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Cooperative software development > XITASO

Agile Software Development : The Cooperative Game, Paperback by Cockburn, Alistair, ISBN 0321482751, ISBN-13 9780321482754, Brand New, Free shipping Intended for experienced programmers, this book explains the principles of extreme programming, the capability maturity model, the agile model of software development, and the Crystal family of methodologies.

Agile Software Development The Cooperative

The agile model of software development took the world by storm in 2001. By 2002, there were books and conferences on agile development. By 2006, it has influenced everything from procurement contracts to military procurement procedures, to college curriculum to project management.

Agile Software Development The Cooperative Game

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In software development, agile (sometimes written Agile) practices approach discovering requirements and developing solutions through the collaborative effort of self-organizing and cross-functional teams and their customer(s)/end user(s). It advocates adaptive planning, evolutionary development, early delivery, and continual improvement, and it encourages flexible responses to change.

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Dr. Alistair Cockburn is an internationally renowned expert on all aspects of software development, from object-oriented modeling and architecture, to methodology design, to project management and organizational alignment.One of the pioneers who coined the term "agile software development," he co-authored the 2001 Agile Software Development Manifesto and the 2005 Declaration of ...

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Appendix A.1. The Agile Software Development Manifesto and the Declaration of Interdependence As the Manifesto for Agile Software Development grew in significance, people wanted to know how to apply the ... - Selection from Agile Software Development: The Cooperative Game, Second Edition [Book]

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Agile Software Development: The Cooperative Game: The ...

This one expresses the thoughts about agile software development using my favorite vocabulary: that of software development as a cooperative game, methodology as conventions about coordination, and families of methodologies. The second book is Highsmith's forthcoming one, Agile Software Development Ecosystems.

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