

Extreme Programming Pocket

JUnit, created by Kent Beck and Erich Gamma, is an open source framework for test-driven development in any Java-based code. JUnit automates unit testing and reduces the effort required to frequently test code while developing it. While there are lots of bits of documentation all over the place, there isn't a go-to-manual that serves as a quick reference for JUnit. This Pocket Guide meets the need, bringing together all the bits of hard to remember information, syntax, and rules for working with JUnit, as well as delivering the insight and sage advice that can only come from a technology's creator. Any programmer who has written, or is writing, Java Code will find this book valuable. Specifically it will appeal to programmers and developers of any level that use JUnit to do their unit testing in test-driven development under agile methodologies such as Extreme Programming (XP) [another Beck creation].

"A quick reference for simplified Enterprise Java development" -Cover.

Today's programmers are often narrowly trained because the industry moves too fast. That's where Write Great Code, Volume 1: Understanding the Machine comes in. This, the first of four volumes by author Randall Hyde, teaches important concepts of machine organization in a language-independent fashion, giving programmers what they need to know to write great code in any language, without the usual overhead of learning assembly language to master this topic. A solid foundation in software engineering, The Write Great Code series will help programmers make wiser choices with respect to programming statements and data types when writing software.

GNU Emacs is the most popular and widespread of the Emacs family of editors. It is also the most powerful and flexible. Unlike all other text editors, GNU Emacs is a complete working environment -- you can stay within Emacs all day without leaving. The GNU Emacs Pocket Reference is a companion volume to O'Reilly's Learning GNU Emacs, which tells you how to get started with the GNU Emacs editor and, as you become more proficient, it will help you learn how to use Emacs more effectively. This small book, covering Emacs version 20, is a handy reference guide to the basic elements of this powerful editor, presenting the Emacs commands in an easy-to-use tabular format.

Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software

Up and Running with NUnit

Scrum - A Pocket Guide

The Art of Agile Development

Planning Extreme Programming

Extreme Programming Pocket Guide

Apache remains the most widely used Web server platform, running more than half of the world's Web sites. This pocket reference guide features up-to-date information for Apache administrators.

Extreme Programming (XP) is a radical new approach to software development that has been accepted quickly because its core practices--the need for constant testing, programming in pairs, inviting customer input, and the communal ownership of code--resonate with developers everywhere. Although many developers feel that XP is rooted in commonsense, its vastly different approach can bring challenges, frustrations, and constant demands on your patience.Unless you've got unlimited time (and who does these days?), you can't always stop to thumb through hundreds of pages to find the piece of information you need. The Extreme Programming Pocket Guide is the answer. Concise and easy to use, this handy pocket guide to XP is a must-have quick reference for anyone implementing a test-driven development environment. The Extreme Programming Pocket Guide covers XP assumptions, principles, events, artifacts, roles, and resources, and more. It concisely explains the relationships between the XP practices. If you want to adopt XP in stages, the Extreme Programming Pocket Guide will help you choose what to apply and when. You'll be surprised at how much practical information is crammed into this slim volume.O'Reilly's Pocket Guides have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new Extreme

Programming Pocket Guide is the book you'll want to have beside your keyboard.

This book contains the refereed proceedings of the 12th International Conference on Agile Software Development, XP 2011, held in Madrid, Spain, in May 2011. The year 2011 marked the 10th anniversary of the Agile Manifesto. In this spirit, the XP conference continued its fine tradition of promoting agility by disseminating new research results in a timely manner and by bringing together researchers and practitioners for a fruitful mutual exchange of experiences. As introduced for XP 2010, there were again two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 56 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 4 out of 17 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the workshops.

Smart web developers will tell you that the sooner you detect your code mistakes, the quicker you can fix them, and the less the project will cost in the long run. Well, the most efficient way to detect your mistakes in PHP is with PHPUnit, an open source framework that automates unit testing by running a battery of tests as you go. The benefits of PHPUnit are significant: a reduction in the effort required to frequently test code fewer overall defects added confidence in your code improved relations with your open source teammates The only problem with this popular testing tool was its lack of documentation-until now, that is. For this, O'Reilly went right to the source, as Sebastian Bergmann, the author of PHPUnit Pocket Guide, also happens to be PHPUnit's creator. This little book brings together hard-to-remember information, syntax, and rules for working with PHPUnit. It also delivers the insight and sage advice that can only come from the technology's creator. Coverage of testing under agile methodologies and Extreme Programming (XP) is also included. The latest in O'Reilly's series of handy Pocket Guides, this quick-reference book puts all the answers are right at your fingertips. It's an invaluable companion for anyone interested in testing the PHP code they write for web applications.

A Practitioner's Handbook for User Interface Design

Understanding Scrum, XP, Lean, and Kanban

Implementation Patterns

Python Pocket Reference

Kent Beck's Guide to Better Smalltalk

Provides information on eXtreme programming, or XP, a software development methodology.

Presents a guide to RTF, the internal document markup language that is used by Microsoft Word.

This text is about achieving usability in product user interface design through a process called Usability Engineering. The techniques presented include not only UI requirements analysis, but also organizational and managerial strategies.

Write clean code that works with the help of this groundbreaking software method. Example-driven teaching is the basis of Beck's step-by-step instruction that will have readers using TDD to further their projects.

Test-driven Development

Refactoring

Git Pocket Guide

Thinking Forth

PHPUnit Pocket Guide

GNU Emacs Pocket Reference

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function; it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck--known worldwide for creating Extreme Programm

pioneering software patterns and test-driven development--focuses on these critical decisions, unveiling everything powerful "implementation patterns" for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data a

Written for Smalltalk programmers, this book is designed to help readers become more effective Smalltalk developers and object technology users.

Thinking Forth applies a philosophy of problem solving and programming style to the unique programming language Forth. Published first in 1984, it could be among the timeless classics of computer books, such as Fred Brooks' The Mythical Man-Month and Donald Knuth's The Art of Computer Programming. Many software engineering principles discussed here have been rediscovered in eXtreme Programming, including (re)factoring, modularity, bottom-up and incremental design. Here you'll find all of those and more, so

vi Editor Pocket Reference

Collective Wisdom from the Experts

The Usability Engineering Lifecycle

JUnit Pocket Guide

Quick, Comprehensive, Indispensable

.NET Compact Framework Pocket Guide

This book constitutes the refereed proceedings of the 8th International Conference on Agile Processes in Software Engineering and eXtreme Programming, XP 2007, held in Como, Italy in June 2007. It covers managing agile processes, extending agile methodologies, teaching and introducing agile methodologies, methods and tools, empirical studies, and methodology issue.

A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

Extreme Programming (XP) is a radical new approach to software development that has been accepted quickly because its core practices--the need for constant testing, programming in pairs, inviting customer input, and the communal ownership of code--resonate with developers everywhere. Although many developers feel that XP is rooted in commonsense, its vastly different approach can bring challenges, frustrations, and constant demands on your patience. Unless you've got unlimited time (and who does these days?), you can't always stop to thumb through hundreds of pages to find the piece of information you need. The Extreme Programming Pocket Guide is the answer. Concise and easy to use, this handy pocket guide to XP is a must-have quick reference for anyone implementing a test-driven development environment. The Extreme Programming Pocket Guide covers XP assumptions, principles, events, artifacts, roles, and resources, and more. It concisely explains the relationships between the XP practices. If you want to adopt XP in stages, the Extreme Programming Pocket Guide will help you choose what to apply and when. You'll be surprised at how much practical information is crammed into this slim volume. O'Reilly's Pocket Guides have become a favorite among developers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you've reached a sticking point in your work and need to get to a solution quickly, the new Extreme Programming Pocket Guide is the book you'll want to have beside your keyboard.

This pocket guide presents the most crucial information about SQL in a compact and easily accessible format, covering the four commonly used SQL variants--Oracle, IBM DB2, Microsoft SQL Server, and MySQL. Topics include: Data manipulation statements (SELECT, DELETE, INSERT, UPDATE, MERGE) and transaction control statements (START TRANSACTION, SAVEPOINT, COMMIT, ROLLBACK). Common SQL functions (date, numeric, math, trigonometric, string, conversion, aggregate) Such topics as literals, NULLs, CASE expressions, datatype conversion, regular expressions, grouping and summarizing data, joining tables, and writing queries (hierarchical, recursive, union, flashback) and subqueries. Instead of presenting complex and confusing syntax diagrams, the book teaches by example, showing the SQL statements and options that readers are most like to use. All example data is available on the O'Reilly web site. "If you need fast, accurate SQL information, with examples for multiple database engines, be sure to check out this book."--Chris Kempster, Senior DBA and author of SQL Server 2000 for the Oracle DBA, www.chrisempster.com

Quick Look-up and Advice

RTF Pocket Guide

Principles, Patterns, and Plug-ins

Embrace Change

A Smart Travel Companion

Agile Processes in Software Engineering and Extreme Programming

The rapid proliferation of mobile networks for both public use and private has made connectivity-on-the-go a desirable, if not absolutely essential, condition. Nor is this mobility limited to laptops: everywhere you look, people are downloading email and other information directly to their cell phones and PDAs. For developers, this means an increased demand to create applications for mobile devices. Microsoft's .NET Compact Frameworks provides a full suite of powerful tools to help them get the job done. The .NET Compact Framework--a scaled-down version of Microsoft's .NET Framework--offers a powerful programming environment for designing rich applications for the Pocket PC or Windows Mobile-based Smartphones. If you're familiar with the .NET Framework, you'll feel right at home in the .NET Compact Framework. You'll find the perfect way to jumpstart your productivity in our new .NET Compact Framework Pocket Guide. As with all of our popular Pocket Guides, this concise book delivers just the information you need without all the fluff. The .Net Compact Framework Pocket Guide provides a brief introduction to the framework and includes several projects to get you up to speed quickly. In this book you'll learn: The basics of programming for the .NET Compact Framework using Visual Studio .NET 2003; how to build and run with Hello, World in no time at all User interface design considerations for the Pocket PC, Pocket PC Phone Edition, and Windows Mobile-based Smartphone How to consume web services from .NET Compact Framework applications

How to cache on-line data for use when the mobile device is out of range of a network How to write applications that use Bluetooth. Whether you're new to mobile programming or new to Visual Studio .NET 2003, the .NET Compact Framework Pocket Guide will teach what you need to know to get started developing mobile applications.

Improve your understanding of Scrum through the proven experience and collected wisdom of experts around the world. Based on real-life experiences, the 97 essays in this unique book provide a wealth of knowledge and expertise from established practitioners who have dealt with specific problems and challenges with Scrum. You'll find out more about the rules and roles of this framework, as well as tactics, strategies, specific patterns to use with Scrum, and stories from the trenches. You'll also gain insights on how to apply, tune, and tweak Scrum for your work. This guide is an ideal resource for people new to Scrum and those who want to assess and improve their understanding of this framework. "Scrum Is Simple. Just Use It As Is.," Ken Schwaber "The 'Standing Meeting,'" Bob Warfield "Specialization Is for Insects," James O. Coplien "Scrum Events Are Rituals to Ensure Good Harvest," Jasper Lamers "Servant Leadership Starts from Within," Bob Galen "Agile Is More than Sprinting," James W. Grenning Updated for both Python 3.4 and 2.7, this convenient pocket guide is the perfect on-the-job quick reference. You'll find concise, need-to-know information on Python types and statements, special method names, built-in functions and exceptions, commonly used standard library modules, and other popular Python tools. The handy index lets you pinpoint exactly what you need. Written by Mark Lutz--widely recognized as the world's leading Python trainer--Python Pocket Reference is an ideal companion to O'Reilly's classic Python tutorials, Learning Python and Programming Python, also written by Mark. This fifth edition covers: Built-in object types, including numbers, lists, dictionaries, and more Statements and syntax for creating and processing objects Functions and modules for structuring and reusing code Python's object-oriented programming tools Built-in functions, exceptions, and attributes Special operator overloading methods Widely used standard library modules and extensions Command-line options and development tools Python idioms and hints The Python SQL Database API

A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

Scrum -- A Pocket Guide - 2nd edition

By Example

Extreme Programming Explained

For Apache Programmers & Administrators

Learning Agile

Contributing to Eclipse

The first edition of "Extreme Programming Explained" is a classic. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: five core values consistent with excellence in software development; eleven principles for putting those values into action; and, thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations. Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development.

For those considering Extreme Programming, this book provides non-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

This pocket guide is the one book to read for everyone who wants to learn about Scrum. The book covers all roles, rules and the main principles underpinning Scrum, and is based on the Scrum Guide Edition 2013. A broader context to this fundamental description of Scrum is given by describing the past and the future of Scrum. The author, Gunther Verheyen, has created a concise, yet complete and passionate reference about Scrum. The book demonstrates his core view that Scrum is about a journey, a journey of discovery and fun. He designed the book to be a helpful guide on that journey. Ken Schwaber, Scrum co-creator says that this book currently is the best available description of Scrum around. The book combines some rare characteristics: • It describes Scrum in its entirety, yet places it in a broader context (of past and future). • The author focuses on the subject, Scrum, in a way that it truly supports the reader. The book has a language and style in line with the philosophy of Scrum. • The book shows the playfulness of Scrum. David Starr and Ralph Jocham, Professional Scrum trainers and early agile adopters, say that this is the ultimate book to be advised as follow-up book to the students they teach Scrum to and to teams and managers of organizations that they coach Scrum to.

For many users, working in the UNIX environment means using vi, a full-screen text editor available on most UNIX systems. Even those who know vi often make use of only a small number of its features.The vi Editor Pocket Reference is a companion volume to O'Reilly's updated sixth edition of Learning the vi Editor, a complete guide to text editing with vi. New topics in Learning the vi Editor include multi-screen editing and coverage of four vi clones: vim, elvis, nvi, and vile. This small book is a handy reference guide to the information in the larger volume, presenting movement and editing commands, the command-line options, and other elements of the vi editor in an easy-to-use tabular format.

Smalltalk Best Practice Patterns

A Sorted Collection

SQL Pocket Guide

HTML5 Pocket Reference

Apache 2 Pocket Reference

Test-Driven Development in PHP

This pocket guide is the perfect on-the-job companion to Git, the distributed version control system. It provides a compact, readable introduction to Git for new users, as well as a reference to common commands and procedures for those of you with Git experience. Written for Git version 1.8.2, this handy task-oriented guide is organized around the basic version control functions you need, such as making commits, fixing mistakes, merging, and searching history. Examine the state of your project at earlier points in time Learn the basics of creating and making changes to a repository Create branches so many people can work on a project simultaneously Merge branches and reconcile the changes among them Clone an existing repository and share changes with push/pull commands Examine and change your repository's commit history Access remote repositories, using different network protocols Get recipes for accomplishing a variety of common tasks

Few .NET developers have the luxury of unlimited code testing once their application is complete, and rushing through the testing process is both problematic and stressful. The open source NUnit framework provides an excellent and efficient way to test and improve .NET code as it's written, saving hundreds of QA hours and headaches.NUnit is one of the most mature and widely-used .NET open source projects even Microsoft uses it internally. NUnit is a unit-testing framework for all .Net languages. Written entirely in C#, NUnit takes advantage of many .NET language features, such as custom attributes and other reflection related capabilities. It automates unit testing and reduces the effort required to frequently test code while developing it. NUnit is invaluable for .NET developers in test-driven development under agile methodologies such as Extreme Programming (XP) as well as for developers who use for unit testing for software quality assurance. Unfortunately, some of those valuable hours saved by using NUnit can be wasted trying to master this powerful but under-documented frameworkProof that good things come in small packages, the NUnit Pocket Reference is a complete reference to NUnit, filling in the blanks left by the existing documentation and online discussion. It offers developers everything they need to know to install, configure, and use NUnit; the NUnit user interface; and a reference to the NUnit framework classes in a slim but well-organized package. This handy little book even offers practical, real world NUnit examples. And with the NUnit Pocket Reference, IT managers will know to expect when they implement unit testing in their projects. It is the only book you'll need on this popular and practical new open source framework.

Written by two world class programmers and software designers, this guide explains how to extend Eclipse for software projects and how to use Eclipse to create software tools that improve development time.

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

Dreaming in Code

Write Great Code, Volume 1

Python In Your Pocket

NUnit Pocket Reference

Samba Pocket Reference 2nd Edition

12th International Conference, XP 2011, Madrid, Spain, May 10-13, 2011, Proceedings

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific--and well-used--agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair programming Use Lean thinking to empower your team, eliminate waste, and deliver software agile practices and principles with an agile coach

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quick and easy to use, this book for everyone who wants to learn or re-learn about Scrum. The book describes the framework as it was designed and intended, with a strong focus on the purpose to the rules and adding an historical perspective to Scrum and the Agile movement. Several elements that were described in the first edition of Scrum - A Pocket Guide (2013) were later added to the official Scrum Guide. The most noticeable ones are the Scrum Values (2016) and the description of the 3 questions of the Daily Scrum as a good, yet optional practice (2017). As the balance of society keeps shifting from industrial labor to digital work, complexity and unpredictability keep increasing. The need for agility through Scrum increases equally, in and beyond software and product development. This 2nd edition of Scrum - A Pocket Guide offers the clarity and insights on Scrum that many organizations need, today and in the foreseeable future. Scrum -- A Pocket Guide is an extraordinarily competent book.

It flows with insight, understanding, and perception. This should be the de facto standard handout for all looking for a complete, yet clear overview of Scrum without being bothered by irrelevancies. (Ken Schwaber, Scrum co-creator) The author, Gunther Verheyen, is a seasoned Scrum practitioner (2003). Throughout his standing career as a consultant, Gunther has employed Scrum in diverse circumstances. He was partner to Ken Schwaber and Director of the Professional Scrum series at Scrum.org. He is

the founder of Utilizee-Inc and engages with people and organizations as an independent Scrum Caretaker.

A Working Introduction

Improving the Design of Existing Code

97 Things Every Scrum Practitioner Should Know