

# Extreme Programming Pocket

Thinking Forth  
 A Smart Travel Companion  
 Quick Look-up and Advice  
 21st International Conference on Agile Software Development, XP 2020, Copenhagen, Denmark, June 8-12, 2020, Proceedings  
 Python In Your Pocket  
 Test-Driven Development in PHP  
 Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software  
 Scrum - A Pocket Guide  
 .NET Compact Framework Pocket Guide  
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 Extreme Programming Pocket Guide  
 The Art of Agile Development

*Extreme Programming Pocket*

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## LOPEZ CARDENAS

*Thinking Forth* Extreme Programming Pocket Guide

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

**A Smart Travel Companion** "O'Reilly Media, Inc."

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.

*Quick Look-up and Advice* Addison-Wesley Professional

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. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam

21st International Conference on Agile Software Development, XP 2020, Copenhagen, Denmark, June 8-12, 2020, Proceedings "O'Reilly Media, Inc."

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.

**Python In Your Pocket** "O'Reilly Media, Inc."

This pocket guide to Scrum is the one 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 Ullizee-Inc and engages with people and organizations as an independent Scrum Caretaker.

**Test-Driven Development in PHP** Van Haren

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].

*Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software* "O'Reilly Media, Inc."

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.

*Scrum - A Pocket Guide* O'Reilly Media

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

*.NET Compact Framework Pocket Guide* "O'Reilly Media, Inc."

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 Smart Travel Companion* "O'Reilly Media, Inc."

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.

*Samba Pocket Reference 2nd Edition* Van Haren

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; you'll be up and running 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.

**By Example** "O'Reilly Media, Inc."

For those considering Extreme Programming, this book provides no-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.

**Python Pocket Reference** "O'Reilly Media, Inc."

Extreme Programming Pocket Guide"O'Reilly Media, Inc."

**Extreme Programming Pocket Guide** Addison-Wesley Professional

This open access book constitutes the proceedings of the 21st International Conference on Agile Software Development, XP 2020, which was planned to be held during June 8-12, 2020, at the IT

University of Copenhagen, Denmark. However, due to the COVID-19 pandemic the conference was postponed until an undetermined date. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2020 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 14 full and 2 short papers presented in this volume were carefully reviewed and selected from 37 submissions. They were organized in topical sections named: agile adoption; agile practices; large-scale agile; the business of agile; and agile and testing.

**Software Engineering at Google** Addison-Wesley Professional

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.

*Smalltalk Best Practice Patterns* "O'Reilly Media, Inc."

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

**Kent Beck's Guide to Better Smalltalk** "O'Reilly Media, Inc."

This guide has the detail needed to grasp Microsoft's new querying technology, and concise explanations to help users learn it quickly. For those already applying LINQ, the book serves as an on-the-job reference.

**Write Great Code, Volume 1** Van Haren

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 area of development, but they all aim to change your team's mindset--from individuals who 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 fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

**Team-Based Software Development** Springer

A complete guide to Samba the only file/print server that ties together systems of all different types by serving files from nonMicrosoft systems using Microsoft's SMB protocol includes basic configuration, security, logging, troubleshooting, and full coverage of all options. Original. (Intermediate/Advanced)

**Scrum - A Pocket Guide - 2nd edition** O'Reilly Media

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 Programming and pioneering software patterns and test-driven development--focuses on these critical decisions, unearthing 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.