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Programming Concurrency on the JVM

Java SOA Cookbook offers practical solutions and advice to programmers charged with implementing a service-oriented architecture (SOA) in their organization. Instead of providing another conceptual, high-level view of SOA, this cookbook shows you how to make SOA work. It's full of Java and XML code you

can insert directly into your applications and recipes you can apply right away. The book focuses primarily on the use of free and open source Java Web Services technologies -- including Java SE 6 and Java EE 5 tools -- but you'll find tips for using commercially available tools as well. Java SOA Cookbook will help you:

- Construct XML vocabularies and data models appropriate to SOA applications
- Build real-world web services using the latest Java standards, including JAX-WS 2.1 and JAX-RS 1.0 for RESTful web services
- Integrate applications from popular service providers using SOAP, POX, and Atom
- Create service orchestrations with complete coverage of the WS-BPEL (Business Process Execution Language) 2.0 standard
- Improve the reliability of SOAP-based services with specifications such as WS-Reliable Messaging
- Deal with governance, interoperability, and quality-of-service issues

The recipes in Java SOA Cookbook will equip you with the knowledge you need to approach SOA as an integration challenge, not an obstacle.

Practical Monitoring

Browser-based software can quickly become complex and difficult to maintain, especially when it's implemented as a large single-page application. By adopting the micro frontends approach and designing your web apps as systems of features, you can deliver faster feature development, easier upgrades, and pick and choose the technology you use in your stack. Micro Frontends in Action is your guide to simplifying unwieldy frontends by composing them from small,

well-defined units. Summary Browser-based software can quickly become complex and difficult to maintain, especially when it's implemented as a large single-page application. By adopting the micro frontends approach and designing your web apps as systems of features, you can deliver faster feature development, easier upgrades, and pick and choose the technology you use in your stack. Micro Frontends in Action is your guide to simplifying unwieldy frontends by composing them from small, well-defined units. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Micro frontends deliver the same flexibility and maintainability to browser-based applications that microservices provide for backend systems. You design your project as a set of standalone components that include their own interfaces, logic, and storage. Then you develop these mini-applications independently and compose them in the browser. About the Book Micro Frontends in Action teaches you to apply the microservices approach to the frontend. You'll start with the core micro frontend design ideas. Then, you'll build an e-commerce application, working through practical issues like server-side and client-side composition, routing, and maintaining a consistent look and feel. Finally, you'll explore team workflow patterns that maximize the benefit of developing application components independently. What's Inside - Create a unified frontend from independent applications - Combine JavaScript code from multiple frameworks - Browser and server-side composition and routing - Implement effective dev teams and project workflow About the Reader For web developers, software

architects, and team leaders. About the Author Michael Geers is a software developer specializing in building user interfaces. Table of Contents PART 1 - GETTING STARTED WITH MICRO FRONTENDS 1 What are micro frontends? 2 My first micro frontends project PART 2 - ROUTING, COMPOSITION, AND COMMUNICATION 3 Composition with Ajax and server-side routing 4 Server-side composition 5 Client-side composition 6 Communication patterns 7 Client-side routing and the application shell 8 Composition and universal rendering 9 Which architecture fits my project? PART 3 - HOW TO BE FAST, CONSISTENT, AND EFFECTIVE 10 Asset loading 11 Performance is key 12 User interface and design system 13 Teams and boundaries 14 Migration, local development, and testing

The Professional Product Owner

Discover how to implement and operate in an Agile manner at every level of your enterprise and at every point from idea to delivery. Learn how Agile-mature organizations adapt nimbly to microchanges in market conditions. Learn cutting-edge practices and concepts as you extend your implementation of Agile through the entire enterprise to meet customer needs. Veteran Agile coach Mario Moreira argues that two critical conditions must be conscientiously cultivated at a company before it can expect to reap in full measure the business benefits of mature Agile. First, individuals at every level must be committed to the mindset and the implementation of practices rigorously focused on delivering value to the

customer. Second, all employees must be empowered to take ownership. This holistic transformation wrenches the status quo and provokes a strong focus where customers and employees matter. What You'll Learn Establish an idea pipeline to quickly and productively evolve customer value through all levels of the enterprise Incorporate a discovery mindset—experimental, incremental, design, and divergent thinking—and fast feedback loops to increase the odds that what you build aligns more closely to what customer wants Leverage Lean Canvas, personas, story mapping, value stream mapping, Cost of Delay, servant leadership, self-organization, and more to deliver optimum value to customers Use continuous agile budgeting and idea pipelines at the senior levels of the enterprise to enable you to adapt to the speed of the market Reinvent human resources, portfolio management, finance, and many areas of management toward new roles in the enablement of customer value Map a top-to-bottom and end-to-end holistic view of your Agile galaxy to gauge where you are today and where you'd like to go in your Agile future Be truly Agile throughout your enterprise, focused on customer value and employees above all else Who This Book Is For Executives and senior management; sponsors of Agile within a company; ScrumMasters and Agile coaches, champions, and consultants; project management and quality assurance officers (PMOs and AMOs); portfolio managers; product managers and product owners; marketing and business managers; functional, middle, and resource managers; engineering heads and managers; cross-functional engineering/scrum teams; and

entrepreneurs and venture capitalists

Scaling Teams

Many of the normal concerns faced by application developers are amplified by the challenges of web-scale concurrency, real-time performance expectations, multi-core support, and efficiently consuming services without constantly managing I/O blocks. Although it's possible to solve most of these issues with existing languages and frameworks, Go is designed to handle them right out of the box, making for a more natural and productive coding experience. Developed at Google for its own internal use, Go now powers dozens of nimble startups, along with name brands like Canonical, Heroku, SoundCloud, and Mozilla, who rely on highly performant services for their infrastructure. Go in Action introduces the unique features and concepts of the Go language, guiding readers from inquisitive developers to Go gurus. It provides hands-on experience with writing real-world applications including web sites and network servers, as well as techniques to manipulate and convert data at incredibly high speeds. It also goes in-depth with the language and explains the tricks and secrets that the Go masters are using to make their applications perform. For example, it looks at Go's powerful reflection libraries and uses real-world examples of integration with C code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Quality Code

Software legend Max Kanat-Alexander shows you how to succeed as a developer by embracing simplicity, with forty-three essays that will help you really understand the software you work with. About This Book Read and enjoy the superlative writing and insights of the legendary Max Kanat-Alexander Learn and reflect with Max on how to bring simplicity to your software design principles Discover the secrets of rockstar programmers and how to also just suck less as a programmer Who This Book Is For Understanding Software is for every programmer, or anyone who works with programmers. If life is feeling more complex than it should be, and you need to touch base with some clear thinking again, this book is for you. If you need some inspiration and a reminder of how to approach your work as a programmer by embracing some simplicity in your work again, this book is for you. If you're one of Max's followers already, this book is a collection of Max's thoughts selected and curated for you to enjoy and reflect on. If you're new to Max's work, and ready to connect with the power of simplicity again, this book is for you! What You Will Learn See how to bring simplicity and success to your programming world Clues to complexity - and how to build excellent software Simplicity and software design Principles for programmers The secrets of rockstar programmers Max's views and interpretation of the Software industry Why Programmers suck and how to suck less as a programmer Software design in two sentences What is a bug? Go deep into debugging In Detail In Understanding Software, Max Kanat-Alexander, Technical Lead for Code Health at Google, shows you

how to bring simplicity back to computer programming. Max explains to you why programmers suck, and how to suck less as a programmer. There's just too much complex stuff in the world. Complex stuff can't be used, and it breaks too easily.

Complexity is stupid. Simplicity is smart.

Understanding Software covers many areas of programming, from how to write simple code to profound insights into programming, and then how to suck less at what you do! You'll discover the problems with software complexity, the root of its causes, and how to use simplicity to create great software. You'll examine debugging like you've never done before, and how to get a handle on being happy while working in teams. Max brings a selection of carefully crafted essays, thoughts, and advice about working and succeeding in the software industry, from his legendary blog Code Simplicity. Max has crafted forty-three essays which have the power to help you avoid complexity and embrace simplicity, so you can be a happier and more successful developer. Max's technical knowledge, insight, and kindness, has earned him code guru status, and his ideas will inspire you and help refresh your approach to the challenges of being a developer. Style and approach

Understanding Software is a new selection of carefully chosen and crafted essays from Max Kanat-Alexander's legendary blog call Code Simplicity. Max's writing and thoughts are great to sit and read cover to cover, or if you prefer you can drop in and see what you discover new every single time!

Improving Software Development

Productivity

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

Spark in Action

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know JavaScript. The trick to mastering

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Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications

Conquering the desktop with Electron

Microservice Architecture

Provides an important framework for data analysts in assessing the quality of data and its potential to provide meaningful insights through analysis. Analytics and statistical analysis have become pervasive topics, mainly due to the growing availability of data and analytic tools. Technology, however, fails to deliver insights with added value if the quality of the information it generates is not assured. Information Quality (InfoQ) is a tool developed by the authors to assess the potential of a dataset to achieve a goal of interest, using data analysis. Whether the information quality of a dataset is sufficient is of practical importance at many stages of the data analytics journey, from the pre-data collection stage to the post-data collection and post-analysis stages. It is also critical to various stakeholders: data collection agencies, analysts, data scientists, and management. This book: Explains how to integrate the notions of goal, data, analysis and utility that are the main building blocks of data analysis within any domain. Presents a framework for integrating domain knowledge with data analysis. Provides a combination of both methodological and practical aspects of data analysis. Discusses issues surrounding the implementation and integration of InfoQ in both academic programmes and business / industrial projects. Showcases numerous case studies in a variety of application areas such as education, healthcare, official statistics, risk management and

marketing surveys. Presents a review of software tools from the InfoQ perspective along with example datasets on an accompanying website. This book will be beneficial for researchers in academia and in industry, analysts, consultants, and agencies that collect and analyse data as well as undergraduate and postgraduate courses involving data analysis.

Righting Software

Do you have a nagging feeling that your monitoring needs improvement, but you just aren't sure where to start or how to do it? Are you plagued by constant, meaningless alerts? Does your monitoring system routinely miss real problems? This is the book for you. Mike Julian lays out a practical approach to designing and implementing effective monitoring—from your enterprise application down to the hardware in a datacenter, and everything between. Practical Monitoring provides you with straightforward strategies and tactics for designing and implementing a strong monitoring foundation for your company. This book takes a unique vendor-neutral approach to monitoring. Rather than discuss how to implement specific tools, Mike teaches the principles and underlying mechanics behind monitoring so you can implement the lessons in any tool. Practical Monitoring covers essential topics including:

- Monitoring antipatterns
- Principles of monitoring design
- How to build an effective on-call rotation
- Getting metrics and logs out of your application

Explore It!

Explains the importance of the test-driven environment in assuring quality while developing software, introducing patterns, principles, and techniques for testing any software system.

What's Your Digital Business Model?

Agile retrospectives help you get to the root of your real problems, so you can solve them quickly and effectively. They're the cornerstone of a successful continuous improvement process, and one of your best tools for triggering positive cultural change. In *Improving Agile Retrospectives*, leading agile coach/trainer Marc Loeffler combines practical guidance, proven practices, and innovative approaches for maximizing the value of retrospectives for your team—and your entire organization. You can apply his powerful techniques in any project, agile or otherwise. These techniques offer exceptional value wherever continuous improvement is needed: from “lessons-learned” workshops in traditional project management to enterprise-wide change management. Loeffler's detailed, results-focused examples help you recognize and overcome common pitfalls, adapt retrospectives to your unique needs, and consistently achieve tangible results. Throughout, he integrates breakthrough concepts, such as using experimentation and learning from system thinking. He presents small ideas that make a big difference—because they're deeply grounded in real experience.

- Learn from failures and successes, and make good things even better
- Master facilitation techniques that help you achieve your goals (and

have fun doing it) • Prepare your retrospective so it runs smoothly • Practice techniques for generating actionable insights • Keep your retrospectives fresh and interesting • Perform retrospectives that address the entire system, not just your team • Focus on your “better future” with solution-focused retrospectives • Learn how to avoid typical pitfalls when facilitating retrospectives • Lead retrospectives across multiple distributed teams • Use retrospectives to support large-scale change

Go in Action

In *Team Topologies* DevOps consultants Matthew Skelton and Manuel Pais share secrets of successful team patterns and interactions to help readers choose and evolve the right team patterns for their organization, making sure to keep the software healthy and optimize value streams. *Team Topologies* will help readers discover: • Team patterns used by successful organizations. • Common team patterns to avoid with modern software systems. • When and why to use different team patterns • How to evolve teams effectively. • How to split software and align to teams.

Team Topologies

The Professional Product Owner’s Guide to Maximizing Value with Scrum “This book presents a method of communicating our desires, cogently, coherently, and with a minimum of fuss and bother.” —Ken Schwaber, Chairman & Founder, Scrum.org The role of the

Product Owner is more crucial than ever. But it's about much more than mechanics: it's about taking accountability and refocusing on value as the primary objective of all you do. In *The Professional Product Owner*, two leading experts in successful Scrum product ownership show exactly how to do this. You'll learn how to identify where value can be found, measure it, and maximize it throughout your entire product lifecycle. Drawing on their combined 40+ years of experience in using agile and Scrum in product management, Don McGreal and Ralph Jocham guide you through all facets of envisioning, emerging, and maturing a product using the Scrum framework. McGreal and Jocham discuss strategy, showing how to connect Vision, Value, and Validation in ROI-focused agile product management. They lay out Scrum best-practices for managing complexity and continuously delivering value, and they define the concrete practices and tools you can use to manage Product Backlogs and release plans, all with the goal of making you a more successful Product Owner. Throughout, the authors share revealing personal experiences that illuminate obstacles to success and show how they can be overcome. Define success from the "outside in," using external customer-driven measurements to guide development and maximize value. Bring empowerment and entrepreneurship to the Product Owner's role, and align everyone behind a shared business model. Use Evidence-Based Management (EBMgt) to invest in the right places, make smarter decisions, and reduce risk. Effectively apply Scrum's Product Owner role, artifacts, and events. Populate and manage Product Backlogs, and use just-in-time specifications. Plan and manage

releases, improve transparency, and reduce technical debt Scale your product, not your Scrum Use Scrum to inject autonomy, mastery, and purpose into your product team's work Whatever your role in product management or agile development, this guide will help you deliver products that offer more value, more rapidly, and more often. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Company-wide Agility with Beyond Budgeting, Open Space & Sociocracy

Working with big data can be complex and challenging, in part because of the multiple analysis frameworks and tools required. Apache Spark is a big data processing framework perfect for analyzing near-real-time streams and discovering historical patterns in batched data sets. But Spark goes much further than other frameworks. By including machine learning and graph processing capabilities, it makes many specialized data processing platforms obsolete. Spark's unified framework and programming model significantly lowers the initial infrastructure investment, and Spark's core abstractions are intuitive for most Scala, Java, and Python developers. Spark in Action teaches readers to use Spark for stream and batch data processing. It starts with an introduction to the Spark architecture and ecosystem followed by a taste of Spark's command line interface. Readers then discover the most fundamental concepts and abstractions of Spark, particularly

Resilient Distributed Datasets (RDDs) and the basic data transformations that RDDs provide. The first part of the book covers writing Spark applications using the the core APIs. Readers also learn how to work with structured data using Spark SQL, how to process near-real time data with Spark Streaming, how to apply machine learning algorithms with Spark MLlib, how to apply graph algorithms on graph-shaped data using Spark GraphX, and an introduction to Spark clustering. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Understanding Software

Leading a fast-growing team is a uniquely challenging experience. Startups with a hot product often double or triple in size quickly—a recipe for chaos if company leaders aren't prepared for the pitfalls of hyper-growth. If you're leading a startup or a new team between 10 and 150 people, this guide provides a practical approach to managing your way through these challenges. Each section covers essential strategies and tactics for managing growth, starting with a single team and exploring typical scaling points as the team grows in size and complexity. The book also provides many examples and lessons learned, based on the authors' experience and interviews with industry leaders. Learn how to make the most of:

- Hiring: Learn a scalable hiring process for growing your team
- People management: Use 1-on-1 mentorship, dispute resolution, and other techniques to ensure your team is happy and productive

Organization: Motivate employees by applying five organizational design principles
Culture: Build a culture that can evolve as you grow, while remaining connected to the team's core values
Communication: Ensure that important information—and only the important stuff—gets through

Starting Struts 2

Your team is stressed; priorities are unclear. You're not sure what your teammates are working on, and management isn't helping. If your team is struggling with any of these symptoms, these four case studies will guide you to project success. See how Kanban was used to significantly improve time to market and to create a shared focus across marketing, IT, and operations. Each case study comes with illustrations of the Kanban board and diagrams and graphs to help you see behind the scenes. Learn a Lean approach by seeing how Kanban made a difference in four real-world situations. You'll explore how four different teams used Kanban to make paradigm-changing improvements in software development. These teams were struggling with overwork, unclear priorities, and lack of direction. As you discover what worked for them, you'll understand how to make significant changes in real situations. The four case studies in this book explain how to: Improve the full value chain by using Enterprise Kanban Boost engagement, teamwork, and flow in change management and operations Save a derailing project with Kanban Help an office team outside IT keep up with growth using Kanban What seems easy in theory can become

tangled in practice. Discover why "improving IT" can make you miss your biggest improvement opportunities, and why you should focus on fixing quality and front-end operations before IT. Discover how to keep long-term focus and improve across department borders while dealing with everyday challenges. Find out what happened when using Kanban to find better ways to do work in a well-established company, including running multi-team development without a project office. You'll inspire your team and engage management to make it easier to develop better products. What You Need: This is a case study book, so there are no software requirements. The book covers the relevant bits of theory before presenting the case studies.

The Agile Enterprise

About The Book: ActiveMQ in Action is all you'll need to master ActiveMQ. It starts from the anatomy of a JMS message and moves quickly through connectors, message persistence, authentication, and authorization. By following a running example (a stock portfolio app), you'll pick up the best practices distilled by the authors from their long and deep involvement with this technology. This book requires a working knowledge of Java, but no previous experience with ActiveMQ or other message brokers is needed.

Scaling Lean

ASP.NET Core is a re-imagining of the .NET Framework

that frees developers from Visual Studio and Windows. ASP.NET Core in Action is for C# developers without any web development experience who want to get started and productive using ASP.NET Core to build web applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

DevOps for the Modern Enterprise

Practical, Proven Tools for Leading and Empowering High-Performing Agile Teams A leader is like a farmer, who doesn't grow crops by pulling them but instead creates the perfect environment for the crops to grow and thrive. If you lead in organizations that have adopted agile methods, you know it's crucial to create the right environment for your agile teams.

Traditional tools such as Gantt charts, detailed plans, and internal KPIs aren't adequate for complex and fast-changing markets, but merely trusting employees and teams to self-manage is insufficient as well. In Agile Leadership Toolkit, longtime agile leader Peter Koning provides a practical and invaluable steering wheel for agile leaders and their teams. Drawing on his extensive experience helping leaders drive more value from agile, Koning offers a comprehensive toolkit for continuously improving your environment, including structures, metrics, meeting techniques, and governance for creating thriving teams that build disruptive products and services. Koning thoughtfully explains how to lead agile teams at large scale and how team members fit into both the team and the wider organization. Architect environments that help

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teams learn, grow, and flourish for the long term Get timely feedback everyone can use to improve Co-create goals focused on the customer, not the internal organization Help teams brainstorm and visualize the value of their work to the customer Facilitate team ownership and accelerate team learning Support culture change, and design healthier team habits Make bigger changes faster This actionable guide is for leaders at all levels—whether you're supervising your first agile team, responsible for multiple teams, or lead the entire company. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Bits and Pieces

Data has never been more important to your success than it is today, yet you are surrounded with data you can't trust, and the overwhelming burden of fixing it. Everyone deserves data that helps-not hurts-their organization.

Improving Agile Retrospectives

Here's the truth: thousands of businesses are started every hour of every day of every year. Most die, few thrive, and the rest struggle to survive--mainly through enormous effort, force of will, and luck. There is a better way to take the guesswork out of growth: focus on the few areas that make all the difference. Bill Flynn's keen insights drawn from his personal experience, thirty years of studying business success,

and speaking and working with hundreds of CEOs are neatly captured in *Further, Faster*. You'll learn the vital few essentials to scaling your business, such as: Why performance is a team sport How to run your business as a coherent system How and why cash rules This actionable guide will transition you from managing the tyranny of the moment to confidently predicting the future of your business.

Information Quality

Getting Value out of Agile Retrospectives helps you and your teams to do retrospectives effectively and efficiently. It's a toolbox with many exercises for facilitating retrospectives, supported with the "what" and "why" of retrospectives, the business value and benefits that they bring, and advice for introducing and improving retrospectives. If you are a Scrum master, agile coach, project manager, product manager or facilitator then this book helps you to discover and apply new ways to do Valuable Agile Retrospectives with your teams. With plenty of exercises you can develop your own personal Retrospectives Toolbox to become more proficient in doing retrospectives and get more out of them.

Further, Faster: The Vital Few Steps That Take the Guesswork Out of Growth

More than ever, learning to program concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you

can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPar.

Getting Value out of Agile Retrospectives

This book aims to give you a head start by providing a detailed down-to-earth account of how one Swedish company implemented Scrum and XP with a team of approximately 40 people and how they continuously improved their process over a year's time. Under the leadership of Henrik Kniberg they experimented with different team sizes, different sprint lengths, different

ways of defining "done," different formats for product backlogs and sprint backlogs, different testing strategies, different ways of doing demos, different ways of synchronizing multiple Scrum teams, etc. They also experimented with XP practices - different ways of doing continuous build, pair programming, test driven development, etc, and how to combine this with Scrum. This second edition is an annotated version, a "director's cut" where Henrik reflects upon the content and shares new insights gained since the first version of the book.

Agile Conversations

A successful digital transformation must start with a conversational transformation. Today, software organizations are transforming the way work gets done through practices like Agile, Lean, and DevOps. But as commonly implemented as these methods are, many transformations still fail, largely because the organization misses a critical step: transforming their culture and the way people communicate. Agile Conversations brings a practical, step-by-step guide to using the human power of conversation to build effective, high-performing teams to achieve truly Agile results. Consultants Douglas Squirrel and Jeffrey Fredrick show readers how to utilize the Five Conversations to help teams build trust, alleviate fear, answer the "whys," define commitments, and hold everyone accountable. These five conversations give teams everything they need to reach peak performance, and they are exactly what's missing from too many teams today. Stop focusing on

processes and practices that leave your organization stuck with culture-less rituals. Instead, unleash the unique human power of conversation.

Java SOA Cookbook

"Spring Integration in Action" is a hands-on guide to Spring-based messaging and integration. Readers explore real-world enterprise integration scenarios using JMS, Web Services, file systems, and e-mail.

Asp.net Core in Action

Many organizations are facing the uphill battle of modernizing their legacy IT infrastructure. Most have evolved over the years by taking lessons from traditional or legacy manufacturing: creating a production process that puts the emphasis on the process instead of the people performing the tasks, allowing the organization to treat people like resources to try to achieve high-quality outcomes. But those practices and ideas are failing modern IT, where collaboration and creativeness are required to achieve high-performing, high-quality success. Mirco Hering, a thought leader in managing IT within legacy organizations, lays out a roadmap to success for IT managers, showing them how to create the right ecosystem, how to empower people to bring their best to work every day, and how to put the right technology in the driver's seat to propel their organization to success. But just having the right methods and tools will not magically transform an organization; the cultural change that is the hardest is

also the most impactful. Using principles from Agile, Lean, and DevOps as well as first-hand examples from the enterprise world, Hering addresses the different challenges that legacy organizations face as they transform into modern IT departments.

Agile Leadership Toolkit

The product life cycle has four stages: introduction, growth, maturity, and decline. Product Takeoff is a book that takes you through the product life cycle and the necessary steps taken by successful companies and entrepreneurs that have helped them ensure their developed products remain in the growth stage for a longer time. We go through the do's and don'ts of successful product development for people wanting to be the next generation of product managers. Part of this book's journey includes explaining the four important aspects of successful products: vision, strategy, rapid learning, and team. It is important to have a great mix of all these ingredients. By missing any, we cannot make successful products and successful companies. We have collated examples from various startups and companies that highlight these four aspects, and we explain in detail how they help make better products and how companies have become successful by using this mix in the right way. Technology is changing the way for inventing new products and is becoming the new platform for disruption. Product Takeoff discusses the skills needed to be a successful product owner/manager and helps IT developers and other stakeholders understand how to switch to a product manager's role

in their current organization.

Data Leadership

Right Your Software and Transform Your Career
Righting Software presents the proven, structured, and highly engineered approach to software design that renowned architect Juval Löwy has practiced and taught around the world. Although companies of every kind have successfully implemented his original design ideas across hundreds of systems, these insights have never before appeared in print. Based on first principles in software engineering and a comprehensive set of matching tools and techniques, Löwy's methodology integrates system design and project design. First, he describes the primary area where many software architects fail and shows how to decompose a system into smaller building blocks or services, based on volatility. Next, he shows how to flow an effective project design from the system design; how to accurately calculate the project duration, cost, and risk; and how to devise multiple execution options. The method and principles in Righting Software apply regardless of your project and company size, technology, platform, or industry. Löwy starts the reader on a journey that addresses the critical challenges of software development today by righting software systems and projects as well as careers—and possibly the software industry as a whole. Software professionals, architects, project leads, or managers at any stage of their career will benefit greatly from this book, which provides guidance and knowledge that would otherwise take

decades and many projects to acquire. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Node.js in Action

Uncover surprises, risks, and potentially serious bugs with exploratory testing. Rather than designing all tests in advance, explorers design and execute small, rapid experiments, using what they learned from the last little experiment to inform the next. Learn essential skills of a master explorer, including how to analyze software to discover key points of vulnerability, how to design experiments on the fly, how to hone your observation skills, and how to focus your efforts. Software is full of surprises. No matter how careful or skilled you are, when you create software it can behave differently than you intended. Exploratory testing mitigates those risks. Part 1 introduces the core, essential skills of a master explorer. You'll learn to craft charters to guide your exploration, to observe what's really happening (hint: it's harder than it sounds), to identify interesting variations, and to determine what expected behavior should be when exercising software in unexpected ways. Part 2 builds on that foundation. You'll learn how to explore by varying interactions, sequences, data, timing, and configurations. Along the way you'll see how to incorporate analysis techniques like state modeling, data modeling, and defining context diagrams into your explorer's arsenal. Part 3 brings the techniques back into the context of a software

project. You'll apply the skills and techniques in a variety of contexts and integrate exploration into the development cycle from the very beginning. You can apply the techniques in this book to any kind of software. Whether you work on embedded systems, Web applications, desktop applications, APIs, or something else, you'll find this book contains a wealth of concrete and practical advice about exploring your software to discover its capabilities, limitations, and risks.

Micro Frontends in Action

Bits and Pieces tells the story of chiptune, a style of lo-fi electronic music that emerged from the first generation of video game consoles and home computers in the late 1970s and early 1980s. Through ingenuity and invention, musicians and programmers developed code that enabled the limited hardware of those early 8-bit machines to perform musical feats that they were never designed to achieve. In time, that combination of hardware and creative code came to define a unique 8-bit sound that imprinted itself on a generation of gamers. For a new generation of musicians, this music has currency through the chipscene, a vibrant musical subculture that repurposes obsolete gaming hardware. It's performative: raw and edgy, loaded with authenticity and driven by a strong DIY ethic. It's more punk than Pac-Man, and yet, it's part of that same story of ingenuity and invention; 8-bit hardware is no longer a retired gaming console, but a quirky and characterful musical instrument. Taking these consoles to the

stage, musicians fuse 8-bit sounds with other musical styles - drum'n'bass, jungle, techno and house - to create a unique contemporary sound. Analyzing musical structures and technological methods used with chiptune, Bits and Pieces traces the simple beeps of the earliest arcade games, through the murky shadows of the digital underground, to global festivals and movie soundtracks.

Elm in Action

In Improving Software Development Productivity, legendary software engineering expert Dr. Randall Jensen introduces a proven quantitative approach to achieving high productivity through management support, the ability to communicate, and technology. Jensen demonstrates how to measure organizational capacity and productivity, and use that information to build more accurate estimates and schedules -- and, more broadly, to improve many facets of developer and team performance. Students will learn to quantitatively predict the productivity impact of management decisions related to personnel and management style, development environment, product constraints, technology, development systems, and more.

Real-World Kanban

Poorly performing enterprise applications are the weakest links in a corporation's management chain, causing delays and disruptions of critical business functions. This groundbreaking book frames

enterprise application performance engineering not as an art but as applied science built on model-based methodological foundation. The book introduces queuing models of enterprise application that visualize, demystify, explain, and solve system performance issues. Analysis of these models will help to discover and clarify unapparent connections and correlations among workloads, hardware architecture, and software parameters.

Solving Enterprise Applications Performance Puzzles

Digital transformation is not about technology--it's about change. In the rapidly changing digital economy, you can't succeed by merely tweaking management practices that led to past success. And yet, while many leaders and managers recognize the threat from digital--and the potential opportunity--they lack a common language and compelling framework to help them assess it and guide them in responding. They don't know how to think about their digital business model. In this concise, practical book, MIT digital research leaders Peter Weill and Stephanie Woerner provide a powerful yet straightforward framework that has been field-tested globally with dozens of senior management teams. Based on years of study at the MIT Center for Information Systems Research (CISR), the authors find that digitization is moving companies' business models on two dimensions: from value chains to digital ecosystems, and from a fuzzy understanding of the needs of end customers to a sharper one. Looking

at these dimensions in combination results in four distinct business models, each with different capabilities. The book then sets out six driving questions, in separate chapters, that help managers and executives clarify where they are currently in an increasingly digital business landscape and highlight what's needed to move toward a higher-value digital business model. Filled with straightforward self-assessments, motivating examples, and sharp financial analyses of where profits are made, this smart book will help you tackle the threats, leverage the opportunities, and create winning digital strategies.

The Improv Mindset

Looking for new ideas? Need your teams to perform at a higher level? Want a healthy corporate culture? Follow along with these two dynamic authors as they take you through *The Improv Mindset*, one of the most engaging and powerful methods to getting individuals, teams, and organizations to step up, engage, and solve problems. Steeped in the world of improv comedy, this no-nonsense guide provides a window into the neuroscience behind creativity and new ways of thinking. Filled with exercises and activities, you'll be able immediately apply the lessons in this book.

The JHipster Mini-Book

Struts2 is the latest manifestation of the popular Struts Java web application framework. Like its

predecessor, its goals are to make web application development faster, easier and more productive than ever before. Despite new languages and new techniques, the action-base MVC framework is still a viable and effective option for modern web application development. Within this book you will find everything you need to get up and running using Struts2 - from the architecture and configuration, to implementing actions and the supporting infrastructure such as validation and internationalization. Above all else, it focuses on the practical - with plenty of code and productivity tips to get you started using Struts2 today.

ACTIVEMQ IN ACTION

"Scaling Lean offers an invaluable blueprint for modeling startup success. You'll learn the essential metrics that measure the output of a working business model, give you the pulse of your company, communicate its health to investors, and enable you to make precise interventions when things go wrong, "--Amazon.com.

Spring Integration in Action

Microservices can have a positive impact on your enterprise—just ask Amazon and Netflix—but you can fall into many traps if you don't approach them in the right way. This practical guide covers the entire microservices landscape, including the principles, technologies, and methodologies of this unique, modular style of system building. You'll learn about

the experiences of organizations around the globe that have successfully adopted microservices. In three parts, this book explains how these services work and what it means to build an application the Microservices Way. You'll explore a design-based approach to microservice architecture with guidance for implementing various elements. And you'll get a set of recipes and practices for meeting practical, organizational, and cultural challenges to microservice adoption. Learn how microservices can help you drive business objectives Examine the principles, practices, and culture that define microservice architectures Explore a model for creating complex systems and a design process for building a microservice architecture Learn the fundamental design concepts for individual microservices Delve into the operational elements of a microservices architecture, including containers and service discovery Discover how to handle the challenges of introducing microservice architecture in your organization

Product Takeoff

Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class

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rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have some new skills to learn. About the book Elm in Action teaches you the Elm language along with a new approach to coding frontend applications. Chapter by chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside Scalable design for production web applications Single-page applications in Elm Data modeling in Elm Accessing JavaScript from Elm About the reader For web developers with no prior experience in Elm or functional programming. About the author Richard Feldman is a software engineer at NoRedInk and a well-known member of the Elm community. Table of Contents PART 1 - GETTING STARTED 1. Welcome to Elm 2. Your first Elm application 3. Compiler as assistant PART 2 -

PRODUCTION-GRADE ELM 4. Talking to servers 5. Talking to JavaScript 6. Testing PART 3 - BUILDING BIGGER 7. Data modeling 8. Single-page applications

Scrum and XP from the Trenches - 2nd Edition

Today, companies are expected to be flexible and both rapidly responsive and resilient to change, which basically asks them to be agile. By combining Beyond Budgeting, Open Space, Sociocracy, and Agile, this book provides a practical guide for companies that want to be agile company-wide. Notes to the 2nd edition: This second edition reflects such updates as: the new Agile Fluency Model, the renaming / rebranding of Statoil to Equinor, and some small additions to complexity. We also enhanced the description of Organizational Open Space and explain how it differs from Liberating Structures. Enjoy insights in the book shared by Jez Humble, Diana Larsen, James Shore, Johanna Rothman, and Bjarte Bogsnes. Find out what Spotify, ING, Ericsson, and Walmart say in the book. Quotes from early readers: “[This is] a very important book. My hopes are that it will be the missing link between agile for teams and the flexible, adaptive and humane organisations we want to build. It’s a great book. Thanks for writing it!” ~Sandy Mamoli, author of Creating Great Teams “Just as Spotify has worked hard to make all aspects of product development align well and work together - I see Jutta and John in this book exploring methods and processes that will work very well across the whole company.” ~ Anders Ivarsson, Spotify “I love how

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those practices [are] integrated and summarized into actionable recommendations.” ~ Yves Lin, Titansoft
“Really wonderful balance of structure and space, rigor and creativity, that you're suggesting.” ~ Michael Herman, Openspaceworld.org
“Company-wide Agility with Beyond Budgeting, Open Space and Sociocracy [] makes an important case for companies to regard trust and autonomy the norm, rather than a privilege. [] Overall a great overview of how leaders can reimagine the way power is distributed within their companies.” ~ Aimee Groth, Author of The Kingdom of Happiness: Inside Tony Hsieh’s Zapponian Utopia
This book invites you to take a new perspective that addresses the challenges of doing business in a volatile, uncertain, complex, and ambiguous world.

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