Meyer 2008-07-31

This book constitutes the thoroughly refereed post-conference proceedings of the Second IFIP TC 2 Central and East Conference on Software Engineering Techniques, CEE-SET 2007, held in Poznan, Poland, in October 2007. The 21 revised full papers presented together with 2 keynote addresses were carefully reviewed and selected from 73 initial submissions. The papers are organized in topical sections on measurement, processes, UML, experiments, tools, and change.

New Trends in Databases and Information Systems - Jérôme Darmont 2020-08-17

This book constitutes thoroughly refereed short papers of the 24th European Conference on Advances in Databases and Information Systems, ADBIS 2020, held in August 2020. ADBIS 2020 was to be held in Lyon, France, however due to COVID-19 pandemic the conference was held in online format. The 18 presented short research papers were carefully reviewed and selected from 69 submissions. The papers are organized in the following sections: data access and database performance; machine learning; data processing; semantic web; data analytics.

Conceptual Modeling - Gillian Dobbie 2020-10-29

This book constitutes the refereed proceedings of the 39th International Conference on Conceptual Modeling, ER 2020, which was supposed to be held in Vienna, Austria, in November 2020, but the conference was held virtually due to the COVID-19 pandemic. The 28 full and 16 short papers were carefully reviewed and selected from 143 submissions. This event covers a wide range of topics, and the papers are organized in the following sessions: foundations of conceptual modeling; process mining and conceptual modeling; conceptual modeling of business rules and processes; modeling chatbots, narratives and natural language; ontology and conceptual modeling; applications of conceptual modeling; schema design, evolution, NoSQL; empirical studies of conceptual modeling; networks, graphs and conceptual modeling; and conceptual modeling of complex and data-rich systems.

Managing Agile Projects - Kevin Aguanno 2005

Annotation Are you being asked to manage a project with:- unclear requirements? - high levels of change? - a team using Extreme Programming or other Agile Methods? This book is for project managers who are interested in learning the secrets of successfully controlling and delivering agile projects. From learning how agile projects are different from traditional projects, to detailed guidance on a number of agile management techniques, this book includes contributions from some of the industry experts -- the visionaries who developed the agile methodologies in the first place. Contributors include:- Scott Ambler, developer of Agile Modeling - Alistair Cockburn, the developer of Crystal Methods - Larry Constantine, the visionary behind user-centred design and use cases- Ron Jeffries, co-creator of Extreme Programming - Linda Rising, the leading expert on the use of patterns in software design- and many others.

Requirements Engineering in the Big Data Era - Lin Liu 2015-10-25

This book constitutes the proceedings of the second Asia Pacific Requirements Engineering Symposium, APRES 2015, held in Wuhan, China, in October 2015. The 9 full papers presented together with 3 tool demos papers and one short paper, were carefully reviewed and selected from 18 submissions. The papers deal with various aspects of requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools.requirements engineering in the big data era, such as automated requirements analysis, requirements acquisition via crowdsourcing, requirement processes and specifications, requirements engineering tools.

Agile Data Warehousing for the Enterprise - Ralph Hughes 2015-09-19

Building upon his earlier book that detailed agile data warehousing programming techniques for the Scrum master, Ralph's latest work illustrates the agile interpretations of the remaining software engineering disciplines: Requirements management benefits from streamlined templates that not only define projects quickly, but ensure nothing essential is overlooked. Data engineering receives two new "hyper modeling" techniques, yielding data warehouses that can be easily adapted when requirements change without having to invest in ruinously expensive data-conversion programs. Quality assurance advances with not only a stereoscopic top-down and bottom-up planning method, but also the incorporation of the latest in automated test

engines. Use this step-by-step guide to deepen your own application development skills through self-study, show your teammates the world's fastest and most reliable techniques for creating business intelligence systems, or ensure that the IT department working for you is building your next decision support system the right way. Learn how to quickly define scope and architecture before programming starts Includes techniques of process and data engineering that enable iterative and incremental delivery Demonstrates how to plan and execute quality assurance plans and includes a guide to continuous integration and automated regression testing Presents program management strategies for coordinating multiple agile data mart projects so that over time an enterprise data warehouse emerges Use the provided 120-day road map to establish a robust, agile data warehousing program

The Making of Information Systems - Karl E. Kurbel 2008-04-24

Information systems (IS) are the backbone of any organization today, supporting all major business processes. This book deals with the question: how do these systems come into existence? It gives a comprehensive coverage of managerial, methodological and technological aspects including: Management decisions before and during IS development, acquisition and implementation Project management Requirements engineering and design using UML Implementation, testing and customization Software architecture and platforms Tool support (CASE tools, IDEs, collaboration tools) The book takes into account that for most organizations today, inhouse development is only one of several options to obtain an IS. A good deal of IS development has moved to software vendors - be it domestic, offshore or multinational software firms. Since an increasing share of this work is done in Asia, Eastern Europe, Latin America and Africa, the making of information systems is discussed within a global context.

The Object Primer - Scott W. Ambler 2004-03-22

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and object development techniques.

Conceptual Modeling - Aditya Ghose 2021-10-15

This book constitutes the refereed proceedings of the 40th International Conference on Conceptual Modeling, ER 2021, which will be held as virtual event, in October 2021. The 14 full and 18 short papers were carefully reviewed and selected from 85 submissions. The conference presents topics on conceptual modeling, its foundations and applications. Celebrating its 40th anniversary this year, the overall theme of ER 2021 is: Conceptual Modeling in an Age of Uncertainty.

Agility and Discipline Made Easy - Per Kroll 2006-05-19

"The Japanese samurai Musashi wrote: 'One can win with the long sword, and one can win with the short sword. Whatever the weapon, there is a time and situation in which it is appropriate.' "Similarly, we have the long RUP and the short RUP, and all sizes in between. RUP is not a rigid, static recipe, and it evolves with the field and the practitioners, as demonstrated in this new book full of wisdom to illustrate further the liveliness of a process adopted by so many organizations around the world. Bravo!" --Philippe Kruchten, Professor, University of British Columbia "The Unified Process and its practices have had, and continue to have, a great impact on the software industry. This book is a refreshing new look at some of the principles underlying the Unified Process. It is full of practical guidance for people who want to start, or increase, their adoption of proven practices. No matter where you are today in terms of software maturity, you can start improving tomorrow." -

-Ivar Jacobson, Ivar Jacobson Consulting "Kroll and MacIsaac have written a must-have book. It is well organized with new principles for software development. I encounter many books I consider valuable; I consider this one indispensable, especially as it includes over 20 concrete best practices. If you are interested in making your software development shop a better one, read this book!" --Ricardo R. Garcia, President, Global Rational User Group Council,

www.rational-ug.org/index.php "Agile software development is real, it works, and it's here to stay. Now is the time to come up to speed on agile best practices for the Unified Process, and this book provides a great starting point." --Scott W. Ambler, practice leader, Agile Modeling "IBM and the global economy have become increasingly dependent on software over the last decade, and our industry has evolved some discriminating best practices. Per and Bruce have captured the principles and practices of success in this concise book; a must for executives, project managers, and practitioners. These ideas are progressive, but they strike the right balance between agility and governance and will form the foundation for successful systems and software developers for a long time." --Walker Royce, Vice President, IBM Software Services-Rational "Finally, the RUP is presented in

digestible, byte-size pieces. Kroll and MacIsaac effectively describe a set of practices that can be adopted in a low-ceremony, ad hoc fashion, suited to the culture of the more agile project team, while allowing them to understand how to scale their process as needed." --Dean Leffingwell, author and software business advisor and executive "This text fills an important gap in the knowledge-base of our industry: providing agile practices in the proven, scalable framework of the Unified Process. With each practice able to be throttled to the unique context of a development organization, Kroll and MacIsaac provide software teams with the ability to balance agility and discipline as appropriate for their specific needs." - -Brian G. Lyons, CTO, Number Six Software, Inc. In *Agility and Discipline Made Easy*, Rational Unified Process (RUP) and Open Unified Process (OpenUP) experts Per Kroll and Bruce MacIsaac share twenty well-defined best practices that you and your team can start adopting today to improve the agility, predictability, speed, and cost of software development. Kroll and MacIsaac outline proven principles for software development, and supply a number of supporting practices for each. You'll learn what problems each practice addresses and how you can best leverage RUP and OpenUP (an open-source version of the Unified Process) to make the practice work for you. You'll find proactive, prescriptive guidance on how to adopt the practices with minimal risk and implement as much or as little of RUP or OpenUP as you want. Learn how to apply sample practices from the Unified Process so you can Execute your project in iterations Embrace and manage change Test your own code Describe requirements from the user perspective Architect with components and services Model key perspectives Whether you are interested in agile or disciplined development using RUP, OpenUP, or other agile processes, this book will help you reduce the anxiety and cost associated with software improvement by providing an easy, non-intrusive path toward improved results--without overwhelming you and your team.

Information Systems Architecture and Technology: Proceedings of 40th Anniversary International Conference on Information Systems

Architecture and Technology - ISAT 2019 - Leszek Borzemski 2019-09-04

This three-volume book highlights significant advances in the development of new information systems technologies and architectures. Further, it helps readers solve specific research and analytical problems and glean useful knowledge and business value from data. Each chapter provides an analysis of a specific technical problem, followed by a numerical analysis, simulation, and implementation of the solution to the real-world problem. Managing an organization, especially in today's rapidly changing environment, is a highly complex process. Increased competition in the marketplace, especially as a result of the massive and successful entry of foreign businesses into domestic markets, changes in consumer behaviour, and broader access to new technologies and information, calls for organisational restructuring and the introduction and modification of management methods using the latest scientific advances. This situation has prompted various decision-making bodies to introduce computer modelling of organization management systems. This book presents the peer-reviewed proceedings of the 40th Anniversary International Conference "Information Systems Architecture and Technology" (ISAT), held on September 15-17, 2019, in Wrocław, Poland. The conference was organised by the Computer Science Department, Faculty of Computer Science and Management, Wrocław University of Sciences and Technology, and University of Applied Sciences in Nysa, Poland. The papers have been grouped into three major sections: Part I—discusses topics including, but not limited to, artificial intelligence methods, knowledge discovery and data mining, big data, knowledge-based management, Internet of Things, cloud computing and high-performance computing, distributed computer systems, content delivery networks, and service-oriented computing. Part II—addresses various topics, such as system modelling for control, recognition and decision support, mathematical modelling in computer system design, service-oriented systems, and cloud computing, and complex process modelling. Part III—focuses on a number of themes, like knowledge-based management, modelling of financial and investment decisions, modelling of managerial decisions, production systems management, and maintenance, risk management, small business management, and theories and models of innovation.

Agile Development with ICONIX Process - Don Rosenberg 2006-11-22

*Describes an agile process that works on large projects *Ideal for hurried developers who want to develop software in teams *Incorporates real-life C#/.NET web project; can compare this with cases in book *Information and Software Technologies* - Robertas Damaševičius

2017-09-22

This book constitutes the refereed proceedings of the 23rd International Conference on Information and Software Technologies, ICIST 2017, held in Druskininkai, Lithuania, in October 2017. The 51 papers presented were carefully reviewed and selected from 135 submissions. The papers are organized in topical sections on information systems; business intelligence for information and software systems; software engineering; information technology applications.

Conceptual Modeling - Isabelle Comyn-Wattiau 2016-11-07

This book constitutes the refereed proceedings of the 34th International Conference on Conceptual Modeling, ER 2016, held in Gifu, Japan, in November 2016. The 23 full and 18 short papers presented together with 3 keynote presentations were carefully reviewed and selected from 113 submissions. The papers are organized in topical sections on Analytics and Conceptual Modeling; Conceptual Modeling and Ontologies; Requirements Engineering; Advanced Conceptual Modeling; Semantic Annotations; Modeling and Executing Business Processes; Business Process Management and Modeling; Applications and Experiments of Conceptual Modeling; Schema Mapping; Conceptual Modeling Guidance; and Goal Modeling.

Agile Modeling - Scott Ambler 2002-08-14

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community—much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)—a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects—a element lacking in the original XP design. The XP community and its creator have embraced AM, which should give this book strong market acceptance. Companion Web site at www.agilemodeling.com features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

Agile Leadership Toolkit - Peter Koning 2019-08-23

Practical, Proven Tools for Leading and Empowering High-Performing Agile Teams. A leader is like a farmer, who doesn't grow crops by pulling them but instead creates the perfect environment for the crops to grow and thrive. If you lead in organizations that have adopted agile methods, you know it's crucial to create the right environment for your agile teams. Traditional tools such as Gantt charts, detailed plans, and internal KPIs aren't adequate for complex and fast-changing markets, but merely trusting employees and teams to self-manage is insufficient as well. In Agile Leadership Toolkit, longtime agile leader Peter Koning provides a practical and invaluable steering wheel for agile leaders and their teams. Drawing on his extensive experience helping leaders drive more value from agile, Koning offers a comprehensive toolkit for continuously improving your environment, including structures, metrics, meeting techniques, and governance for creating thriving teams that build disruptive products and services. Koning thoughtfully explains how to lead agile teams at large scale and how team members fit into both the team and the wider organization. Architect environments that help teams learn, grow, and flourish for the long term. Get timely feedback everyone can use to improve. Co-create goals focused on the customer, not the internal organization. Help teams brainstorm and visualize the value of their work to the customer. Facilitate team ownership and accelerate team learning. Support culture change, and design healthier team habits. Make bigger changes faster. This actionable guide is for leaders at all levels—whether you're supervising your first agile team, responsible for multiple teams, or lead the entire company. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Database and Expert Systems Applications - Sven Hartmann 2016-08-05

This two volume set LNCS 9827 and LNCS 9828 constitutes the refereed proceedings of the 27th International Conference on Database and Expert Systems Applications, DEXA 2016, held in Porto, Portugal, September 2016. The 39 revised full papers presented together with 29 short papers were carefully reviewed and selected from 137 submissions.

The papers discuss a range of topics including: Temporal, Spatial, and High Dimensional Databases; Data Mining; Authenticity, Privacy, Security, and Trust; Data Clustering; Distributed and Big Data Processing; Decision Support Systems, and Learning; Data Streams; Data Integration, and Interoperability; Semantic Web, and Data Semantics; Social Networks, and Network Analysis; Linked Data; Data Analysis; NoSQL, NewSQL; Multimedia Data; Personal Information Management; Semantic Web and Ontologies; Database and Information System Architectures; Query Answering and Optimization; Information Retrieval, and Keyword Search; Data Modelling, and Uncertainty.

Managing Data in Motion - April Reeve 2013-02-26

Managing Data in Motion describes techniques that have been developed for significantly reducing the complexity of managing system interfaces and enabling scalable architectures. Author April Reeve brings over two decades of experience to present a vendor-neutral approach to moving data between computing environments and systems. Readers will learn the techniques, technologies, and best practices for managing the passage of data between computer systems and integrating disparate data together in an enterprise environment. The average enterprise's computing environment is comprised of hundreds to thousands of computer systems that have been built, purchased, and acquired over time. The data from these various systems needs to be integrated for reporting and analysis, shared for business transaction processing, and converted from one format to another when old systems are replaced and new systems are acquired. The management of the "data in motion" in organizations is rapidly becoming one of the biggest concerns for business and IT management. Data warehousing and conversion, real-time data integration, and cloud and "big data" applications are just a few of the challenges facing organizations and businesses today. Managing Data in Motion tackles these and other topics in a style easily understood by business and IT managers as well as programmers and architects. Presents a vendor-neutral overview of the different technologies and techniques for moving data between computer systems including the emerging solutions for unstructured as well as structured data types. Explains, in non-technical terms, the architecture and components required to perform data integration. Describes how to reduce the complexity of managing system interfaces and enable a scalable data architecture that can handle the dimensions of "Big Data".

Agile Analytics - Ken Collier 2012

Using Agile methods, you can bring far greater innovation, value, and quality to any data warehousing (DW), business intelligence (BI), or analytics project. However, conventional Agile methods must be carefully adapted to address the unique characteristics of DW/BI projects. In Agile Analytics, Agile pioneer Ken Collier shows how to do just that. Collier introduces platform-agnostic Agile solutions for integrating infrastructures consisting of diverse operational, legacy, and specialty systems that mix commercial and custom code. Using working examples, he shows how to manage analytics development teams with widely diverse skill sets and how to support enormous and fast-growing data volumes. Collier's techniques offer optimal value whether your projects involve "back-end" data management, "front-end" business analysis, or both. Part I focuses on Agile project management techniques and delivery team coordination, introducing core practices that shape the way your Agile DW/BI project community can collaborate toward success. Part II presents technical methods for enabling continuous delivery of business value at production-quality levels, including evolving superior designs; test-driven DW development; version control; and project automation. Collier brings together proven solutions you can apply right now—whether you're an IT decision-maker, data warehouse professional, database administrator, business intelligence specialist, or database developer. With his help, you can mitigate project risk, improve business alignment, achieve better results—and have fun along the way.

The Definitive Guide to db4o - Jim Paterson 2006-11-24

This is the first book to cover db4o programming in comprehensive detail. Readers are briefed on all of the topics necessary to begin using it in production environments, including installation and configuration, querying and managing objects, performing transactions, and data replication. Newcomers to the topic aren't forgotten, as early chapters are devoted to object database fundamentals, in addition to technical considerations and migration strategies. Complete with numerous C# and Java examples, readers will be able to follow along with the examples regardless of their chosen language.

Fast and Scalable Cloud Data Management - Felix Gessert 2020-05-15

The unprecedented scale at which data is both produced and consumed

today has generated a large demand for scalable data management solutions facilitating fast access from all over the world. As one consequence, a plethora of non-relational, distributed NoSQL database systems have risen in recent years and today's data management system landscape has thus become somewhat hard to overlook. As another consequence, complex polyglot designs and elaborate schemes for data distribution and delivery have become the norm for building applications that connect users and organizations across the globe - but choosing the right combination of systems for a given use case has become increasingly difficult as well. To help practitioners stay on top of that challenge, this book presents a comprehensive overview and classification of the current system landscape in cloud data management as well as a survey of the state-of-the-art approaches for efficient data distribution and delivery to end-user devices. The topics covered thus range from NoSQL storage systems and polyglot architectures (backend) over distributed transactions and Web caching (network) to data access and rendering performance in the client (end-user). By distinguishing popular data management systems by data model, consistency guarantees, and other dimensions of interest, this book provides an abstract framework for reasoning about the overall design space and the individual positions claimed by each of the systems therein. Building on this classification, this book further presents an application-driven decision guidance tool that breaks the process of choosing a set of viable system candidates for a given application scenario down into a straightforward decision tree.

The Agile Testing Collection - Janet Gregory 2015-06-22

A Comprehensive Collection of Agile Testing Best Practices: Two Definitive Guides from Leading Pioneers Janet Gregory and Lisa Crispin haven't just pioneered agile testing, they have also written two of the field's most valuable guidebooks. Now, you can get both guides in one indispensable eBook collection: today's must-have resource for all agile testers, teams, managers, and customers. Combining comprehensive best practices and wisdom contained in these two titles, The Agile Testing Collection will help you adapt agile testing to your environment, systematically improve your skills and processes, and strengthen engagement across your entire development team. The first title, *Agile Testing: A Practical Guide for Testers and Agile Teams*, defines the agile testing discipline and roles, and helps you choose, organize, and use the tools that will help you the most. Writing from the tester's viewpoint, Gregory and Crispin chronicle an entire agile software development iteration, and identify and explain seven key success factors of agile testing. The second title, *More Agile Testing: Learning Journeys for the Whole Team*, addresses crucial emerging issues, shares evolved practices, and covers key issues that delivery teams want to learn more about. It offers powerful new insights into continuous improvement, scaling agile testing across teams and the enterprise, overcoming pitfalls of automation, testing in regulated environments, integrating DevOps practices, and testing mobile/embedded and business intelligence systems. The Agile Testing Collection will help you do all this and much more. Customize agile testing processes to your needs, and successfully transition to them Organize agile teams, clarify roles, hire new testers, and quickly bring them up to speed Engage testers in agile development, and help agile team members improve their testing skills Use tests and collaborate with business experts to plan features and guide development Design automated tests for superior reliability and easier maintenance Plan "just enough," balancing small increments with larger feature sets and the entire system Test to identify and mitigate risks, and prevent future defects Perform exploratory testing using personas, tours, and test charters with session- and thread-based techniques Help testers, developers, and operations experts collaborate on shortening feedback cycles with continuous integration and delivery Both guides in this collection are thoroughly grounded in the authors' extensive experience, and supported by examples from actual projects. Now, with both books integrated into a single, easily searchable, and cross-linked eBook, you can learn from their experience even more easily.

Networked Digital Technologies, Part II - Filip Zavoral 2010-06-30

On behalf of the NDT 2010 conference, the Program Committee and Charles University in Prague, Czech Republic, we welcome you to the proceedings of the Second International Conference on 'Networked Digital Technologies' (NDT 2010). The NDT 2010 conference explored new advances in digital and Web technology applications. It brought together researchers from various areas of computer and information sciences who addressed both theoretical and applied aspects of Web technology and Internet applications. We hope that the discussions and exchange of ideas that took place will contribute to advancements in the

technology in the near future. The conference received 216 papers, out of which 85 were accepted, resulting in an acceptance rate of 39%. These accepted papers are authored by researchers from 34 countries covering many significant areas of Web applications. Each paper was evaluated by a minimum of two reviewers. Finally, we believe that the proceedings document the best research in the studied areas. We express our thanks to the Charles University in Prague, Springer, the authors and the organizers of the conference.

Agile Risk Management - Alan Moran 2014-03-18

This work is the definitive guide for IT managers and agile practitioners. It elucidates the principles of agile risk management and how these relate to individual projects. Explained in clear and concise terms, this synthesis of project risk management and agile techniques is illustrated using the major methodologies such as XP, Scrum and DSDM. Although the agile community frequently cites risk management, research suggests that risk is often narrowly defined and, at best, implicitly treated, which in turn leads to an inability to make informed decisions concerning risk and reward and a poor understanding of when to engage in risk-related activities. Moreover, the absence of reference to enterprise risk management means that project managers are unable to clearly articulate scope or tailor their projects in line with the wider expectations of the organisation. Yet the agile approach, with its rich toolset of techniques, is very well equipped to effectively and efficiently deal with the risks that arise in projects. Alan Moran addresses the above issues by proposing an agile risk-management process derived from classical risk management but adapted to the circumstances of agile projects. Though his main focus is on the software development process, much of what he describes could be applied to other types of IT projects as well. This book is intended for anyone who is serious about balancing risk and reward in the pursuit of value for their stakeholders, and in particular for those directly involved in agile software development who share a concern for how risk should be managed. Whilst a thorough background in risk management is not presumed, a basic level of familiarity with or exposure to agility is helpful.

Handbook of Research on Emerging Advancements and Technologies in Software Engineering - Ghani, Imran 2014-04-30

Advanced approaches to software engineering and design are capable of solving complex computational problems and achieving standards of performance that were unheard of only decades ago. Handbook of Research on Emerging Advancements and Technologies in Software Engineering presents a comprehensive investigation of the most recent discoveries in software engineering research and practice, with studies in software design, development, implementation, testing, analysis, and evolution. Software designers, architects, and technologists, as well as students and educators, will find this book to be a vital and in-depth examination of the latest notable developments within the software engineering community.

Information and Software Technologies - Audrius Lopata 2022

This book constitutes the refereed proceedings of the 28th International Conference on Information and Software Technologies, ICIST 2022, held in Kaunas, Lithuania, in October 2022. The 23 full papers and 3 short papers presented were carefully reviewed and selected from 66 submissions. The papers discuss such topics as business intelligence for information and software systems, intelligent methods for data analysis and computer aided software engineering, information technology applications, smart e-learning technologies and applications, language technologies.

Agile Database Techniques - Scott Ambler 2012-09-17

Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML An agile foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases Scott W. Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development (www.sdmagazine.com), and a featured speaker at software conferences worldwide

Encyclopedia of Software Engineering Three-Volume Set (Print) - Phillip A. Laplante 2010-11-22

Software engineering requires specialized knowledge of a broad

spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also

available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk