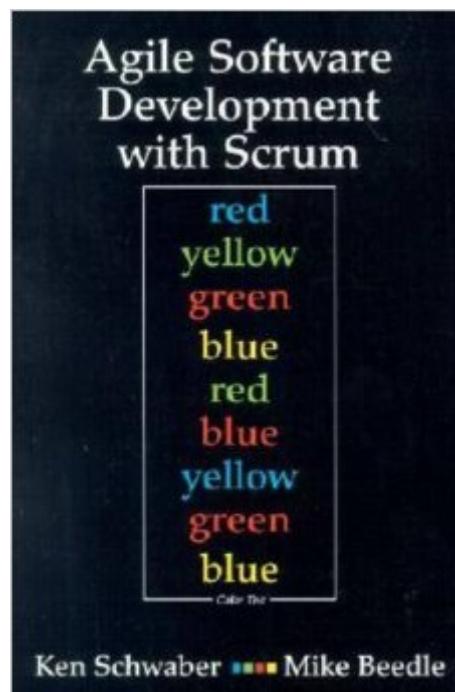


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# Agile Software Development With Scrum (Series In Agile Software Development)



## **Synopsis**

eXtreme Programming is an ideal many software shops would love to reach, but with the constant pressures to produce software quickly, they cannot actually implement it. The Agile software process allows a company to implement eXtreme Programming quickly and immediately-and to begin producing software incrementally in as little as 30 days! Implementing eXtreme Programming is easier said than done. The process can be time consuming and actually slow down current software projects that are in process. This book shows readers how to use SCRUM, an Agile software development process, to quickly and seamlessly implement XP in their shop-while still producing actual software. Using SCRUM and the Agile process can virtually eliminate all downtime during an XP implementation.

## **Book Information**

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## **Customer Reviews**

SCRUM is a "light weight wrapper" of techniques to manage and guide your software projects. Actually, you could use it on a lot of other types of projects, but software is its best use.What's unique is that it wraps around the "Design it first" school that I follow, as well as the Extreme Programming (XP) school that follows a proto-typing approach.SCRUM provides the mechanisms for organizing and controlling the development of your software project. You develop a short list of deliverables for the next 30 days and have a series of daily meetings. Oh, there's more to it than this.In software projects I have followed a process where the design is fully thought out in advance. I say it is 85 % accurate as I know that mid-course corrections will be made as the software is

developed and delivered to the client. On large projects we typically work in 2 week deliverables, the author suggests 30 day "sprints". We break all the projects up into many packages of deliverables. One advantage to this was the client could see progress, give on course corrections, and you'd be sure to get paid. On small projects we have not followed any formal procedures. What SCRUM does is give me a better, more thought out process for what the author calls these 30 day "sprints." I wish I had read this book earlier. I picked up the book at a computer store and bought it reluctantly. I had heard good things about SCRUM, but the book looked too small and a quick read at the store didn't really turn me on that much. But after I sat down to read it at home, I was very pleased. It is a very well-underlined book now. I agree with the XP folks on the productivity of 2 person programming teams and have found their "test first" approach to be very interesting.

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