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Understanding Requirements; Example Case; Chapter 21: Paired Programming-Team Kaizen; Example Case
Chapter 22: Measuring a Working ProductExample Case; Chapter 23: Technical Debt Is a Progress Killer!; Example Case; Chapter 24: Oh Kanban!; Example Case; Chapter 25: Personal Kaizen-More on Servant Leadership; Chapter 26: Team Kaizen-Practicing Agile; Chapter 27: Product Kaizen-The Value Driver for Your Product; Chapter 28: Cultural Kaizen-Leadership in Dynamic Team Cultures; Chapter 29: Conclusion; Index

Sommario/riassunto

The Agile Pocket Guide explains how to develop products, services, and software quickly and efficiently, without losing the main components of the framework so effective in streamlining the creating of these products and for making positive change within a company. It includesThe basic tennets of the Scrum frameworkHow to apply the processes and steps required to become agileThe dynamics of a successful agile environmentThe very basics of Scrum and how to employ them quicklyPractical questions to ask the Team Leader as well as the Team<li
