

Mastering Software Project Requirements A Framework For Successful Planning Development Alignment

This book is a self-contained, practical introduction how to use FeatureIDE for modeling and implementing variable systems. In particular, readers learn how to analyze domains using feature models, specify requirements in form of configurations, and how to generate code based on conditional compilation and feature-oriented programming. Given the interactive style of the book, readers can directly try out the open-source development environment. All code examples are available in the standard distribution on GitHub and can immediately be used for individual modifications. Each part of the book is presented as a step-by-step tutorial and additionally illustrated using an ongoing example of elevator control software written in Java. Written by the core development team of FeatureIDE, this book is suitable for students using a tool for deepening the theoretical foundations of variability modeling and implementation, and as a reference for practitioners needing a stable and scalable tool for industrial applications. FeatureIDE is the most used open-source tool for feature modeling and has been continuously improved since 2004. The success of FeatureIDE is due to being a vehicle for cutting-edge product-line research by still providing an easy-to-use and seamless integration into Eclipse. (Berklee Methods). With the explosion of project studio gear available, it's easier than ever to create pro-quality music at home. This book is the only reference you'll ever need to start producing and engineering your music or other artists' music in your very own home studio. You don't have a home studio yet, but have some basic equipment? This essential guide will help you set up your studio, begin producing projects, develop your engineering skills and manage your projects. Stop dreaming and start producing!

The book is organized around basic principles of software project management: planning and estimating, measuring and controlling, leading and communicating, and managing risk. Introduces software development methods, from traditional (hacking, requirements to code, and waterfall) to iterative (incremental build, evolutionary, agile, and spiral). Illustrates and emphasizes tailoring the development process to each project, with a foundation in the fundamentals that are true for all development methods. Topics such as the WBS, estimation, schedule networks, organizing the project team, and performance reporting are integrated, rather than being relegated to appendices. Each chapter in the book includes an appendix that covers the relevant topics from CMMI-DEV-v1.2, IEEE/ISO Standards 12207, IEEE Standard 1058, and the PMI® Body of Knowledge. (PMI is a registered mark of Project Management Institute, Inc.)

Weshalb verschieben sich Release-Termine ständig? Warum funktioniert die Team-Kommunikation zwischen Designern, Entwicklern und Marketing nicht? Wie kommt man auf wirklich kreative Ideen? Und was tun, wenn etwas schief geht? Wenn Sie sich Fragen wie diese schon oft gestellt haben – Scott Berkun hat die Antworten für Sie. Mit Humor und scharfem Blick beleuchtet der erfahrene Autor und Projektmanager die klassischen Aufgaben, Herausforderungen und Mechanismen des IT-Projektmanagements. Von der fachkundigen Planung über die zielgerichtete Team-Kommunikation bis hin zum erfolgreichen Projektabschluss – hier erhalten Sie kompetente Einblicke in die Realität der Projektleitung. Projekte realistisch planen Entdecken Sie, welche ersten Schritte das Projekt erfolgreich starten, wie man solide Zeitpläne entwickelt und gute Visionsdokumente und Spezifikationen schreibt, wie neue Ideen entstehen und was man aus ihnen machen kann. Teams effektiv führen Erhalten Sie Einblicke in die erfolgreiche Teamleitung: Lernen Sie, wie man die Team-Moral kultiviert, konfliktfrei kommuniziert, Meetings optimal gestaltet und den Spaß am Projekt steigert. Neu in der überarbeiteten Auflage Die zweite, komplett überarbeitete Auflage wurde um Übungsteile am Ende jeden Kapitels erweitert. Dadurch kann der Leser durch über 120 Übungen die Kapitelinhalte praxisnah erschließen und vertiefen.

Requirements Engineering and Management for Software Development Projects presents a complete guide on requirements for software development including engineering, computer science and management activities. It is the first book to cover all aspects of requirements management in software development projects. This book introduces the understanding of the requirements, elicitation and gathering, requirements analysis, verification and validation of the requirements, establishment of requirements, different methodologies in brief, requirements traceability and change management among other topics. The best practices, pitfalls, and metrics used for efficient software requirements management are also covered. Intended for the professional market, including software engineers, programmers, designers and researchers, this book is also suitable for advanced-level students in computer science or engineering courses as a textbook or reference.

Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

This volume constitutes the refereed proceedings of the 20th EuroSPI conference, held in Dundalk, Ireland, in June 2013. The 31 revised papers presented in this volume were carefully reviewed and selected. They are organized in topical sections on SPI Safety and Regulation Issues; SPI Lifecycle and Models; SPI Quality and Testing Issues; SPI Networks and Teams; SPI and Reference Models; SPI Implementation; Agile organisations and an agile management process group; Managing Diversity and Innovation; SPI and Measurement; Risk Management and Functional Safety

Standards.

This book is an essential guide or foundational toolkit for anyone who is involved in the process of developing, offering or selling any type of product or service. Based on how to surf on the waves of innovation and the principle of “form follows function” (System Architecture), it introduces and connects concepts like Market Understanding, Design Thinking, Design to Value, Modularization and Agility. It introduces readers to the essence of these main frameworks and provides a toolkit that explains both theoretically and practically when and how to utilize which one. The methods and processes described in this book have all been successfully tested in many industries. They apply in today’s market context of high uncertainty, complexity and turbulence, where innovation and disruption are essential. Readers will find answers to two fundamental questions: How can we implement an innovation process and environment that are conducive to successful product design? And, if our products fail to appeal to customers, how can we achieve a major turn-around with regard to product development? A wealth of examples and case studies help readers to benefit from the authors’ broad professional experience. Further, lessons learned and conceptual summaries provide valuable shortcuts to the methods and tools discussed. For today’s CEOs, enabling innovation is one of THE most complex leadership tasks. But innovation is not about theory and nice buzzwords. It’s about succeeding in the real world. This ‘hands-on’ book connects the dots and introduces the reader to some of the most relevant ideas and pragmatic concepts fitting today’s business reality. Dr. Robert Neuhauser, Executive VP and Global Head People and Leadership Development, Siemens At the most fundamental level this book brings order to chaos. It sets different and highly relevant design approaches into a complementary picture, rather than presenting them as competing ways of solving the same problem. Product designers, managers, consultants, scholars and students will surely have this valuable book within reach on a daily basis. Olivier L. de Weck, Ph.D – MIT Professor of Aeronautics and Astronautics and Engineering Systems, Editor-in-Chief Systems Engineering

Streamline project workflow with expert agile implementation The Project Management Profession is beginning to go through rapid and profound transformation due to the widespread adoption of agile methodologies. Those changes are likely to dramatically change the role of project managers in many environments as we have known them and raise the bar for the entire project management profession; however, we are in the early stages of that transformation and there is a lot of confusion about the impact it has on project managers: There are many stereotypes and misconceptions that exist about both Agile and traditional plan-driven project management, Agile and traditional project management principles and practices are treated as separate and independent domains of knowledge with little or no integration between the two and sometimes seen as in conflict with each other Agile and "Waterfall" are thought of as two binary, mutually-exclusive choices and companies sometimes try to force-fit their business and projects to one of those extremes when the right solution is to fit the approach to the project It’s no wonder that many Project Managers might be confused by all of this! This book will help project managers unravel a lot of the confusion that exists; develop a totally new perspective to see Agile and traditional plan-driven project management principles and practices in a new light as complementary to each other rather than competitive; and learn to develop an adaptive approach to blend those principles and practices together in the right proportions to fit any situation. There are many books on Agile and many books on traditional project management but what’s very unique about this book is that it takes an objective approach to help you understand the strengths and weaknesses of both of those areas to see how they can work synergistically to improve project outcomes in any project. The book includes discussion topics, real world case studies, and sample enterprise-level agile frameworks that facilitate hands-on learning as well as an in-depth discussion of the principles behind both Agile and traditional plan-driven project management practices to provide a more thorough level of understanding.

Your answer to the software project management gap The Complete Software Project Manager: From Planning to Launch and Beyond addresses an interesting problem experienced by today’s project managers: they are often leading software projects, but have no background in technology. To close this gap in experience and help you improve your software project management skills, this essential text covers key topics, including: how to understand software development and why it is so difficult, how to plan a project, choose technology platforms, and develop project specifications, how to staff a project, how to develop a budget, test software development progress, and troubleshoot problems, and what to do when it all goes wrong. Real-life examples, hints, and management tools help you apply these new ideas, and lists of red flags, danger signals, and things to avoid at all costs assist in keeping your project on track. Companies have, due to the nature of the competitive environment, been somewhat forced to adopt new technologies. Oftentimes, the professionals leading the development of these technologies do not have any experience in the tech field—and this can cause problems. To improve efficiency and effectiveness, this groundbreaking book offers guidance to professionals who need a crash course in software project management. Review the basics of software project management, and dig into the more complicated topics that guide you in developing an effective management approach Avoid common pitfalls by perusing red flags, danger signals, and things to avoid at all costs Leverage practical roadmaps, charts, and step-by-step processes Explore real-world examples to see effective software project management in action The Complete Software Project Manager: From Planning to Launch and Beyond is a fundamental resource for professionals who are leading software projects but do not have a background in technology.

“...the authors provide very sound and realistic advice for the types of projects envisaged, not necessarily only IT projects. For readers in senior positions, the book provides a good read and actionable advice and templates for advancing the cause of the enterprise at its upper levels. After all, as the authors observe, ‘The next decade of digital business will see continued pressure for organizations to react quickly to changing conditions in the economy, market, and competition’.” —R. Max Wideman, Fellow, PMI Every year technology projects face hard decisions about how to mitigate risk and address challenges as teams work on creating useful solutions to deliver promised business value. Those decisions impact scope at every step and help to evolve it until the final product is delivered and implemented. Scope can no longer be set in stone! This book will help project teams understand how and when scope changes and evolves as a part of a living-development process by answering the ultimate question: “Are we doing the right things the right way?” Going Beyond the Waterfall explains how to define scope at the outset of a project. It provides a solid model for predicting and managing solution scope across a project life cycle where the decisions and actions of every team member contribute to that evolutionary process. In addition, it identifies the impacts that key tasks and activities will have on scope

and how each can be managed effectively to prevent unnecessary scope creep and reduce run-away projects.

In previous years, setting up IT infrastructure involved just the preparation of the data center. It has become much more complex and evolved today. The infrastructure includes not only the data center facility, but also the entire organization by providing internet connectivity to customers, vendors, and company executives on the move. Mastering IT Project Management is the first book to detail how to create IT infrastructure rather than simply describe how to manage the IT function or software development. This unique and comprehensive reference covers all aspects needed to successfully manage this type of project in an organization. J. Ross Publishing offers an add-on at a nominal cost — Downloadable, customizable tools and templates ready for immediate implementation.

This comprehensive reference on software development quality assurance addresses all four dimensions of quality: specifications, design, construction and conformance. It focuses on quality from both the micro and macro view. From a micro view, it details the aspect of building-in quality at the component level to help ensure that the overall deliverable has ingrained quality. From a macro view, it addresses the organizational level activities that provide an environment conducive to fostering quality in the deliverables as well as developing a culture focused on quality in the organization. Mastering Software Quality Assurance also explores a process driven approach to quality, and provides the information and guidance needed for implementing a process quality model in your organization. It includes best practices and valuable tools and techniques for software developers.

Key Features

- Provides a comprehensive, inclusive view of software quality
- Tackles the four dimensions of quality as applicable to software development organizations
- Offers unique insights into achieving quality at the component level
- Deals comprehensively with all aspects of measuring software quality
- Explores process quality from the standpoint of implementation rather than from the appraiser/assessor point of view
- Delivers a bird's eye view of the ISO and CMMI models, and describes necessary steps for attaining conformance to those models

A comprehensive framework for effective real-world instructional design Mastering the Instructional Design Process provides step-by-step guidance on the design and development of an engaging, effective training program. The focus on core competencies of instructional system design helps you develop your skills in a way that's immediately applicable to real-world settings, and this newly updated fifth edition has been revised to reflect the new IBSTPI Competencies and Standards for Instructional Design. With a solid foundation of researched and validated standards, this invaluable guide provides useful insight and a flexible framework for approaching instructional design from a practical perspective. Coverage includes the full range of design considerations concerning the learners, objectives, setting, and more, and ancillaries include design templates, PowerPoint slides, lecture notes, and a test bank help you bring these competencies to the classroom. Instructional design is always evolving, and new trends are emerging to meet the ever-changing needs of learners and exploit the newest tools at our disposal. This book brings together the latest developments and the most effective best practices to give you a foolproof framework for successfully managing instructional design projects. Detect and solve human performance problems Analyze needs, learners, work settings, and work Establish performance objectives and measurements Deliver effective instruction in a variety of scenarios Effective training programs don't just happen. Instructional design is a complex field, and practitioners must be skilled in very specific areas to deliver a training program that engages learners and makes the learning 'stick.' Mastering the Instructional Design Process is a comprehensive handbook for developing the skillset that facilitates positive training outcomes.

Here is a complete reference guide to the activities that identify various stages of archival practice. Among the environmental topics to be addressed from a practitioner's standpoint are legal, regulatory, political, economic, organizational culture, professional, social, and ethical influences.

"If the purpose is to create one of the best books on requirements yet written, the authors have succeeded." —Capers Jones It is widely recognized that incorrect requirements account for up to 60 percent of errors in software products, and yet the majority of software development organizations do not have a formal requirements process. Many organizations appear willing to spend huge amounts on fixing and altering poorly specified software, but seem unwilling to invest a much smaller amount to get the requirements right in the first place. Mastering the Requirements Process, Second Edition , sets out an industry-proven process for gathering and verifying requirements with an eye toward today's agile development environments. In this total update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs while doing the minimum requirements work according to the project's level of agility. Features include The Volere requirements process—completely specified, and revised for compatibility with agile environments A specification template that can be used as the basis for your own requirements specifications New agility ratings that help you funnel your efforts into only the requirements work needed for your particular development environment and project How to make requirements testable using fit criteria Iterative requirements gathering leading to faster delivery to the client Checklists to help identify stakeholders, users, nonfunctional requirements, and more Details on gathering and implementing requirements for iterative releases An expanded project sociology section for help with identifying and communicating with stakeholders Strategies for exploiting use cases to determine the best product to build Methods for reusing requirements and requirements patterns Examples showing how the techniques and templates are applied in real-world situations

The 7th International Conference on Product Focused Software Process Improvement (PROFES 2006) brought together researchers and industrial practitioners for reporting new research results and exchanging experiences and findings in the area of process and product improvement. The focus of the conference was on understanding, evaluating, controlling, and improving the relationship between process improvement activities (such as the deployment of innovative defect detection processes) and their effects on products (such as improved product reliability and safety). Consequently, major topics of the conference included the evaluation of existing software process improvement (SPI) approaches in different contexts, the presentation of new or modified SPI approaches, and the relation between SPI and new development techniques or emerging application domains. The need for SPI is being widely recognized. Current trends in software intensive systems such as increased distribution of software development and growing dependability on software-intensive systems in everyday life emphasize this need. This implies the establishment of advanced process improvement capabilities and an adequate understanding of the impact of the processes on the generated products, services, and business value in different situations. Recent trends enforce the establishment of such capabilities: more and more products are being developed in distributed, global environments with many customer-supplier relations in the

development chain. Outsourcing, off-shoring, near-shoring, and in-sourcing aggravate this trend. In addition, systems are being built from multiple disciplines (such as electronics, mechanics, and software). Supporting such distributed and multi-disciplinary development requires well-understood and accurately implemented development process interfaces, process synchronization, and process evolution.

Guiding you through the history and emergence of modern mastering techniques, then providing practical hints and tips on how to use them in your set up, Practical Mastering is the book for anyone interested in tackling this elusive art form. Providing you with solid mastering theory underpinned by years of professional experience and hands-on advice for getting the most out of your set up while honing your ears to efficiently and effectively listen to your mixes in order to create perfectly polished master tracks.

Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need * Understand how and why software development must be planned on a certainty-to-uncertainty continuum * Categorize your projects on a four-quadrant model * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme * Explore the benefits of each strategic model and what types of projects it supports best * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing phases of each strategy * Apply this knowledge to the specific projects you manage * Get a clear picture of where you are and how to get where you want to go

Good requirements do not come from a tool, or from a customer interview. They come from a repeatable set of processes that take a project from the early idea stage through to the creation of an agreed-upon project and product scope between the customer and the developer. From enterprise analysis and planning requirements gathering to documentation,

To build reliable, industry-applicable software products, large-scale software project groups must continuously improve software engineering processes to increase product quality, facilitate cost reductions, and adhere to tight schedules. Emphasizing the critical components of successful large-scale software projects, Software Project Management: A Mastering Project Management Integration and Scope gives managers powerful insights and tools for addressing the most crucial success factor in any project: completely and accurately defining project objectives and deliverables, and transforming your definitions into effective requirements and an integrated project plan. This book is part of a new series of six cutting-edge project management guides for both working practitioners and students. Like all books in this series, it offers deep practical insight into the successful design, management, and control of complex modern projects. Using real case studies and proven applications, expert authors show how multiple functions and disciplines can and must be integrated to achieve a successful outcome. Individually, these books focus on realistic, actionable solutions, not theory. Together, they provide comprehensive guidance for working project managers at all levels, as well as indispensable knowledge for anyone pursuing PMI/PMBOK certification or other accreditation in the field.

"If the purpose is to create one of the best books on requirements yet written, the authors have succeeded." —Capers Jones Software can solve almost any problem. The trick is knowing what the problem is. With about half of all software errors originating in the requirements activity, it is clear that a better understanding of the problem is needed. Getting the requirements right is crucial if we are to build systems that best meet our needs. We know, beyond doubt, that the right requirements produce an end result that is as innovative and beneficial as it can be, and that system development is both effective and efficient. Mastering the Requirements Process: Getting Requirements Right, Third Edition, sets out an industry-proven process for gathering and verifying requirements, regardless of whether you work in a traditional or agile development environment. In this sweeping update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs, in the most efficient manner possible. Features include The Volere requirements process for discovering requirements, for use with both traditional and iterative environments A specification template that can be used as the basis for your own requirements specifications Formality guides that help you funnel your efforts into only the requirements work needed for your particular development environment and project How to make requirements testable using fit criteria Checklists to help identify stakeholders, users, non-functional requirements, and more Methods for reusing requirements and requirements patterns New features include Strategy guides for different environments, including outsourcing Strategies for gathering and implementing requirements for iterative releases "Thinking above the line" to find the real problem How to move from requirements to finding the right solution The Brown Cow model for clearer viewpoints of the system Using story cards as requirements Using the Volere Knowledge Model to help record and communicate requirements Fundamental truths about requirements and system development Boost your performance with improved project management tactics Project Management ToolBox: Tools and Techniques for the Practicing Project Manager, Second Edition offers a succinct explanation of when, where, and how to use project management resources to enhance your work. With updated content that reflects key advances in the project management field, including planning, implementation, control, cost, and scheduling, this revised text offers added material that covers relevant topics, such as agility, change management, governance, reporting, and risk management. This comprehensive resource provides a contemporary set of tools, explaining each tool's purpose and intention, development, customization and variations, and benefits and disadvantages. Additionally, examples, tips, and milestone

checks guide you through the application of these tools, helping you practically apply the information you learn. Effective project management can support a company in increasing market share, improving the quality of products, and enhancing customer service. With so many aspects of project management changing as the business world continues to evolve, it is critical that you stay up to date on the latest topics in this field. Explore emerging topics within the world of project management, keeping up to date on the latest, most relevant subject areas Leverage templates, exercises, and PowerPoint presentations to enhance your project management skills Discuss tips, reporting, implementation, documentation, and other essentials of the project management field Consider how project management fits into various industries, including technology, construction, healthcare, and product development Project Management ToolBox: Tools and Techniques for the Practicing Project Manager, Second Edition is an essential resource for experienced project managers and project management students alike.

Nicht wenige Software-Projekte erreichen ihre gesteckten Ziele nicht, da bereits in ihrer Anfangsphase Anforderungen an die Software nicht gründlich genug analysiert und dokumentiert wurden. Oft wird auch vernachlässigt, dass Softwareentwicklung genauso viel mit Kommunikation, wie mit eigentlicher Entwicklungsarbeit zu tun hat. An diesem Punkt setzt dieser Klassiker der Softwareentwicklungsliteratur an, in dem überzeugend präsentiert wird, warum die Erhebung, Zusammenstellung und das Managen von Software Requirements essentiell für erfolgreiche Projekte ist und mit welchen erprobten Mitteln diese Aufgaben am besten zu meistern sind. Karl Wiegers zeigt damit, wie Requirements-Analysten, Projektleiter, aber auch alle Programmierer und Designer, die Anforderungen der Kunden umsetzen müssen, Produktivität, Termintreue, Kundenzufriedenheit und Wartungs- und Supportkosten mit dem im Buch beschriebenen Praktiken drastisch verbessern können. - Realistische Erwartungen für Funktionalität und Qualität setzen - Geschäftsregeln in die Anwendungsentwicklung integrieren - Anwendungsfälle zur Definition von Benutzeranforderungen verwenden - Unausgesprochene und wechselnde Requirements identifizieren und managen - Revisionen einschränken und damit Kosten sparen - Besser Software produzieren

The book describes how to manage and successfully deliver large, complex, and expensive systems that can be composed of millions of line of software code, being developed by numerous groups throughout the globe, that interface with many hardware items being developed by geographically dispersed companies, where the system also includes people, policies, constraints, regulations, and a myriad of other factors. It focuses on how to seamlessly integrate systems, satisfy the customer's requirements, and deliver within the budget and on time. The guide is essentially a "shopping list" of all the activities that could be conducted with tailoring guidelines to meet the needs of each project.

Mastering Software Project Requirements A Framework for Successful Planning, Development & Alignment J. Ross Publishing This book is perhaps the first attempt to give full treatment to the topic of Software Design. It will facilitate the academia as well as the industry. This book covers all the topics of software design including the ancillary ones.

The widespread deployment of millions of current and emerging software applications has placed software economic studies among the most critical of any form of business analysis. Unfortunately, a lack of an integrated suite of metrics makes software economic analysis extremely difficult. The International Function Point Users Group (IFPUG), a nonprofit and member-governed organization, has become the recognized leader in promoting the effective management of application software development and maintenance activities. The IFPUG Guide to IT and Software Measurement brings together 52 leading software measurement experts from 13 different countries who share their insights and expertise. Covering measurement programs, function points in measurement, new technologies, and metrics analysis, this volume: Illustrates software measurement's role in new and emerging technologies Addresses the impact of agile development on software measurement Presents measurement as a powerful tool for auditing and accountability Includes metrics for the CIO Edited by IFPUG's Management and Reporting Committee, the text is useful for IT project managers, process improvement specialists, measurement professionals, and business professionals who need to interact with IT professionals and participate in IT decision-making. It includes coverage of cloud computing, agile development, quantitative project management, process improvement, measurement as a tool in accountability, project ROI measurement, metrics for the CIO, value stream mapping, and benchmarking.

A comprehensive, hands-on guide on unit testing framework for Java programming language About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software testing activities in a living software project In Detail When building an application it is of utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits into the overall software development process, and sits alongside continuous integration, defect tracking, and test reporting. Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)

Project Requirements: A Guide to Best Practices gives project managers tools they can assimilate and apply easily to improve project success rates, reduce development costs, reduce rework, and accelerate time to market. Based on experience and best

practices, this valuable reference will help you:

- Clarify real requirements before you initiate project work
- Improve management of project requirements
- Save time and effort
- Manage to your schedule
- Improve the quality of deliverables
- Increase customer satisfaction and drive repeat business

Project Requirements: A Guide to Best Practices provides project managers with a direct, practical strategy to overcome requirements challenges and manage requirements successfully.

Project management software.

This book is a concise step-by-step guide to building and establishing the frameworks and models for the effective management and development of software requirements. It describes what great requirements must look like and who the real audience is for documentation. It then explains how to generate consistent, complete, and accurate requirements in exacting detail following a simple formula across the full life cycle from vague concept to detailed design-ready specifications. Mastering Software Project Requirements will enable business analysts and project managers to decompose high-level solutions into granular requirements and to elevate their performance through due diligence and the use of better techniques to meet the particular needs of a given project without sacrificing quality, scope, or project schedules. J. Ross Publishing offers an add-on at a nominal cost — Downloadable, customizable tools and templates ready for immediate implementation.

The first edition of Mastering C++ established itself as a hallmark text of C++ literature for over a decade. The text has been praised widely for its right mix of theory and solved examples. The second edition retains the best features along with new interesting features like highlighted case studies and introduction to new topics such as New Features of ANCI C++ Standard and Standard Template Library. ??

Learn BIM the Revit Way Revit is Autodesk's industry-leading Building Information Modeling (BIM) software, and this Autodesk Official Training Guide thoroughly covers core Revit topics such as modeling, massing, sustainability, and more. It also brings you up to speed on advanced techniques such as using Revit in the cloud and how to go direct to fabrication. Organized by real-world workflows, this book covers the interface, templates, worksharing, modeling and massing, visualization techniques for different industries, sustainability, roofs and floors, stairs and railings, documentation, and much more. This Autodesk Official Training Guide teaches you how to use the leading BIM software and also serves as a study aid for Autodesk's Certified Associate and Certified Professional exams Organized according to actual workflows, the book begins with an explanation of key BIM concepts, familiarizes you with the interface, and then moves into actual application Covers modeling and massing, the Family Editor, visualization techniques for various industries, documentation, annotation and detailing, and how to work with complex walls, roofs, floors, stairs, and railings Companion website features before-and-after tutorial files, so readers can jump in at any point Mastering Autodesk Revit Architecture helps you learn Revit in a context that makes real-world sense.

This book presents 5 tutorial lectures by leading researchers given at the ICTAC 2013 Software Engineering School on Unifying Theories of Programming and Formal Engineering Methods, held in Shanghai, China in August 2013. The lectures are aimed at postgraduate students, researchers, academics, and industrial engineers. They cover topics such as component-based and service-oriented systems, real-time systems, hybrid systems, cyber physical systems, and present techniques such as inductive theorem proving, model checking, correction by construction through refinement and model transformations, synthesis, and computer algebra. Two of the courses are explicitly related to Hoare and He's Unifying Theories of Programming.

This book aims to capture the fundamentals of computer programming without tying the topic to any specific programming language. To the best of the authors' knowledge there is no such book in the market.

From a basic two-camera interview to an elaborate 26 camera HD concert film, this comprehensive guide presents a platform-agnostic approach to the essential techniques required to set up and edit a multi-camera project. Actual case studies are used to examine specific usages of multi-camera editing and include a variety of genres including concerts, talk shows, reality programming, sit-coms, documentaries for television, event videography and feature films. Other features include:

- * Advanced multi-camera techniques and specialty work-flows are examined for tapeless & large scale productions with examples from network TV shows, corporate media projects, event videography, and feature films.
- * New techniques for 3D projects, 2k/4k media management and color correction are revealed.
- * Technical breakdowns analyze system requirements for monitoring, hard drives & RAIDs, RAM, codecs and computer platforms.
- * Apple Final Cut Pro, Avid Media Composer, Adobe Premiere Pro and several other software programs are detailed.
- * Tables, charts, screen-grabs, photos, web-links, blogs, tech school lists and other resource tools for further study.
- * Unique interviews with the 'Masters of Multi-Cam' including EMMY and academy award-winning directors and editors who share their project notes and give insight to award-winning techniques.

Mastering Vim, reviewed by Bram Moolenaar, the creator of Vim, covers usage of Vim and Neovim, showcases relevant plugins, and teaches Vimscript Key Features Expert Vim and Vimscript techniques to work with Python and other development environment Accomplish end-to-end software development tasks with Neovim and Vim plugins Understand best practices for various facets of projects like version control, building, and testing Book Description Vim is a ubiquitous text editor that can be used for all programming languages. It has an extensive plugin system and integrates with many tools. Vim offers an extensible and customizable development environment for programmers, making it one of the most popular text editors in the world.

Mastering Vim begins with explaining how the Vim editor will help you build applications efficiently. With the fundamentals of Vim, you will be taken through the Vim philosophy. As you make your way through the chapters, you will learn about advanced movement, text operations, and how Vim can be used as a Python (or any other language for that matter) IDE. The book will then cover essential tasks, such as refactoring, debugging, building, testing, and working with a version control system, as well as plugin configuration and management. In the concluding chapters, you will be introduced to additional mindset guidelines, learn to personalize your Vim experience, and go above and beyond with Vimscript. By the end of this book, you will be sufficiently confident to make Vim (or its fork, Neovim) your first choice when writing applications in Python and other programming languages. What you will learn Get the most recent Vim, GVim, and Neovim versions installed Become efficient at navigating and editing text Uncover niche Vim plugins and pick the best ones Discover multiple ways of organizing plugins Explore and tailor Vim UI to fit your needs Organize and maintain Vim configuration across environments Write scripts to complement your workflow using Vimscript Who this book is for Mastering Vim is written for beginner, intermediate, and expert developers. The book will teach you to effectively embed Vim in your daily workflow. No prior experience with Python or Vim is required.

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