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## Nota di contenuto

Cover; Praise for Agile Contracts; Title page; Copyright page; Contents; Preface; Acknowledgments; 1: Agility: What Is That?; 1.1 The Agile Manifesto of 2001; 1.2 Agile Development Based on Scrum; 1.2.1 The Principles of Organization; 1.2.2 The Process Model; 1.2.3 Estimation in Scrum; 1.3 Agility from the Perspective of Procurement; 1.4 Agility from the Perspective of the Software Provider; 1.5 The 12 Principles of Agile Software Development; 1.6 Summary; 2: The Missing Piece of the Puzzle; 2.1 The Problems with Traditional Fixed-Price Contracts; 2.2 The Problems with Time and Materials Contracts; 2.3 Something New: The Agile Fixed-Price Contract; 2.4 Summary; 3: What Is an Agile Fixed-Price Contract?; 3.1 Existing Approaches; 3.2 The Agile Fixed-Price Contract; 3.2.1 How Is an Agile Fixed-Price Contract Set Up?; 3.3 Summary; 4: Sample of an Agile Fixed-Price Contract; Preamble; 1 Definitions and Clarifications of Terms; 2 Contract Scope and Hierarchy of Documents; 3 Usage Rights; 4 Transparency and "Open Books"; 5 Acceptance; 6 Obligation of Both Parties to Co-Operate; 7 Client's Obligations

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7.6 Price Determination

## Sommario/riassunto

A methodologically sophisticated, comprehensive approach to applying the Agile fixed-price contract to IT projects while maximizing customer and supplier relationships. "Interesting and necessary for IT managers and IT lawyers." -Walter J. Jaburek, Dipl.-Ing., Dr. iur., Dr. techn. Approximately 50 percent of software developers use Scrum, an iterative and incremental development method for managing software projects and product or application development, in their work. The benefit of Scrum and other Agile methods is that they can address shifts in a large project