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Titolo PHP team development [[electronic resource]]: easy and effective team

work using MVC, agile development, source control, testing, bug

tracking, and more / / Samisa Abeysinghe

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Descrizione fisica 1 online resource (184 p.)

Collana From technologies to solutions

Disciplina 005.2/762

Soggetti Application software - Development

PHP (Computer program language)

Teams in the workplace

Lingua di pubblicazione Inglese

Formato Materiale a stampa

Livello bibliografico Monografia

Note generali Description based upon print version of record.

Nota di bibliografia Includes bibliographical references and index.

Nota di contenuto Cover; Table of Contents; Preface; Chapter 1: Software is Complex;

Need for teams; Software engineering principles to help; Use a process; Divide and conquer; Guarantee reuse; Guarantee integration; Prevent regression; Vertical versus horizontal division; Continuous integration; Patterns as solutions; Process for success; Tools; Source code control; Continuous builds: Issue tracking: Communication: Summary: Chapter 2: MVC and Software Teams; Software design patterns; MVC pattern; Intent: Motivation: Solution: Model: View: Controller: How MVC can

help: MVC helps with change

Implementing MVC with a teamAspects of the presentation layer (view);

The overall team distribution; Integration challenges; Summary; Chapter 3: Dealing with Complexity; Frameworks to simplify

complexity; How can frameworks help?; Expectations from frameworks; Simplicity; Size of the framework; Performance; Security; Separate HTML

from PHP; AJAX support; No restrictions; Object-oriented versus functional; Code quality of the project; Enforce best practices;

Configuration needs; Internationalization; Documentation; Community;

Commercial support; License; Vendor locking

Availability with hostingSome more points to ponder: Team success with frameworks; Technical feasibility study of the framework; PHP Frameworks; Limb; phpDrone; ZNF; ATK; Akelos; CakePHP; CodeIgniter; Zend Framework; PHP Work; Symfony; KISS-beyond frameworks; Beyond frameworks; People are complex; Avoid NIH; Innovation; Embrace change; Simplicity is a mindset; Summary; Chapter 4: The Process Matters; Process and product; Ignoring the process; Process must be respected; From no process to some process; Process helps not hinder: Simple process for PHP projects: User requirements Modeling what the users wantData modeling; Business modeling; User activity analysis; Designs and implementing the data layer; Designs and implementing the business layer; Design and implementation of the user interface; Summary; Chapter 5: Agile Works Best; Introducing agile philosophy; Agile values; Agile principles; Individuals and interactions; Working software over comprehensive documentation; Customer collaboration; Responding to change; Customizing agile to our needs; Common fears for developers; Producing the wrong product; Product of inferior quality

Getting late to complete the projectToo much work in too little time; Traits of agile team members; Competence; Common focus; Collaboration; Decision-making ability; Fuzzy-problem solving ability; Mutual trust and respect; What is agility; Characteristics of an agile process; Principles of agility; Extreme Programming (XP); XP planning; XP design; XP coding; XP testing; Advantages of agile development process; Team agility; Agile process models; Adaptive Software Development; Dynamic Systems Development Method; Dynamic Systems Development Method's life cycle; Scrum; Backlog; Sprints Scrum meetings

Sommario/riassunto

Easy and effective team work using MVC, agile development, source control, testing, bug tracking, and more