Software Project Handover Document Template

eWork and eBusiness in Architecture, Engineering and Construction 2018 collects the papers presented at the 12th European Conference on Product and Process Modelling (ECPPM 2018, Copenhagen, 12-14 September 2018). The contributions cover complementary thematic areas that hold great promise towards the advancement of research and technological development in the modelling of complex engineering systems, encompassing a substantial number of high quality contributions on a large spectrum of topics pertaining to ICT deployment instances in AEC/FM, including: • Information and Knowledge Management • Construction Management • Description Logics and Ontology Application in AEC • Risk Management • 5D/nD Modelling, Simulation and Augmented Reality • Infrastructure Condition Assessment • Standardization of Data Structures • Regulatory and Legal Aspects • Multi-Model and distributed Data Management • System Identification • Industrilized Production, Smart Products and Services • Interoperability • Smart Cities • Sustainable Buildings and Urban Environments • Collaboration and Teamwork • BIM Implementation and Deployment • Building Performance Simulation • Intelligent Catalogues and Services eWork and eBusiness in Architecture, Engineering and Construction 2018 represents a rich and comprehensive resource for academics and researchers working in the interdisciplinary areas of information technology applications in architecture, engineering and construction. In the last two decades, the biennial ECPPM (European Conference on Product and Process Modelling) conference series, as the oldest BIM conference, has provided a unique platform for the presentation and discussion of the most recent advances with regard to the ICT (Information and Communication Technology) applications in the AEC/FM (Architecture, Engineering, Construction and Facilities Management) domains.

Unfortunately, much of what has been written about software engineering comes from an academic perspective which does not always address the everyday concerns that software developers and managers face. With decreasing software budgets and increasing demands from users and senior management, technology directors need a complete guide to the subject

A brief but comprehensive introduction to the field and pragmatic guidance on the implementation of a sound quality system in the organization. It provides an enhanced knowledge of software inspections, metrics, process involvement, assessment of organization, problem solving, customer satisfaction surveys, the CMM, SPICE, and formal methods. Sample material on software inspections, metrics, and customer satisfaction can be adapted by readers to their respective organizations. In addition, readers will gain a detailed understanding of the principles of software quality management and software process improvement. Concepts can then be readily applied to assist improvement programs within organizations.

"This book contains so much common sense that my neck was getting tired from nodding my head in agreement so often." Peter Armaly, Senior Director Customer Success, Oracle "...a comprehensive review of the Customer Success role and responsibilities..." Anne Marie Ponder, Senior Manager, IT Infrastructure, Astellas Pharma US "...a must read playbook for all business leaders and customer success-focused professionals." Jason Noble, Global Customer Success and SaaS Leader "I wish a book like this existed when I started in Customer Success!" Cyn Taylor, Enterprise Customer Success Manager, LogicMonitor "...provides all the ingredients to create the right customer success strategy." Baptiste Debever, Head of Growth & Co Founder, Alkalab "...an invaluable resource for anyone with an interest in Customer Success." Adam Joseph, CEO, CSM insight "A structured and logical approach that will help new and experienced CSMs to bridge

the gap between Customer Success theory and practical application." James Scott, General Partner, Success Hacker Customer success management is "the practice of helping customers to generate value from using our products" and it is a relatively new and fast-growing profession with many new CSMs coming into it from other customer-facing professions. Due to the speed with which the profession is undergoing change as it matures and expands, both new and existing CSMs need to keep abreast of customer success best practice. However there are relatively few books that provide much in the way of practical guidance for customer success practitioners and even less options for resources such as tools, templates and checklists that enable a consistently high quality approach whilst increasing the CSM's productivity. Practical Customer Success Management is a practical guide book and comprehensive training manual for CSMs that provides a simple to follow, best practice framework that lays out the core steps at every stage of the customer journey to business outcome success. It describes and explains which situations each step applies to and provides recommendations for activities or tasks that the CSM can perform to complete each step, together with detailed guidance for successfully completing those activities. The book also includes a suite of tools and templates that enable rapid completion of tasks whilst ensuring consistency of approach both across multiple customer engagements and by multiple CSMs within a team.

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.

A Practical Approach To Building Small To Medium Software Systems For Real Business Clients Based on more than 100 actual commercial projects, this book clearly explains how to run an agile software development project that delivers high-quality, high-value solutions to business clients. It concentrates on the practical, social, business, and management aspects as well as the technical issues involved. Professor Holcombe successfully connects readers with the wave of "Agile 2.0" concepts that take the techniques of agile development and place them in the service of business goals. Since it is widely believed that the use of Windows XP will become much more common in coming years, readers should be armed with cutting-edge knowledge of the latest practices in the field. Further features of the book include: Case studies provide real-world examples and describe how XP was introduced into the environment Analysis is provided to help readers determine which elements of XP are suitable for the unique challenges and environments for different projects Problems of a failing agile project and how they can be fixed are covered, including insight into which managerial techniques can be employed An Instructor's Guide provides practical advice on how to motivate students, organize real group projects, and deal, in a simple and effective way, with many of the problems that arise A sample syllabus, sample tests, and additional case study information are available on an instructor's password-protected ftp site Running an Agile Software Development Project is an indispensable guide for professional software developers, engineers, and project managers interested in learning how to use agile processes. It is also a valuable textbook for advanced undergraduate- and graduate-level students in computer engineering and software engineering courses.

Based on the experiences of nine partners from fields as diverse as oil and gas production, transportation, aerospace, nuclear

power, and defense, this work presents an in-depth examination of the issues involved in assuring consistent functionality of safety software through rigorous testing. This handbook presents clear guidelines on leading practices of testing safety-related software, including the latest IEEE and IEC standards.

This internationally conducted study of the latest construction industry practices addresses a broad range of Information and Communication Technology applications. Drawing on research conducted in the US and UK, this book presents the state of the art of various ebusiness processes, and examines BIM, virtual environments and mobile technologies. Innovation is a theme that runs throughout this book, so in addition to the direct impact of these new technical achievements, it also considers the management styles that helped them to emerge. Examples from industry are illustrated with case studies and presented alongside research from some of the best known academics in this field. This book is essential reading for all advanced students and researchers interested in how ICT is changing construction management and the construction industry.

Gerade bei der Entwicklung eingebetteter Systeme haben die Zusammenarbeit in domänenübergreifenden Teams sowie der Wunsch nach Zertifizierbarkeit und Wiederverwertbarkeit der Entwicklungsergebnisse einen hohen Stellenwert. Dabei spielt die Modellierung der verschiedenen Sichten auf das zukünftige System eine bedeutende Rolle, und seit der tiefgreifenden Überarbeitung der UML in UML 2 und der Spezifikation der SysML ist die objektorientierte Analyse und das Design auch von Eingebetteten Systemen mit den grafischen Modellierungssprachen der Object Management Group (OMG) sehr gut möglich. Leider definieren beide Modellierungssprachen nur die sprachliche und grafische Notation, geben aber kaum Hilfe zur Nutzung entsprechend eines Entwicklungsprozesses. Das vorliegende Buch soll dem Leser anhand griffiger Beispiele die unterschiedlichen Diagramme der UML und der SysML als nützliche Perspektiven bei der Entwicklung eingebetteter Systeme erklären und geht dabei auf die unterschiedlichen Projektphasen und die Notationselemente in den einzelnen Diagrammen ein. UML-Profile und ein Ausblick auf neue Vorgehensweisen wie Executable UML als Gastkapitel runden den Überblick ab.

The Standard for Program Management – Fourth Edition differs from prior editions by focusing on the principles of good program management. Program activities have been realigned to program lifecycle phases rather than topics, and the first section was expanded to address the key roles of program manager, program sponsor and program management office. It has also been updated to better align with PMI's Governance of Portfolios, Programs, and Projects: A Practice Guide.

Since 1994, the European Conferences of Product and Process Modelling (www.ecppm.org) have provided a review of research, development and industrial implementation of product and process model technology in the Architecture, Engineering, Construction and Facilities Management (AEC/FM) industry. Product/Building Information Modelling has matured sig

Estimators need to understand the consequences of entering into a contract, often defined by complex conditions and documents, as well as to appreciate the technical requirements of the project. Estimating and Tendering for Construction Work explains the job of the estimator through every key stage, from early cost studies to the creation of budgets for successful tenders. This new edition reflects recent developments in the field such as new tendering and procurement methods; the move from basic estimating to cost-

planning and the greater emphasis placed on partnering and collaborative working. It also includes changes to pricing, rates, terminology and technology to bring the book completely up-to date. Clearly-written and illustrated with examples, notes and technical documentation the book is ideal for students on construction-related courses needing to understand these essential processes or professionals beginning in industry.

This practice-oriented book explores a variety of cross-project topics and specific aspects of different project phases. It also offers tips, examples, templates and checklists, and discusses concrete problems and solutions from project practice in IT and the automotive industry. The authors combine their extensive practical experience in years of project work with relevant project-management theory. Each chapter begins with a list of the learning objectives and concludes with a summary of the insights provided. Accordingly, the book offers a valuable resource for: Beginners wishing to acquire basic project management skills Participants in more advanced project management training who are looking for instructional material Project management experts who want to learn about further aspects, and to employ templates and checklists for even more successful projects

The sudden arrival of Building Information Modelling (BIM) as a key part of the building industry is redefining the roles and working practices of its stakeholders. Many clients, designers, contractors, quantity surveyors, and building managers are still finding their feet in an industry where BIM compliance can bring great rewards. This guide is designed to help quantity surveying practitioners and students understand what BIM means for them, and how they should prepare to work successfully on BIM compliant projects. The case studies show how firms at the forefront of this technology have integrated core quantity surveying responsibilities like cost estimating, tendering, and development appraisal into high profile BIM projects. In addition to this, the implications for project management, facilities management, contract administration and dispute resolution are also explored through case studies, making this a highly valuable guide for those in a range of construction project management roles. Featuring a chapter describing how the role of the quantity surveyor is likely to permanently shift as a result of this development, as well as descriptions of tools used, this covers both the organisational and practical aspects of a crucial topic.

A new and updated definitive resource for survey questionnaire testing and evaluation Building on the success of the first Questionnaire Development, Evaluation, and Testing (QDET) conference in 2002, this book brings together leading papers from the Second International Conference on Questionnaire Design, Development, Evaluation, and Testing (QDET2) held in 2016. The volume assesses the current state of the art and science of QDET; examines the importance of methodological attention to the questionnaire in the present world of information collection; and ponders how the QDET field can anticipate new trends and directions as information needs and data collection methods continue to evolve. Featuring contributions from international experts in survey methodology, Advances in Questionnaire Design, Development, Evaluation and Testing includes latest insights on question characteristics, usability testing, web probing, and other pretesting approaches, as well as: Recent developments in the design and evaluation of digital and self-administered surveys Strategies for comparing and combining questionnaire evaluation methods Approaches for cross-cultural and cross-national questionnaire development New data sources and methodological

innovations during the last 15 years Case studies and practical applications Advances in Questionnaire Design, Development, Evaluation and Testing serves as a forum to prepare researchers to meet the next generation of challenges, making it an excellent resource for researchers and practitioners in government, academia, and the private sector.

Studienarbeit aus dem Jahr 2019 im Fachbereich Informatik - Software, Note: 1,7, FOM Essen, Hochschule für Oekonomie & Management gemeinnützige GmbH, Hochschulleitung Essen früher Fachhochschule, Sprache: Deutsch, Abstract: Die IT-Branche ist ständigen Veränderungen ausgesetzt. Software wird mittlerweile in allen Lebensbereichen eingesetzt und ist nicht mehr wegzudenken. Dementsprechend steigen auch die Anforderungen an die Ersteller von Software. Diese stehen verschiedenen gesteigerten Anforderungen gegenüber, wie zum einen der Anspruch hinsichtlich einer hohen Zuverlässigkeit sowie gleichzeitig die Sicherstellung der Verfügbarkeit der Systeme, welche innerhalb kürzester Zeit erstellt werden müssen. Deshalb erfolgt die Erstellung neuer Software meist innerhalb eines Projektes. Doch es gibt genügend Beispiele, bei denen IT-Projekte nicht erfolgreich verlaufen sind. So hat Ford 200 Mio. US-Dollar in ein Projekt zur Erneuerung der vorhandenen Software investiert, um nach drei Jahren zum Altbewährten zurückzukehren. Da es noch viele weitere dieser Beispiele gibt, stellt sich die Frage, wie Projekte erfolgreich gestaltet werden können. Einen Ansatz dafür sind die Vorgehensmodelle im Projekt. Hier wird nach klassischen und agilen Vorgehensmodellen unterschieden. Seit Jahren steigen die Bedeutung und der Einsatz von agilen Vorgehensmodellen gerade auch in der IT-Branche und der Einsatz der klassischen Vorgehensmodelle wird geringer. Diese Ausarbeitung befasst sich genau mit diesen zwei Vorgehensmodellen.

With the UK government‘s 2016 BIM threshold approaching, support for small organisations on interpreting, filtering and applying BIM protocols and standards is urgently required. Many small UK construction industry supply chain firms are uncertain about what Level 2 BIM involves and are unsure about taking first steps towards having BIM capability. As digitisation, increasingly impacts on work practices, Getting to Grips with BIM offers an insight into an industry in change supplemented by practical guidance on managing the transition towards more widespread and integrated use of digital tools to manage the design, construction and whole life use of buildings.

A Practical Approach to Software QualitySpringer Science & Business Media

Managing IT in Construction/Managing Construction for Tomorrow presents new developments in:- Managing IT strategies - Model based management tools including building information modeling- Information and knowledge management- Communication and collaboration - Data acquisition and storage- Visualization and simulation- Architectural design and

Alistair Cockburn beschreibt ausführlich, was Uses Cases sind, welche Bestandteile hineingehören und wie man sie strukturieren sollte. Besonders nützlich sind seine Erörterungen, wie man mit großen Mengen von Use Cases umgeht. Im zweiten Teil seines Buchs geht Cockburn auf verschiedene praktische Probleme ein. Es geht um Fragen wie "Woran erkennen wir, dass wir fertig sind?" oder "Wie fügen sich Use Cases in den Gesamtprozess ein?". Im dritten Teil werden die wichtigsten Themen noch einmal als knappe Referenz zusammengefasst.

This book constitutes the refereed proceedings of the First International Conference on Service-Oriented Computing, ICSOC 2003, held in

Trento, Italy in December 2003. The 38 revised full papers presented were carefully reviewed and selected from 181 submissions. The papers are organized in topical sections on service description, service composition, quality of service models, service personalization, service semantics, business processes and transactions, business collaborations, service request and coordination, service security and reliability, infrastructure for service delivery, service P2P and grid computing, service and mobile computing, and service computing and applications.

The Principles of Project Management lays out clear steps that anyone can follow to get projects done right, and delivered on time. This full color book covers: Why Project Management is important The 6 fundamental truths of project management Getting started: Discovering, Initiating, Planning and Resourcing a project Getting the Job Done: Executing and controlling Keeping it Smooth: Communication, collaboration and managing change Following through: Ongoing support and maintenance, measuring operational success Resources: Review of various tools, recommended reading, professional resources for project management Short, and to the point, this book aims to do to provide a solid foundation for anyone who finds themselves responsible for executing projects. From the Back Cover Every project you manage will be unique. Scope, budgets, team dynamics, and timeframes will differ. As a project manager, the most important factor in achieving project success will be your understanding of The Principles Of Project Management. This book will show you that project management isn't rocket science: using the information contained in this book, you'll deliver projects on time and on budget, again and again. With The Principles Of Project Management you'll: Learn how to start every project on the right foot. Master the planning, execution, and control of your projects. Discover the secrets of effective communication and change management. Identify project warning signals and learn to keep your projects on track. Understand the benefits of using the right tools, resources, and people. Learn how to give a superstar project handover. And much, much more

With plenty of ideas, suggestions, and practical cases on software quality, this book will help you to improve the quality of your software and to deliver high-quality products to your users and satisfy the needs of your customers and stakeholders. Many methods for product quality improvement start by investigating the problems, and then work their way back to the point where the problem started. For instance audits and root cause analysis work this way. But what if you could prevent problems from happening, by building an understanding what drives quality, thus enabling to take action before problems actually occur? What Drives Quality explores how quality plays a role in all of the software development activities. It takes a deep dive into quality by listing the relevant factors of development and management activities that drive the quality of software products. It provides a lean approach to quality by analyzing the full development chain from customer requests to delivering products to users. I'm aiming this book at software developers and testers, architects, product owners and managers, agile coaches, Scrum masters, project managers, and operational and senior managers who consider quality to be important. A book on quality should be practical. It should help you, the reader of this book, to improve the quality of your software and deliver better products. It should inspire you and give you energy to persevere on your quality journey. What drives quality tries to do just that, and more. This book is based on my experience as a developer, tester, team leader, project manager, quality manager, process manager, consultant, coach, trainer, and adviser in Agile, Lean, Quality and Continuous Improvement. It takes a deep dive into quality with views from different perspectives and provides ideas, suggestions, practices, and experiences that will help you to improve quality of the products that your organization is delivering. This book views software quality from an engineering, management, and social perspective. It explores the interaction between all involved in delivering high-quality software to users and provides ideas to do it quicker and at lower costs.

Project management software.

Although the data in healthcare comes from and relates to patients, it has generally been the clinician and not the patient who has been seen as the end-user of health information or health information technology. This seems set to change though, as the evolution of new online tools and mobile applications has led to the growth of a grass-roots effort from patients to change their role and involvement in their own health management. This book presents papers from the Information Technology and Communications in Health conference, ITCH 2015, held in Victoria, Canada, in February 2015. The theme of this conference is patient-centered care, and not only were contributors asked to consider the role and voice of the patient, but patients themselves were invited to contribute papers describing their experiences in healthcare and their use of their own data. The papers included here reflect not only informatics innovations in the field, but also explore how to involve patients in the design process, implementation and long-term use of health information systems, and will be of interest to researchers, health practitioners and patients alike.

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide - Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide: Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.); Provides an entire section devoted to tailoring the development approach and processes; Includes an expanded list of models, methods, and artifacts; Focuses on not just delivering project outputs but also enabling outcomes; and * Integrates with PMIstandards+(tm) for information and standards application content based on project type, development approach, and industry sector.

To support the broadening spectrum of project delivery approaches, PMI is offering A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition as a bundle with its latest, the Agile Practice Guide. The PMBOK® Guide – Sixth Edition now contains detailed information about agile; while the Agile Practice Guide, created in partnership with Agile Alliance®, serves as a bridge to connect waterfall and agile. Together they are a powerful tool for project managers. The PMBOK® Guide – Sixth Edition – PMI's flagship publication has been updated to reflect the latest good practices in project management. New to the Sixth Edition, each knowledge area will contain a section entitled Approaches for Agile, Iterative and Adaptive Environments, describing how these practices integrate in project settings. It will also contain more emphasis on strategic and business knowledge—including discussion of project management business documents—and information on the PMI Talent Triangle™ and the essential skills for success in today's market. Agile Practice Guide has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other

PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

‘User-designer relations’ concerns the sorts of working relationships that arise between developers and end users of IT products - the different ways designers of IT products seek to engage with users, and the ways users seek to influence product design. It is through the shifting patterns of these relations that IT products are realised. Although it has generally been accepted that achieving better user-designer relations will improve the quality of IT products, there has been little consensus on how this might be achieved. This book aims to deepen our understanding of the relationships between users and designers both as they emerge in the wild and as a consequence of our attempts to intervene. Through a series of case studies the book juxtaposes in-depth explorations of different perspectives and approaches to thinking about - and doing - user-designer relations, considering important implications for design and computer science more generally.

This book summarizes the results of Design Thinking Research carried out at Stanford University in Palo Alto, California, USA and Hasso Plattner Institute in Potsdam, Germany. The authors offer readers a closer look at Design Thinking with its processes of innovations and methods. The contents of the articles range from how to design ideas, methods and technologies via creativity experiments and wicked problem solutions, to creative collaboration in the real world and the connectivity of designers and engineers. But the topics go beyond this in their detailed exploration of design thinking and its use in IT systems engineering fields and even from a management perspective. The authors show how these methods and strategies work in companies, introduce new technologies and their functions and demonstrate how Design Thinking can influence as diverse a topic area as marriage. Furthermore, we see how special design thinking use functions in solving wicked problems in complex fields. Thinking and creating innovations are basically and inherently human – so is Design Thinking. Due to this, Design Thinking is not only a factual matter or a result of special courses nor of being gifted or trained: it’s a way of dealing with our environment and improving techniques, technologies and life.