

Standards And Agile Software Development Espresso

Requirements engineering is the process by which the requirements for software systems are gathered, analyzed, documented, and managed throughout their complete lifecycle. Traditionally it has been concerned with technical goals for, functions of, and constraints on software systems. Aurum and Wohlin, however, argue that it is no longer appropriate for software systems professionals to focus only on functional and non-functional aspects of the intended system and to somehow assume that organizational context and needs are outside their remit. Instead, they call for a broader perspective in order to gain a better understanding of the interdependencies between enterprise stakeholders, processes, and software systems, which would in turn give rise to more appropriate techniques and higher-quality systems. Following an introductory chapter that provides an exploration of key issues in requirements engineering, the book is organized in three parts. Part 1 presents surveys of state-of-the-art requirements engineering process research along with critical assessments of existing models, frameworks and techniques. Part 2 addresses key areas in requirements engineering, such as market-driven requirements engineering, goal modeling, requirements ambiguity, and others. Part 3 concludes the book with articles that present empirical evidence and experiences from practices in industrial projects. Its broader perspective gives this book its distinct appeal and makes it of interest to both researchers and practitioners, not only in software engineering but also in other disciplines such as business process engineering and management science. For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

Xanpan is... a cross between XP and Kanban... is an example of a roll-your-own method... is distilled from Allan Kelly's own experiences running development teams and then helping multiple teams adopt Agile working methods and practices. Xanpan draws ideas from Kanban and Lean, XP and Scrum, product management and business analysis, and many other places. Allan tells the Xanpan story through a series of boards which tell the story of different teams. In between he fills in the principles, practices and thinking which together constitutes Xanpan. Each printed copy contains a code entitling the buyer to a free copy of the electronic version and subsequent updates.

Agile Practice Guide – First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

The highly dynamic world of information technology service management stresses the benefits of the quick and correct implementation of IT services. A disciplined approach relies on a separate set of assumptions and principles as an agile approach, both of which have complicated implementation processes as well as copious benefits. Combining these two approaches to enhance the effectiveness of each, while difficult, can yield exceptional dividends. Balancing Agile and Disciplined Engineering and Management Approaches for IT Services and Software Products is an essential publication that focuses on clarifying theoretical foundations of balanced design methods with conceptual frameworks and empirical cases. Highlighting a broad range of topics including business trends, IT service, and software development, this book is ideally designed for software engineers, software developers, programmers, information technology professionals, researchers, academicians, and students.

As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.

The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects Effectively manage unknown or changing product requirements Simplify the chain of command with self-managing development teams Receive clearer specifications—and feedback—from customers Greatly reduce project planning time and required tools Build—and release—products in 30-day cycles so clients get deliverables earlier Avoid missteps by regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"--Provided by publisher.

Practical Guidance on the Efficient Development of High-Quality Software Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.

Describes ways to incorporate domain modeling into software development.

Business intelligence applications are of vital importance as they help organizations manage, develop, and communicate intangible assets such as information and knowledge. Organizations that have undertaken business intelligence initiatives have benefited from increases in revenue, as well as significant cost savings. Business Intelligence and Agile Methodologies for Knowledge-Based Organizations: Cross-

Disciplinary Applications highlights the marriage between business intelligence and knowledge management through the use of agile methodologies. Through its fifteen chapters, this book offers perspectives on the integration between process modeling, agile methodologies, business intelligence, knowledge management, and strategic management.

This book constitutes revised selected papers from the 3rd International Conference on Lean and Agile Software Development, LASD 2019, and the 7th Conference on Multimedia, Interaction, Design and Innovation, MIDI 2019, which took place under the umbrella of the 14th Federated Conferences on Computer Science and Information Systems, FedCSIS, in Leipzig, Germany, in September 2019. LASD 2019 received a total of 30 submissions, of which 6 full and 1 short paper are included in this volume. For MIDI 2019 one short paper was accepted for publication in this book, from a total of 6 submissions.

This book is open access under a CC BY license. The volume constitutes the proceedings of the 18th International Conference on Agile Software Development, XP 2017, held in Cologne, Germany, in May 2017. The 14 full and 6 short papers presented in this volume were carefully reviewed and selected from 46 submissions. They were organized in topical sections named: improving agile processes; agile in organization; and safety critical software. In addition, the volume contains 3 doctoral symposium papers (from 4 papers submitted). The first edition of "Extreme Programming Explained" is a classic. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: five core values consistent with excellence in software development; eleven principles for putting those values into action; and, thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations. Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development.

This book addresses the development of safety-critical software and to this end proposes the SafeScrum® methodology. SafeScrum® was inspired by the agile method Scrum, which is extensively used in many areas of the software industry. Scrum is, however, not intended or designed for use with safety-critical systems; hence the authors propose guidelines and additions to make it both practically useful and compliant with the additional requirements found in safety standards. The book provides an overview of agile software development and how it can be linked to safety and relevant safety standards. SafeScrum® is described in detail as a useful approach for reaping the benefits of agile methods, and is intended as a set of ideas and a basis for adaptation in industry projects. The book covers roles, processes and practices, and documentation. It also includes tips on how standard software process tools can be employed. Lastly, some insights into relevant research in this new and emerging field are provided, and selected real-world examples are presented. The ideas and descriptions in this book are based on collaboration with the industry, in the form of discussions with assessment organizations, general discussions within the research fields of safety and software, and last but not least, the authors' own experiences and ideas. It was mainly written for practitioners in industry who know a great deal about how to produce safety-critical software but less about agile development in general and Scrum in particular.

This book contains a selection of papers from the 2020 International Conference on Software Process Improvement (CIMPS 20), held between the 21st and 23rd of October in Mazatlan, Sinaloa, Mexico. The CIMPS 20 is a global forum for researchers and practitioners that present and discuss the most recent innovations, trends, results, experiences and concerns in the several perspectives of Software Engineering with clear relationship but not limited to software processes, Security in Information and Communication Technology and Big Data Field. The main topics covered are: Organizational Models, Standards and Methodologies, Software Process Improvement, Knowledge Management, Software Systems, Applications and Tools, Information and Communication Technologies and Processes in Non-software Domains (mining, automotive, aerospace, business, health care, manufacturing, etc.) with a demonstrated relationship to Software Engineering Challenges.

Business Intelligence (BI) software development is an iterative and agile process. In most corporations however, BI solutions are being implemented using the standard "waterfall" life-cycle development methodology. This book discusses why this is a mistake and offers a methodology for success in BI software implementations.

Academic Paper from the year 2018 in the subject Computer Science - Software, grade: 3.5, Shaheed Zulfikar Ali Bhutto Institute of Science & Technology (Dubai Campus), course: Independent Study, language: English, abstract: Quality Assurance activities, in software development, are the backbone of any software development. Quality Assurance activities are not only responsible of product quality, but also for process development quality. In conventional software development Quality Assurance is looked after by a separate team. As the trends of software development moved towards Agile development, Quality Assurance activities also got changed. In Agile development developers perform most of the activities such as close collaboration among developer team; onsite customer and Test Developers. Test Driven Development is the approaches in agile development to achieve better product quality. In this study I highlighted the importance of Quality Assurance in different Agile methodologies. Mindset of Agile development always revolves around product quality but there is much work to be done to impart quality of process in agile development to get it standardized and more organized product. Quality Assurance activities remain centric and focused to testing. In this study I have compared different Agile methodologies and also highlighted the factors of Quality Assurance in each Agile method which can be improve overall software development of any product using Agile method. I proposed to add an extra layer of Quality Assurance in Agile projects. Purpose of inserting an extra layer, is to use the knowledge of Quality Assurance experts to achieve quality product in development process which will results in higher level of product quality.

Overview and Goals The agile approach for software development has been applied more and more extensively since the mid nineties of the 20th century. Though there are only about ten years of accumulated experience using the agile approach, it is currently conceived as one of the mainstream approaches for software development. This book presents a complete software engineering course from the agile angle. Our intention is to present the agile approach in a holistic and comprehensive learning environment that fits both industry and academia and inspires the spirit of agile software development. Agile software engineering is reviewed in this book through the following three perspectives: I The Human perspective, which includes cognitive and social aspects, and refers to learning and interpersonal processes between teammates, customers, and management. I The Organizational perspective, which includes managerial and cultural aspects, and refers to software project management and control. I The Technological perspective, which includes practical and technical aspects, and refers to design, testing, and coding, as well as to integration, delivery, and maintenance of software products. Specifically, we explain and analyze how the explicit attention that agile software development gives these perspectives and their interconnections, helps viii Preface it cope with the challenges of software projects. This multifaceted perspective on software development processes is reflected in this book, among other ways, by the chapter titles, which specify dimensions of software development projects such as quality, time, abstraction, and management, rather than specific project stages, phases, or practices.

Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the

foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three—if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system.

Compressing the value stream: rapid development, feedback, and improvement Empowering teams and individuals without compromising coordination Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"—even when your developers are scattered across multiple locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people—so you can achieve breakthrough quality, savings, speed, and business alignment.

This open access book constitutes the proceedings of the 21st International Conference on Agile Software Development, XP 2020, which was planned to be held during June 8-12, 2020, at the IT University of Copenhagen, Denmark. However, due to the COVID-19 pandemic the conference was postponed until an undetermined date. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2020 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. The 14 full and 2 short papers presented in this volume were carefully reviewed and selected from 37 submissions. They were organized in topical sections named: agile adoption; agile practices; large-scale agile; the business of agile; and agile and testing.

The #1 guide to using Visual Studio 2010 in team development: insider coverage of this huge release, from the leader of the VSTS team *

*Focuses on succeeding with new VS 2010 ALM products in real-world environments, with exclusive 'Lessons Learned at Microsoft'.

*Thoroughly covers VS 2010's massive new capabilities for team development. *Contains extensive new coverage of implementing Scrum and related practices. *Covers the entire lifecycle: requirements, architecture, construction, build, test, and more This is the most practical, valuable guide for every member of the software team who intends to run or participate in software projects using Microsoft's Visual Studio 2010. Written by a top Microsoft Visual Studio development team leader and a leading Visual Studio implementation consultant, it focuses on the real challenges development organizations face. The authors identify powerful lessons and best practices learned at Microsoft, and cover the entire development lifecycle, from requirements gathering through testing and beyond. This edition adds extensive coverage of VS 2010's extensive new team features, as well as new coverage of using VS 2010 to actively support teams that practice Scrum. Throughout, the authors focus on showing how to use VS 2010 to reduce waste, increase transparency, and accelerate the flow of value to the end customer. Coverage includes: * *Requirements: vision, user stories, use cases, storyboards, satisfiers/dissatisfiers, and more *Running the project: self-managing teams, metrics, sprints, and dashboards *'Value-up' views of software architecture, construction, and testing. *Build and lab: check-in, team build, continuous integration, build verification tests, reporting, deployment, and lab automation/virtualization. *Troubleshooting the project: overcoming issues ranging from scope creep to build failures

Introduces the core concepts, evaluates how successful they can be, as well as what problems may be encountered Dispels numerous myths surrounding agile development

"Offers a requirements process that saves time, eliminates rework, and leads directly to better software. A great way to build software that meets users' needs is to begin with 'user stories': simple, clear, brief descriptions of functionality that will be valuable to real users. ... [the author] provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, [the author] shows how to organize them, prioritize them, and use them for planning, management, and testing"--Back cover.

Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems.

This reference source is essential for researchers, engineers, practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems.

This book explores how agile development practices, in particular pair programming, code review and automated testing, help software development teams to perform better. Agile software engineering has become the standard software development paradigm over the last decade, and the insights provided here are taken from a large-scale survey of 80 professional software development teams working at SAP SE in Germany. In addition, the book introduces a novel measurement tool for assessing the performance of software development teams. No previous study has researched this topic with a similar data set comprising insights from more than 450 professional software engineers.

In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three - if you adopt the same lean principles that have already revolutionized manufacturing, logistics, and product development: Iterating toward excellence: software development as an exercise in discovery; managing uncertainty: "decide as late as possible" by building change into the system; compressing the value stream: rapid development, feedback, and improvement; empowering teams and individuals without compromising coordination; software with integrity, promoting coherence, usability, fitness, maintainability, and adaptability; and how to "see the whole" - even when your developers are scattered across multiple locations and contractors. Simply put, Lean Software Development helps you refocus development on value, flow, and people - so you can achieve breakthrough quality, savings, speed, and business alignment.

Alastair Cockburn offers advice on bringing difficult software development projects to a successful conclusion with a minimum of stress. The volume is based on over 10 years of interviewing software project teams.

For one-semester courses in software engineering. Introduces software engineering techniques for developing software products and apps With Engineering Software Products, author Ian Sommerville takes a unique approach to teaching software engineering and focuses on the type of software products and apps that are familiar to students, rather than focusing on project-based techniques. Written in an informal style, this book focuses on software engineering techniques that are relevant for software product engineering. Topics covered include personas and scenarios, cloud-based software, microservices, security and privacy and DevOps. The text is designed for students taking their first course in

software engineering with experience in programming using a modern programming language such as Java, Python or Ruby.

This book constitutes the proceedings of the first Asia Pacific Requirements Engineering Symposium, APRES 2014, held in Auckland, New Zealand, in April 2014. The 16 papers presented were carefully reviewed and selected from 30 submissions. The focus of the papers is on the following topics: novel ideas, methods, tools, and techniques for improving and enhancing Requirement Engineering products and processes.

This book can help transform your training development methodology into one that allows you to rapidly respond to ever changing business needs. It will teach you how to deliver learning solutions that are both timely and effective. It will introduce you to a flexible development technique, one that allows you to keep pace with fast changing business conditions. It will show you how to achieve better collaboration with your business partners. It will help you create empowered, self-organizing, cross functional teams that can distill large training efforts into smaller components that can then be developed and delivered over multiple iterations. Finally, this book will help you assess if the organizational structure of your training department is optimized to support the needs of your company.

A collection of best practices and effective implementation recommendations that are proven to work, Secure, Resilient, and Agile Software Development leaves the boring details of software security theory out of the discussion as much as possible to concentrate on practical applied software security for practical people. Written to aid your career as well as your organization, the book shows how to gain skills in secure and resilient software development and related tasks. The book explains how to integrate these development skills into your daily duties, thereby increasing your professional value to your company, your management, your community, and your industry. Secure, Resilient, and Agile Software Development was written for the following professionals: AppSec architects and program managers in information security organizations Enterprise architecture teams with application development focus Scrum teams DevOps teams Product owners and their managers Project managers Application security auditors With a detailed look at Agile and Scrum software development methodologies, this book explains how security controls need to change in light of an entirely new paradigm on how software is developed. It focuses on ways to educate everyone who has a hand in any software development project with appropriate and practical skills to Build Security In. After covering foundational and fundamental principles for secure application design, this book dives into concepts, techniques, and design goals to meet well-understood acceptance criteria on features an application must implement. It also explains how the design sprint is adapted for proper consideration of security as well as defensive programming techniques. The book concludes with a look at white box application analysis and sprint-based activities to improve the security and quality of software under development.

Traditional software development methods struggle to keep pace with the accelerated pace and rapid change of Internet-era development. Several "agile methodologies" have been developed in response -- and these approaches to software development are showing exceptional promise. In this book, Jim Highsmith covers them all -- showing what they have in common, where they differ, and how to choose and customize the best agile approach for your needs.

KEY TOPICS:Highsmith begins by introducing the values and principles shared by virtually all agile software development methods. He presents detailed case studies from organizations that have used them, as well as interviews with each method's principal authors or leading practitioners. Next, he takes a closer look at the key features and techniques associated with each major Agile approach: Extreme Programming (XP), Crystal Methods, Scrum, Dynamic Systems Development Method (DSDM), Lean Development, Adaptive Software Development (ASD), and Feature-Driven Development (FDD). In Part III, Highsmith offers practical advice on customizing the optimal agile discipline for your own organization.**MARKET:**For all software developers, project managers, and other IT professionals seeking more flexible, effective approaches to developing software.

More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

This is the definitive guide to maximizing the value of today's Scrum and DevOps methodologies with state-of-the-art Microsoft cloud tools and services, including Azure DevOps Services, specifically Azure Boards and Azure Test Plans. Renowned Scrum expert Richard Hundhausen has comprehensively revamped and updated his classic Professional Scrum Development with Microsoft Visual Studio 2012 to reflect the latest Scrum Guide, Microsoft's breakthrough development tools, GitHub integration, and developers' deeper experience with Scrum. Professional Scrum Development with Azure DevOps stands apart from all other Scrum and Azure guides by focusing on the fusion of today's most popular agile framework (Scrum) and ALM/DevOps toolset (Azure DevOps). Hundhausen shows how a professional Scrum team can more effectively plan, track, and manage its work with Azure Boards, Azure Test Plans, and related Azure DevOps features. He offers detailed coverage of team formation, backlogs, sprints, test plans, collaboration, flow, continuous improvement, and the real-world tradeoffs between using tools and interacting directly with other team members. To make this guide even more valuable, Hundhausen has crafted it to complement Scrum.org's popular Professional Scrum Developer (PSD) program, which he personally created with Scrum.org's Ken Schwaber.

Software Development is moving towards a more agile and more flexible approach. It turns out that the traditional

"waterfall" model is not supportive in an environment where technical, financial and strategic constraints are changing almost every day. But what is agility? What are today's major approaches? And especially: What is the impact of agile development principles on the development teams, on project management and on software architects? How can large enterprises become more agile and improve their business processes, which have been existing since many, many years? What are the limitations of Agility? And what is the right balance between reliable structures and flexibility? This book will give answers to these questions. A strong emphasis will be on real life project examples, which describe how development teams have moved from a waterfall model towards an Agile Software Development approach.

"We need better approaches to understanding and managing software requirements, and Dean provides them in this book. He draws ideas from three very useful intellectual pools: classical management practices, Agile methods, and lean product development. By combining the strengths of these three approaches, he has produced something that works better than any one in isolation." –From the Foreword by Don Reinertsen, President of Reinertsen & Associates; author of *Managing the Design Factory*; and leading expert on rapid product development Effective requirements discovery and analysis is a critical best practice for serious application development. Until now, however, requirements and Agile methods have rarely coexisted peacefully. For many enterprises considering Agile approaches, the absence of effective and scalable Agile requirements processes has been a showstopper for Agile adoption. In *Agile Software Requirements*, Dean Leffingwell shows exactly how to create effective requirements in Agile environments. Part I presents the "big picture" of Agile requirements in the enterprise, and describes an overall process model for Agile requirements at the project team, program, and portfolio levels Part II describes a simple and lightweight, yet comprehensive model that Agile project teams can use to manage requirements Part III shows how to develop Agile requirements for complex systems that require the cooperation of multiple teams Part IV guides enterprises in developing Agile requirements for ever-larger "systems of systems," application suites, and product portfolios This book will help you leverage the benefits of Agile without sacrificing the value of effective requirements discovery and analysis. You'll find proven solutions you can apply right now—whether you're a software developer or tester, executive, project/program manager, architect, or team leader. This book constitutes the proceedings of the 5th International Conference on Lean and Agile Software Development, LASD 2021, which was held online on January 23, 2021. The conference received a total of 32 submissions, of which 10 full and 2 short papers are included in this volume. In addition, one keynote paper is also included. To live the agile mindset, the LASD conference focuses on highly relevant research outcomes and fosters their way into practice. Topics discussed in this volume range from teams under COVID-19 through women in Agile, to product road-mapping and non-functional requirements.

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