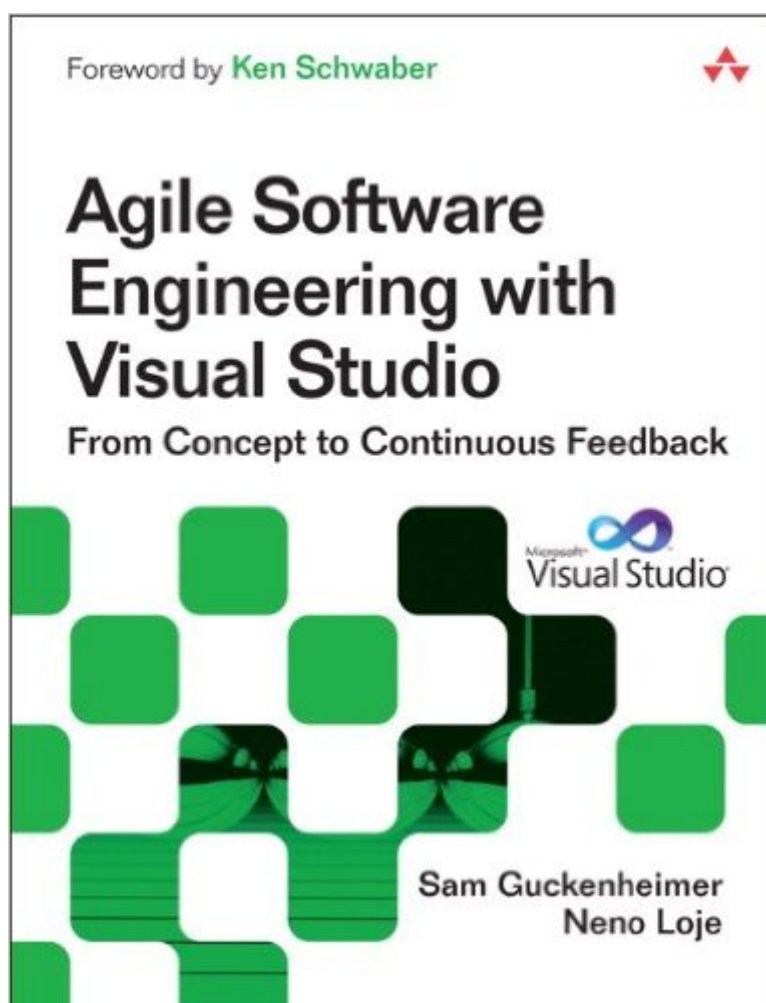## The book was found

Agile Software Engineering With Visual Studio: From Concept To Continuous Feedback (Microsoft Windows Development Series)

Synopsis

Using agile methods and the tools of Visual Studio 2010, development teams can deliver higher-value software faster, systematically eliminate waste, and increase transparency throughout the entire development lifecycle. Now, Microsoft Visual Studio product owner Sam Guckenheimer and leading Visual Studio implementation consultant Neno Loje show how to make the most of Microsoftâ ™s new Visual Studio 2010 Application Lifecycle Management (ALM) tools in your environment. Â This book is the definitive guide to the application of agile development with Scrum and modern software engineering practices using Visual Studio 2010. Youâ ™ll learn how to use Visual Studio 2010 to empower and engage multidisciplinary, self-managing teams and provide the transparency they need to maximize productivity. Along the way, Guckenheimer and Loje help you overcome every major impediment that leads to stakeholder dissatisfactionâ "from mismatched schedules to poor quality, blocked builds to irreproducible bugs, and technology â œsilosâ • to geographic â œsilos.â • Â Coverage includesâ ¢Â Accelerating the â œflow of valueâ • to customers in any software project, no matter how large or complexâ ¢Â Empowering high-performance software teams and removing overhead in software deliveryâ ¢Â Automating â œburndownsâ • and using dashboards to gain a real-time, multidimensional view of quality and progressâ ¢Â Using Visual Studio 2010 to reduce or eliminate â œno reproâ • bugsâ ¢Â Automating deployment and virtualizing test labs to make continuous builds deployableâ ¢Â Using Test Impact Analysis to quickly choose the right tests based on recent code changesâ ¢Â Working effectively with sources, branches, and backlogs across distributed teamsâ ¢Â Sharing code, build automation, test, project and other data across .NET and Java teamsâ ¢Â Uncovering hidden architectural patterns in legacy software, so you can refactor changes more confidentlyâ ¢Â Scaling Scrum to large, distributed organizations Â Whatever your discipline, this book will help you use Visual Studio 2010 to focus on what really matters: building software that delivers exceptional value sooner and keeps customers happy far into the future. Â Â

Book Information

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Customer Reviews

I own the first version of this book and was looking forward to the second version. I would say if you want to get familiar with doing Scrum with TFS this is the book you want. It really does not cover the other templates at all. I am not saying that is bad, but it is not what I expected or wanted. I already have read enough on Scrum to last me a lifetime. I wanted to see more on the other templates.All that said, if you have not had the opportunity to get familiar with Scrum this is a great place to get started, especially if you use TFS.The book starts out with an introduction to agile, Scrum, and Visual Studio. It then digs into Scrum and TFS with chapters on Product Ownership, Running the Sprint, Architecture, Development, Build and Lab, Test, Lessons Learned at Microsoft Developer Division, and Continuous Feedback.My favorite chapters were Development, Build and Lab, and Test. The author did a great job of showing all the different features available in TFS and Visual Studio that enable continuous integration, automating testing, and detecting programming errors early. The chapters go into enough detail to give you a really good understanding of the tools available and when to use them.The architecture chapter did a good job of showing how to take advantage of the tools in Visual Studio for reverse engineering existing applications. It does not however show you how to use them to architect an application. Instead the author plays the "Emerging Architecture" trump card, and writes it off to it not being needed in agile processes. I guess this is ok, because the tools in Visual Studio are not ready for prime time when it comes to designing an Architecture. They are good for reverse engineering an application.

Agile software development methodologies have been proven on projects large and small. Nowadays methodology of choice is Scrum. It empowers multidisciplinary teams to successfully implement complex software and ensures the continuous flow of value through the development process.This book will teach you how to successfully implement Scrum using integrated set of tools from Microsoft Visual Studio 2010 (VS) and the Team Foundation Server 2010 (TFS) and create automated process maximizing flow of value. In addition to the usual sprint and daily cycles, TFS based implementation of such process also exhibits micro cycles like check in and test. Ensuring the flow by making handoffs between team members as efficient as possible, by automating quality enforcing steps i.e. dones and gathering metrics without overhead at every cycle are cornerstones of this efficient process.The book goes beyond teaching you how to apply Scrum using VS and TFS. Reinforcing the flow of value by introducing removal of waste (bug debt, partially implemented features, unfinished code etc.) impeding the flow and transparency pinpointing the weak spots in the process, further ensure success of the development project. Guckenheimer and Loje teach how to identify different types of waste and deal with them. They do a great job explaining how to read different reports and analyze dashboards to gain real-time insight in progress, quality and other aspects of your project.VS and TFS aim at empowering the whole team.Architects can analyze legacy code or continuously validate the current architecture with every daily build using layer diagram.Developers will learn how to write clean code from the beginning and detect errors early.

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