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SharePoint 2010 Enterprise Architect's Guidebook Brian Wilson 2012-03-06
Tips and techniques for becoming a successful SharePoint architect If you're eager to design and architect a successful deployment of SharePoint 2010, then this is the book for you. Packed with real-world experiences and solid processes, this guidebook provides you with everything you need to perform for designing and architecting enterprise portal services. Helpful examples examine the common design issues affecting SharePoint 2010 environments that can cause deployments to fail so you can learn what to avoid. Plus, key development and deployment issues are covered from an architecture perspective and backup and disaster recovery planning are described at length. Details the skills and attributes necessary in order to design and architect successful SharePoint 2010 deployments Provides real-world scenarios and helpful examples of various types of enterprise portal services Discusses corporate Intranet service, enterprise content management, team collaboration services, enterprise search service, and more Addresses marketing your SharePoint 2010 solution to users to ensure they are aware of the services you provide With SharePoint 2010 Enterprise Architect's Guidebook, you'll quickly discover the requirements for designing a successful SharePoint 2010 deployment.

User Story Mapping Jeff Patton 2014-09-05 User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you

how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

Requirements Modeling And Coding: An Object-oriented Approach Liping Liu 2020-10-20 Requirements Modeling and Coding attempts to bridge the gap between modeling and coding and serves the growing trend of agile development better than existing textbooks in the area. Instead of using toy tools to create modeling and coding examples, the author teaches IBM Rational Rhapsody as a modeling tool and Microsoft Visual C# as a programming tool. C# is the purest object-oriented programming language and the best tool for developing graphical user interfaces, while Rhapsody is a visual development environment that real software developers use to create real-time or embedded systems. This book serves as a text for a capstone course on Systems Analysis and Design in Information Systems programs. It conceptualizes business objects and functions, develops business models and software architectures, and enriches the models and the architectures by storyboarding use cases along with user interface designs. Instructor's resources are provided for free to instructors who adopt the book as textbook. Please send your request to sales@wspc.com.

User Story Mapping Jeff Patton 2015-07-17 "User Story Mapping" ist in den USA längst ein Bestseller. Die von Jeff Patton entwickelte Methode knüpft an bewährte Ansätze aus der Agilen Entwicklung an und erweitert sie. Die Idee: Die Produktentwicklung wird detailliert am Arbeitsfluss der Nutzer ausgerichtet und in Story Maps kontinuierlich dokumentiert und illustriert. Dadurch entsteht im gesamten Team - bei Entwicklern, Designern und beim Auftraggeber - ein deutlich verbessertes gemeinsames Verständnis vom Gesamtprozess und vom zu entwickelnden Produkt. Gleichzeitig wird die Gefahr reduziert, sich in unwichtigen Details zu verzetteln oder gar ein Gesamtprodukt zu entwickeln, das dem Nutzer nicht hilft.

The Game Narrative Toolbox Tobias Heussner 2015-06-05 Learn how to create compelling game storylines. Four experienced narrative designers from different genres of game development have banded together to create this all-inclusive guide on what it's like to work as a writer and narrative designer in the videogame industry. From concept to final testing, The Game Narrative Toolbox walks readers through what role a narrative designer plays on a

development team and what the requirements are at every stage of development. Drawing on real experiences, authors Tobias Heussner, Toiya Finley, Ann Lemay, and Jennifer Hepler provide invaluable advice for writing compelling player-centered stories and effective dialogue trees in order to help readers make the switch from prose- or screen- writing to interactive.

Accompanying every chapter are exercises that allow the reader to develop their own documentation, outlines, and game-dialogue samples for use in applying for industry jobs or developing independent projects. This first installment of Focal Press's Game Design Workshops series is a must-have for individuals looking to create captivating storylines for games.

Fundamentals of Game Design Ernest Adams 2013-12-19 Now in its third edition, the classic book on game design has been completely revised to include the latest developments in the game industry. Readers will learn all the fundamentals of concept development, gameplay design, core mechanics, user interfaces, storytelling, and balancing. They'll be introduced to designing for mobile devices and touch screens, as well as for the Kinect and motion-capture gameplay. They'll learn how indie developers are pushing the envelope and how new business models such as free-to-play are influencing design. In an easy-to-follow approach, Adams offers a first-hand look into the process of designing a game, from initial concept to final tuning. This in-depth resource also comes with engaging end-of-chapter exercises, design worksheets, and case studies.

Information Assurance, Security and Privacy Services H. Raghav Rao 2009 The dual goal of the "Handbook in Information Systems" is to provide a reference for the diversity of research in the field by scholars from many disciplines, as well as to stimulate new research. This volume, focusing on Information Assurance, Security and Privacy Services, consists of six sections. In the first part contributors discuss Program Security, Data Security and Authentication, while the second section covers Internet Scourges and Web Security. Parts two and three concentrate on Usable Security and Human-Centric Aspects, along with Security, Privacy and Access Control whereas the final sections of the book examine Economic Aspects of Security, and Threat Modeling, Intrusion and Response.

The Project Manager's Guide to Mastering Agile Charles G. Cobb 2015-01-05 Streamline project workflow with expert agile implementation The Project Management Profession is beginning to go through rapid and profound transformation due to the widespread adoption of agile methodologies. Those changes are likely to dramatically change the role of project managers in many environments as we have known them and raise the bar for the entire project management profession; however, we are in the early stages of that transformation and there is a lot of confusion about the impact it has on

project managers: There are many stereotypes and misconceptions that exist about both Agile and traditional plan-driven project management, Agile and traditional project management principles and practices are treated as separate and independent domains of knowledge with little or no integration between the two and sometimes seen as in conflict with each other. Agile and "Waterfall" are thought of as two binary, mutually-exclusive choices and companies sometimes try to force-fit their business and projects to one of those extremes when the right solution is to fit the approach to the project. It's no wonder that many Project Managers might be confused by all of this! This book will help project managers unravel a lot of the confusion that exists; develop a totally new perspective to see Agile and traditional plan-driven project management principles and practices in a new light as complementary to each other rather than competitive; and learn to develop an adaptive approach to blend those principles and practices together in the right proportions to fit any situation. There are many books on Agile and many books on traditional project management but what's very unique about this book is that it takes an objective approach to help you understand the strengths and weaknesses of both of those areas to see how they can work synergistically to improve project outcomes in any project. The book includes discussion topics, real world case studies, and sample enterprise-level agile frameworks that facilitate hands-on learning as well as an in-depth discussion of the principles behind both Agile and traditional plan-driven project management practices to provide a more thorough level of understanding.

LibreOffice 6.0 Writer Guide LibreOffice Documentation Team 2018-07-31 LibreOffice is a freely-available, full-featured office suite that runs on Windows, Linux, and macOS. This book is for beginners to advanced users of Writer, the word processing component. It covers setting up Writer to suit the way you work; using styles and templates; working with text, graphics, tables, and forms; formatting pages (page styles, columns, frames, sections, and tables); printing and mail merge; creating tables of contents, indexes, and bibliographies; using master documents and fields; creating PDFs; and more. This book was written by volunteers from the LibreOffice community. Profits from the sale of this book will be used to benefit the community. Free PDFs of this book and its individual chapters are available from <http://www.libreoffice.org/get-help/documentation>

<http://www.libreoffice.org/get-help/documentation>

Extreme Programming Kent Beck 2003

Testing IT John Watkins 2010-12-06 Testing IT provides a complete, off-the-shelf software testing process framework for any testing practitioner who is looking to research, implement, roll out, adopt, and maintain a software testing process. It covers all aspects of testing for software developed or modified in-house, modified or extended legacy systems, and software developed by a

third party. Software professionals can customize the framework to match the testing requirements of any organization, and six real-world testing case studies are provided to show how other organizations have done this. Packed with a series of real-world case studies, the book also provides a comprehensive set of downloadable testing document templates, proformas, and checklists to support the process of customizing. This new edition demonstrates the role and use of agile testing best practices and includes a specific agile case study.

A Guidebook of Business Templates, Forms and Tools: First Edition Zakir Ahamed

Office X for Macintosh Nan Barber 2002 Explains how to maximize the updated integrated software package on a Mac, including installation, customization, and sharing information.

Doing Document Analysis Kristin Asdal 2021-12-08 Uniting methods from disciplines across the social sciences and humanities, this hands-on guide develops a novel approach to doing document analysis. The authors present a framework for studying documents that enables you to conduct a rich and systematic analysis of documents in all their diversity. Focussing on document analysis both in practice and as practice, the book provides you with an innovative and versatile toolkit for analysing print and digital documents. It also: Highlights the impacts of digitalisation on documents themselves and the methods used to study them Has a strong focus on research ethics and critical engagement with digital sources Offers practical guidance on preparing and doing a document analysis research project. The book offers insightful perspectives both on the indispensable role of documents in our society and practical advice on how you can best analyse documents and their significance.

Pro Project Management with SharePoint 2010 Mark Collins 2011-02-25 Many successful project managers are beginning to utilize Microsoft SharePoint to drive their projects and operational initiatives. SharePoint Server provides teams with a centralized location for project information and facilitates collaboration between project team members. The intention of this book is to provide a hands-on case study that you can follow to create a complete project management information system (PMIS) using SharePoint Server 2010. Each chapter is focused on a typical project management activity and demonstrates techniques that can be used to facilitate that activity. The book covers all project phases from managing requirements, implementation, testing and post production support. By the end of the book you'll have a toolbox full of solutions and plenty of working examples. With these you'll be able to build your own PMIS uniquely suited to your organization.

Professional Application Lifecycle Management with Visual Studio 2013

Mickey Gousset 2014-03-26 Ramp up your software development with this comprehensive resource Microsoft's Application Lifecycle Management (ALM) makes software development easier and now features support for iOS, MacOS, Android, and Java development. If you are an application developer, some of the important factors you undoubtedly consider in selecting development frameworks and tools include agility, seamless collaboration capabilities, flexibility, and ease of use. Microsoft's ALM suite of productivity tools includes new functionality and extensibility that are sure to grab your attention. Professional Application Lifecycle Management with Visual Studio 2013 provides in-depth coverage of these new capabilities. Authors Mickey Gousset, Martin Hinshelwood, Brian A. Randell, Brian Keller, and Martin Woodward are Visual Studio and ALM experts, and their hands-on approach makes adopting new ALM functionality easy. Streamline software design and deployment with Microsoft tools and methodologies Gain a practical overview of ALM with step-by-step guides and reference material Case studies illustrate specific functionality and provide in-depth instruction Use new capabilities to support iOS, MacOS, Android and Java development Discover this comprehensive solution for modeling, designing, and coordinating enterprise software deployments Over 100 pages of new content, forward-compatible with new product releases Professional Application Lifecycle Management with Visual Studio 2013 provides a complete framework for using ALM to streamline software design and deployment processes using well-developed Microsoft tools and methodologies. Professional Application Lifecycle Management with Visual Studio 2013 is your guide to make use of newly-available ALM features to take your enterprise software development to the next level.

Narrative Design Michael Breault 2020-04-22 Narrative designers and game designers are critical to the development of digital and analog games. This book provides a detailed look at the work writers and designers perform every day on game development projects. It includes practical advice on how to break into the game industry as a writer or game designer. Readers can use the templates and detailed instructions provided here to create lively portfolios that will help open the door to jobs in the game industry. Key features of this book: • An intimate look at the workings of AAA game development from someone who has spent decades embedded on teams at well-known companies. • An insider's look at the game industry, including advice on breaking into the industry. • Detailed instructions for creating a portfolio to demonstrate narrative design and game design skills to prospective employers. • Lessons and exercises to help students develop narrative design and game design skills. • A how-to guide for college instructors teaching classes in narrative design and game design. Detailed assignments and syllabi

are included. Author Bio: Michael Breault is a 35-year industry veteran who has contributed his writing and game design skills to over 130 published games. He currently teaches narrative design and game design courses at Webster University in St. Louis. The courses he creates and teaches are based on the tasks narrative designers and game designers undertake every day while developing games. These classes provide his students with a real-world view of the work they will be doing as writers and designers in the game industry.

Comdex Linux & Open Office Course Kit 2008 Edition (W/Cd) 2004-12-18
Training Kit for Linux Fundamentals, OpenOffice (Writer, Calc, Impress), Draw, GIMP & Internet. No previous computer knowledge required. Unique 3-Stage Self-learning System with CD. The book is your first stage in learning. All the concepts are explained to you in clear, simple language along with hundreds of illustrations and graphics. Unlike in the other books, your learning doesn't stop here. Here you can actually practice what you have learnt. To do this, move to the next mode.

User Stories Applied Mike Cohn 2004 "Offers a requirements process that saves time, eliminates rework, and leads directly to better software. A great way to build software that meets users' needs is to begin with 'user stories': simple, clear, brief descriptions of functionality that will be valuable to real users. ... [the author] provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, [the author] shows how to organize them, prioritize them, and use them for planning, management, and testing"--Back cover.

Regional Health Economies and ICT Services Niilo Saranummi 2005-01-01
Aim to make the European market for telematic healthcare services more cohesive and less fragmented, by developing a model for the preparation of the regional healthcare providers to implement the next generation of secure, user-friendly healthcare networks. It paves the way towards the development of regional healthcare networks.

Telling Stories Ben Rinzler 2009-05-27 From System Designers to Top Management, Everyone loves a good story Once upon a time, it was well understood that stories teach better than plain facts. Why then are most software requirements documents a baffling hodge-podge of diagrams, data dictionaries, and bullet points, held together by little more than a name and a staple? Telling Stories teaches you to combine proven standards of requirements analysis with the most ancient and effective tool for sharing information, the narrative. Telling Stories simplifies and refines the classic

methods of Structured Analysis, providing organization, design, and old-fashioned writing advice. Whether you're just getting started or an experienced requirements writer, Telling Stories can help you turn dull, detailed material into an engaging, logical, and readable story, a story that can make the difference for your project and your career. Learn why readers believe and remember what they learn from stories Work with team members to gather content, tell their stories, and win their support Use stories to find every requirement Create diagrams that almost tell the story on their own (while looking clear and professional) Explain everything important about a process Use precise language to remove the ambiguity from requirements Write a forceful executive summary that stands on its own and sells a project to senior management Summarize often to keep the reader focused on key issues Structure the document so every part has a clear place and purpose

Influencer Marketing Duncan Brown 2008-01-28 Influencer Marketing is the most important new approach to marketing in a decade for those professionals at the leading edge of purchasing decision making. It shows that key decision makers in all major markets operate within communities of influencers- because major decisions are too complex and risky to taken in isolation. The 'ecosystems' this creates are full of these critically important people, whose impact on purchasing decisions is both pivotal and misunderstood. This new book demonstrates that-

- As mass media impact wanes so the role of influencers grows - marketers need to know why and how to use this knowledge
- The impact of blogs, wikis and other social media is that they enable new influencers to emerge, and disperse traditional sources of influence.
- Large and small businesses worldwide pour billions of pounds each year into influencing what they think are their influencers. This book shows you that most of that money is being spent on the wrong people, leaving the real influencers all too often untouched.
- Influencers do not do the buying, are not obvious, cannot be bought, and start off neutral - which is why their potential to affect sales is so great
- Influencers are not all equal - they can be assessed, ranked and prioritised to be used effectively
- Influencers can be influenced – the question is how to get to them to generate market awareness, leads and address sales barriers

Influencer marketing is closely related to the relentless rise and success of word of mouth (WOM) and relationship marketing, and is now established as one of the armoury of new techniques professionals must use. For all those involved in marketing and sales this book will be an essential analysis of how to identify who has influence, how they apply it, and how you can turn it to your advantage.

Content Factory: Handbook for Crafting Stories and Winning Audiences in 2021 Toni Koraza 2021-03-11 Discover emerging trends and move faster than the competition. This handbook will teach you how to research, outline,

produce and deliver a digital marketing strategy. Learn how to convert customers at scale with minimal-to-no overhead. Start today.

Extreme Programming and Agile Methods - XP/Agile Universe 2004 Carmen Zannier 2004-11-29 It was 1999 when Extreme Programming Explained was first published, making this year's event arguably the 7th anniversary of the birth of the XP/Agile movement in software development. Our fourth conference reflected the evolution and the learning that have occurred in these exciting 7 years as agile practices have become part of the mainstream in software development. These pages are the proceedings of XP Agile Universe 2004, held in beautiful Calgary, gateway to the Canadian Rockies, in Alberta, Canada. Evident in the conference is the fact that our learning is still in its early stages. While at times overlooked, adaptation has been a core principle of agile software development since the earliest literature on the subject. The conference and these proceedings re-force that principle. Although some organizations are able to practice agile methods in the near-pure form, most are not, reflecting just how radically innovative these methods are to this day. Any innovation must coexist with an existing environment and agile software development is no different. There are numerous challenges confronting IT and software development organizations today, with many solutions pitched by a cadre of advocates. Be it CMM, offshoring, outsourcing, security, or one of many other current topics in the industry, teams using or transitioning to Extreme Programming and other agile practices must integrate with the rest of the organization in order to succeed. The papers here offer some of the latest experiences that teams are having in those efforts. XP Agile Universe 2004 consisted of workshops, tutorials, papers, panels, the Open Space session, the Educators' Symposium, keynotes, educational games and industry presentations.

Agile Data Warehousing for the Enterprise Ralph Hughes 2015-09-19 Building upon his earlier book that detailed agile data warehousing programming techniques for the Scrum master, Ralph's latest work illustrates the agile interpretations of the remaining software engineering disciplines:

Requirements management benefits from streamlined templates that not only define projects quickly, but ensure nothing essential is overlooked. Data engineering receives two new "hyper modeling" techniques, yielding data warehouses that can be easily adapted when requirements change without having to invest in ruinously expensive data-conversion programs. Quality assurance advances with not only a stereoscopic top-down and bottom-up planning method, but also the incorporation of the latest in automated test engines. Use this step-by-step guide to deepen your own application development skills through self-study, show your teammates the world's fastest and most reliable techniques for creating business intelligence

systems, or ensure that the IT department working for you is building your next decision support system the right way. Learn how to quickly define scope and architecture before programming starts Includes techniques of process and data engineering that enable iterative and incremental delivery Demonstrates how to plan and execute quality assurance plans and includes a guide to continuous integration and automated regression testing Presents program management strategies for coordinating multiple agile data mart projects so that over time an enterprise data warehouse emerges Use the provided 120-day road map to establish a robust, agile data warehousing program

XML and InDesign Dorothy J. Hoskins 2013-01-11 Discover the power of XML publishing with InDesign, and create content for multiple applications—including digital-first publishing workflows. With this book, XML evangelist Dorothy Hoskins teaches you several techniques for working with the built-in XML capabilities of InDesign CS6, using real examples from a college course-catalog project. Learn how to import database content into InDesign, and tag existing InDesign content as XML for export to other applications. InDesign also lets you apply attractive styling to XML content that can't be done with XSL-FO. Through step-by-step instructions, code examples, and lots of screen shots, you'll discover how using XML with InDesign increases the value of your content. Get an overview of structured (XML) content Learn InDesign's XML import options, including XML image information Mingle XML and non-XML content in a text flow Use InDesign as an XML "skin" by making templates with new style definitions Put content in "XML order" for export to EPUB, with InDesign CS5.5 and CS6 Dive into advanced topics, such as how to transform XML with XSL Understand InDesign's potential and limitations with complex content models such as DocBook and DITA

WAgile Project Management in 30 Minutes Suzanne Miller 2021-07-04 Are you a Project Manager, an unofficial Project Manager, an accidental Project Manager or simply interested in the secrets of great project management? Have you ever wondered why some projects are successful, and others over-run, overspend and do not deliver the expected benefits? Maybe you have been unfortunate enough to lead, sponsor, or be part of a project that was so out of control it was abandoned. The top three requisites a project manager must fulfil are control, visibility, and pace. Agile principles and Waterfall project life cycle are opposite ends of the spectrum. Neither will deliver all three, however, the right combination of the key components will revolutionise how you approach project management. Covering... 1. Agile Principles 2. Waterfall Project Management 3. Why we need WAgile 4. When is WAgile appropriate 5. Areas to consider when designing a WAgile project · Planning Approach · Stakeholder/Customer Engagement · Requirements Gathering ·

Communication · Quality · Testing · Documentation · Governance 6. The WAgile Process This book is not intended as a substitute for project management training and exams. Rather it is a practical guide to applying your own learning for best results. To encourage, motivate and inspire you to find your perfect recipe each time you step up to the project plate. You may find yourself violently disagreeing with some of the content, which is excellent. It means you are thinking about what will work best in your industry, for your business needs, and can develop a hybrid project management framework that is fit for purpose for your circumstances. This concise short read will get you ready to take on a leadership role and set your projects up for success. BUY NOW and show your team you can lead effectively as soon as tomorrow.

Agiles Produktmanagement mit Scrum Roman Pichler 2014-01-12 Agiles Produktmanagement mit Scrum hilft Ihnen, innovative Produkte mit Scrum zu entwickeln. Anhand zahlreicher Praxisbeispiele erklärt das Buch anschaulich und leicht verständlich den Einsatz agiler Produktmanagementkonzepte und -techniken. Hierzu zählen:

- Die richtige Anwendung der Product-Owner-Rolle
- Der effektive Einsatz einer agilen Produktvision und einer agilen Produkt-Roadmap
- Der richtige Umgang mit dem Product Backlog inklusive Priorisierung, User Stories und nichtfunktionaler Anforderungen
- Das Erstellen eines realistischen Releaseplans
- Das richtige Verhalten des Product Owner in den Sprint-Besprechungen
- Die Etablierung der Product-Owner-Rolle im Unternehmen

Dieses Buch ist für alle Leser, die als Product Owner arbeiten oder dies vorhaben, sowie für Führungskräfte und Scrum Master, die sich für die Anwendung der Rolle und den Einsatz der Praktiken interessieren.

The Secret Life of Word Robert Delwood 2011-05-15 The Secret Life of Word looks at Microsoft Word from the perspective of technical and other professional writers. It gives writers an in-depth look at the hidden capabilities of Word, and shows how to take advantage of those capabilities without being a programmer. The Secret Life of Word will help you master the full gamut of Word mysteries, including AutoCorrect, QuickParts, BuildingBlocks, macros, Smart Tags, program-less VBA programming, and much more. There's something here for everyone who uses Microsoft Word, from new users to experts.

Inside the Book Preface Introduction to Word Automation Creating Macros Find and Replace Fields, Form Fields, and Content Controls AutoCorrect and AutoText/Building Blocks Smart Tags Exchanging Data Code Samples Automation Related Topics Glossary, Bibliography, and Index

Real World Instructional Design Katherine Cennamo 2019-01-15 An ideal textbook for instructional designers in training, Real World Instructional Design emphasizes the collaborative, iterative nature of instructional design. Positioning instructional design as a process of simultaneous rather than sequential tasks with learner-centered outcomes, this volume engages with the essential

building blocks of systematically designed instruction: learner needs and characteristics, goals and objectives, instructional activities, assessments, and formative evaluations. Key features include a Designer's Toolkit that includes tips and approaches that practitioners use in their work; vignettes and narrative case studies that illustrate the complexities and iterative nature of instructional design; and forms, templates, and questionnaires to support students in applying the chapter content. With updated examples, this streamlined second edition presents a timeless approach to instructional design.

Die Kata des Weltmarktführers Mike Rother 2013-07 Was Toyota so erfolgreich macht, sind vor allem die sogenannten Kata: besondere Denk- und Verhaltensweisen der Mitarbeiter und Routinen, die damit einhergehen. Mike Rother erläutert in der erweiterten Auflage seines Standardwerks anhand zahlreicher Beispiele, wie die Kata funktionieren, und zeigt, wie Führungskräfte sie in ihr Unternehmen integrieren können.

Microsoft Word Version 2002 Plain & Simple Jerry Joyce 2001 Presents instructions on the essentials of Microsoft Word, covering such topics as formatting, editing, reviewing, and publishing.

Information Systems for You Stephen Doyle 2001 Combined with information systems for you - Skillbuilder, this text and supporting pack will provide you and your students with all you need for GCSE ICT and coursework success. This new edition offers the most complete support for ICT GCSE available and is now fully in line with the new 2001 curriculum specifications. Contains comprehensive advice on coursework preparation. Website answers are available for every question and exercise in the book. Visit www.isforyou.co.uk

Design and Build Great Web APIs Mike Amundsen 2020-10-06 APIs are transforming the business world at an increasing pace. Gain the essential skills needed to quickly design, build, and deploy quality web APIs that are robust, reliable, and resilient. Go from initial design through prototyping and implementation to deployment of mission-critical APIs for your organization. Test, secure, and deploy your API with confidence and avoid the "release into production" panic. Tackle just about any API challenge with more than a dozen open-source utilities and common programming patterns you can apply right away. Good API design means starting with the API-First principle - understanding who is using the API and what they want to do with it - and applying basic design skills to match customers' needs while solving business-critical problems. Use the Sketch-Design-Build method to create reliable and scalable web APIs quickly and easily without a lot of risk to the day-to-day business operations. Create clear sequence diagrams, accurate specifications, and machine-readable API descriptions all reviewed, tested, and ready to turn into fully-functional NodeJS code. Create reliable test collections with Postman

and implement proper identity and access control security with AuthO-without added cost or risk to the company. Deploy all of this to Heroku using a continuous delivery approach that pushes secure, well-tested code to your public servers ready for use by both internal and external developers. From design to code to test to deployment, unlock hidden business value and release stable and scalable web APIs that meet customer needs and solve important business problems in a consistent and reliable manner.

Agile Software Requirements Dean Leffingwell 2010-12-27 “We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation.” –From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of *Managing the Design Factory*; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In *Agile Software Requirements*, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the “big picture” of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger “systems of systems,” application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You’ll find proven solutions you can apply right now—whether you’re a software developer or tester, executive, project/program manager, architect, or team leader.

LibreOffice 5.4 Writer Guide LibreOffice Documentation Team 2018

LibreOffice is a freely-available, full-featured office suite that runs on Windows, Linux, and Mac OS X. This book is for beginners to advanced users of Writer, the word processing component. It covers setting up Writer to suit the way you work; using styles and templates; working with text, graphics, tables, and forms; formatting pages (page styles, columns, frames, sections, and tables); printing and mail merge; creating tables of contents, indexes, and

bibliographies; using master documents and fields; creating PDFs; and more. This book was written by volunteers from the LibreOffice community. Profits from the sale of this book will be used to benefit the community. Free PDFs of this book and its individual chapters are available from <http://www.libreoffice.org/get-help/documentation>

<http://www.libreoffice.org/get-help/documentation>

Professional Scrum with Team Foundation Server 2010 Steve Resnick 2011-04-04

Entwurfsmuster verstehen Alan Shalloway 2003

Technology of Object-oriented Languages and Systems : TOOLS 30 Donald G. Firesmith 1999 The August 1999 conference concentrated on the delivery of high-quality software on schedule and within budget, offering practical experience from both industry and academia. The 37 technical papers provide insights from lessons learned on real projects, covering such topics as databases, object-ori

Software Requirements Karl Wieggers 2013-08-15 Now in its third edition, this classic guide to software requirements engineering has been fully updated with new topics, examples, and guidance. Two leaders in the requirements community have teamed up to deliver a contemporary set of practices covering the full range of requirements development and management activities on software projects. Describes practical, effective, field-tested techniques for managing the requirements engineering process from end to end. Provides examples demonstrating how requirements "good practices" can lead to fewer change requests, higher customer satisfaction, and lower development costs. Fully updated with contemporary examples and many new practices and techniques. Describes how to apply effective requirements practices to agile projects and numerous other special project situations. Targeted to business analysts, developers, project managers, and other software project stakeholders who have a general understanding of the software development process. Shares the insights gleaned from the authors' extensive experience delivering hundreds of software-requirements training courses, presentations, and webinars. New chapters are included on specifying data requirements, writing high-quality functional requirements, and requirements reuse. Considerable depth has been added on business requirements, elicitation techniques, and nonfunctional requirements. In addition, new chapters recommend effective requirements practices for various special project situations, including enhancement and replacement, packaged solutions, outsourced, business process automation, analytics and reporting, and embedded and other real-time systems projects.