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f2595f The RUMBER PROJECT MANAGER (RPM) is a newbie's guide that covers the concepts, technologies, and methods, including coding, of large-scale agile software development projects, with focus on the practices and artifacts. The RUMBER PROJECT MANAGER (RPM) is a newbie's guide that covers the concepts, technologies, and methods, including coding, of large-scale agile software development projects, with focus on the practices and artifacts. Summary: The RUMBER PROJECT MANAGER (RPM) is a newbie's guide that covers the concepts, technologies, and methods, including coding, of large-scale agile software development projects, with focus on the practices and artifacts. 20.2 What is Agile Software Development? There is no longer any doubt about what it means to conduct agile software development. First and foremost, it's just plain old software development, but the methodology used is aimed at managing software development effectively, particularly in an environment where communication and collaboration are key factors in the process. The good news is that with agile, we are no longer constrained by the traditional waterfall model. The four basic tenets of agile – shipping early and often, integration, collaboration and customer feedback, are critical to successful agile development. To understand the basics of agile, it's important to grasp the concept of the project and the basic elements of a typical large-scale software development project. 20.3 What is the Project? The project is the vehicle by which we bring the product to market. Projects are typically constrained by the domain and/or customer, the scope, the time, or the available resources, but these constraints are not absolute and are not only determined at the beginning. The project has a life cycle and many iterations, which can be decomposed into phases: Feasibility, feasibility, estimation, detailed design, coding, and testing. The project management methodology that is used will define the phase boundaries, but the design and coding phases will typically last a few weeks, while the testing phase lasts weeks or months. 20.3 What is the Project? The project is the vehicle by which we bring the product to market. Projects are typically constrained by the domain and/or customer, the scope, the time, or the available resources, but these constraints are not absolute and are not only determined at the beginning. The project has a life cycle and many iterations, which 82157476af

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