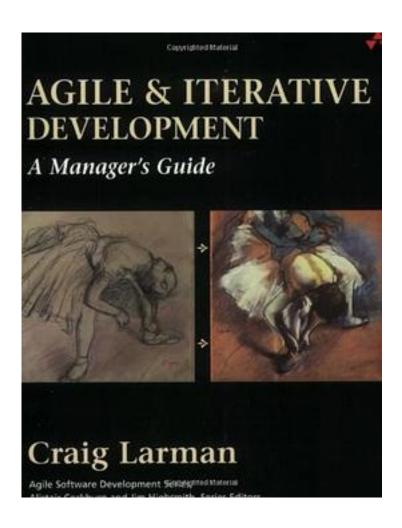
## Agile and Iterative Development



Agile and Iterative Development\_下载链接1\_

著者:Craig Larman

出版者:Addison-Wesley Professional

出版时间:2003-8-21

装帧:Paperback

isbn:9780131111554

Agile and iterative methods have emerged as the most popular approaches to software development, and with good reason. Research (examined and cited in detail within this book) shows that iterative methods reduce the risk of failure, compared to

traditional models of development. This book is an efficient introduction for both managers and practitioners that need a distilled and carefully organized learning aid for the hands-on practices from planning to requirements to testing and the values that define these methods. The author also provides evidence of the value of switching to agile and iterative methods. By studying this book, the reader will learn to apply the key ideas in agile and iterative development, the details and comparison of four influential iterative methods (Scrum, Extreme Programming, Evo, and the Unified Process), answers to frequently asked questions, and important related management skills. The book's goal is quality information that can be quickly understood and applied.

## 作者介绍:

Craig

Larman是Valtech公司的首席科学家。而Valtech公司是一家国际化的技术咨询公司,在欧洲.亚洲和北美洲都设有分支机构.同时,他还兼任独立顾问.团队教练.演讲人等职务。

Craig是(Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design(UML和模式应用:面向对象分析与设计导论))的作者. 此书是OOA/D和迭代开发方面全球最为畅销的书籍,被译成多种语言,并在世界范围的工业和大学中广泛运用。

Craig有过一段作街头音乐家的失败经历.从那之后,也就是20世纪70年代,他用APL语言.PL/语言和第四代语言创建软件系统.20世纪80年代初期,经过全面的调整之后,他开始对人工智能(这方面很少有他自己的东西)和知识表示产生了浓厚的兴趣,并用Lisp机器.Lisp.Prolog和Smalltalk构建知识系统.他业余时间还经营一个名为Changing Requirements的社团(这个社团曾经叫作Requirements,但成员已经有了一些变动……)

Craig毕业于加拿大温哥华美丽的Simon Fraser大学,取得了计算机科学的学士和硕士学位。

目录:

Agile and Iterative Development\_下载链接1\_

## 标签

agile

软件工程

计算机

敏捷开发
CraigLarman
项目管理
软件开发方法
评论
一本关于迭代开发和敏捷理论的小册子,从传统的项目管理角度审视迭代开发理念和各种agile方法论/实践/常见误区等
书评
2008年春,项目做的对敏捷有了点兴趣,花了两个晚上浏览了《敏捷迭代开发——管理者指南》,理念式的书,看起来比较轻松,摘录一些自己的体会。原文在http://iamsujie.com/7000/7008/,欢迎大家来探讨相关话题有些需求在开始的时候是提不出来的,或者说没法细化的,强行的
Agile and Iterative Development_下载链接1_

编程