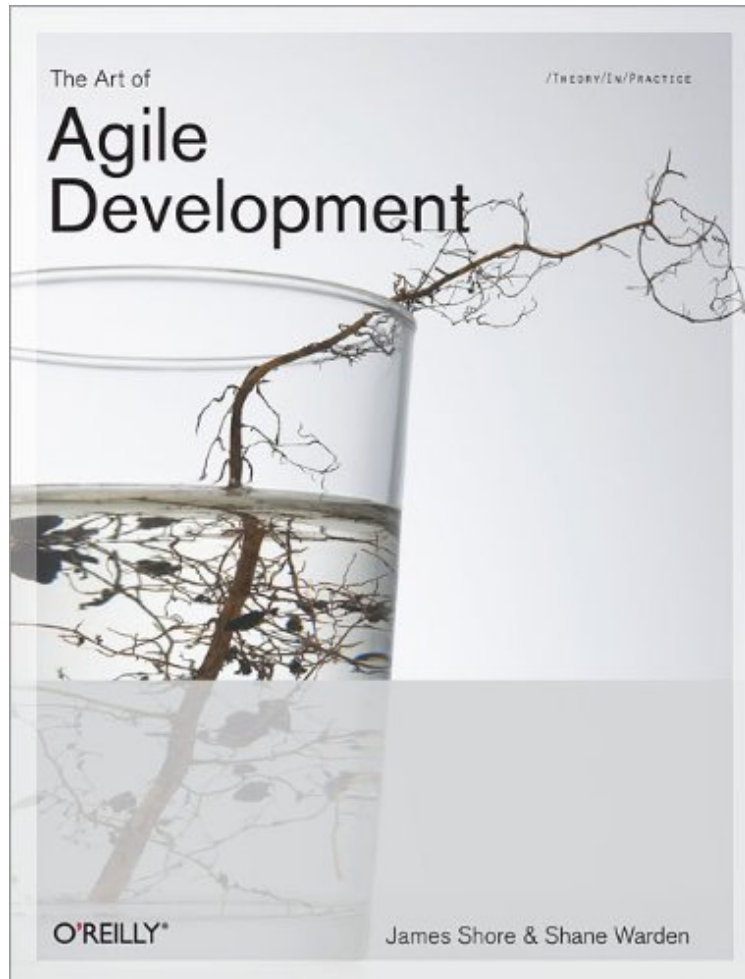


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# The Art of Agile Development: Pragmatic Guide to Agile Software Development

Von James Shore, Chromatic  
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**Von James Shore, Chromatic : The Art of Agile Development: Pragmatic Guide to Agile Software Development**  
before purchasing it in order to gage whether or not it would be worth my time, and all praised The Art of Agile  
Development: Pragmatic Guide to Agile Software Development:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. So geht  
Agile EntwicklungVon kairdaIch habe dieses Buch im Oktober in einem Buchladen gesehen und mich spontan zum  
Kauf entschlossen.Das Buch ist quasi eine Anleitung zur Einfhruung eines Agilen Software-Entwicklungsprozess. Es  
werden alle notwendigen Techniken zur Agilen Entwicklung ausfhrlich beschrieben und die Voraussetzungen fr eine  
Umsetzung genannt.Ich war von den Beschreibungen und den Versprechen des Buches so angetan, dass ich in meinem  
Softwareentwicklungsteam (das Team besteht aus insgesamt 5 Entwicklern) die neue Vorgehensweise vorgeschlagen

und mit Zustimmung der Kollegen gemeinsam eingeführt habe. Seitdem sind wir als Team fleißig am Pair-Programming, machen täglich Stand-Up-Meetings, haben in unserem Büro ein Whiteboard mit Story-Karten, verwenden die Abschätzungsmethodiken mit Story-Points und berechnen unsere (konstante) Velocity und sind allesamt mit mehr Freude bei der Arbeit und haben das Gefühl, wirklich effektiver und nachvollziehbarer zu arbeiten. Insgesamt ein sehr empfehlenswertes Buch, das für mich in der Praxis beweist, dass es wirklich funktioniert! 4 von 4 Kunden fanden die folgende Rezension hilfreich. Irreführender Titel - es geht nur um XP Von Dr. Gernot Starke Hatte der Titel "The Art of XP Projects" gelautet - so hätte ich 5 Sterne vergeben. Lob den Autoren zu einer guten XP-Einführung mit vielen Praxistipps. Aber: Ich hatte eben "agile development" erwartet - und nicht den hier praktizierten Fokus auf XP... das steht ziemlich kleingedruckt in der Einleitung (die ich jedoch erst nach dem Kauf lesen konnte). 0 von 0 Kunden fanden die folgende Rezension hilfreich. Entry point into Agile Software Development Von M. Grtner This book helped me in the past getting in touch with Agile Software development. For new adopters of Agile and/or eXtreme Programming this book is a very good guide. Shane Warden and James Shore focus mainly on XP, but the practices they describe are useful in any context - no matter which methodology you might be using. They give clear and practical motivations for their described practices and conclude in the end with an overview over the principles behind the presented practices. In addition the book is very readable. It covers the main topics of Kent Becks or Ron Jeffries introductions to eXtreme Programming, while going beyond it. The five-fold areas of interest include Collaboration, Thinking, Developing, Releasing and Planning. After starting with this book you get motivated to get more to know about Agile practices. The book gives even more useful hints to bibliography to read next. This was my first book about Agile that I really loved to read. It helped me overcoming the daily problems I was facing and gave me tools that I needed to try out the next day directly at work. Must buy.

**Kurzbeschreibung** The Art of Agile Development contains practical guidance for anyone considering or applying agile development for building valuable software. Plenty of books describe what agile development is or why it helps software projects succeed, but very few combine information for developers, managers, testers, and customers into a single package that they can apply directly. This book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience with Extreme Programming (XP). You get a gestalt view of the agile development process, including comprehensive guidance for non-technical readers and hands-on technical practices for developers and testers. The Art of Agile Development gives you clear answers to questions such as: How can we adopt agile development? Do we really need to pair program? What metrics should we report? What if I can't get my customer to participate? How much documentation should we write? When do we design and architect? As a non-developer, how should I work with my agile team? Where is my product roadmap? How does QA fit in? The book teaches you how to adopt XP practices, describes each practice in detail, then discusses principles that will allow you to modify XP and create your own agile method. In particular, this book tackles the difficult aspects of agile development: the need for cooperation and trust among team members. Whether you're currently part of an agile team, working with an agile team, or interested in agile development, this book provides the practical tips you need to start practicing agile development. As your experience grows, the book will grow with you, providing exercises and information that will teach you first to understand the rules of agile development, break them, and ultimately abandon rules altogether as you master the art of agile development." Jim Shore and Shane Warden expertly explain the practices and benefits of Extreme Programming. They offer advice from their real-world experiences in leading teams. They answer questions about the practices and show contraindications - ways that a practice may be mis-applied. They offer alternatives you can try if there are impediments to applying a practice, such as the lack of an on-site customer.--Ken Pugh, Author of Jolt Award Winner, Prefactoring "I will leave a copy of this book with every team I visit."--Brian Marick, Exemplar Consulting