Scrum Pour Les Nuls

Guide your project to success from initial idea to final delivery In today's time-pressured, cost-conscious global business environment, tight project deadlines and high expectations are the norm. Projects are now the standard way of implementing change, and project management has become a vital skill for successful business professionals. Project Management For Dummies shows you how to succeed by focusing on what you need to deliver and then how to plan and control the project in order to deliver it. You will learn

how to plan, keep the project on track, manage teams and control risk. You'll even get some tips on software – including free stuff – that will make things easier for you. Who, What, and Why – understand the expectations of your project Laying the foundations – learn to build your plans with a sturdy structure from start to finish The selection process – see how to get the very best from your teams Get in the driving seat – learn to take control and steer your project to success Open the book and find: Clear and simple explanation of powerful planning techniques Ways to track progress and stay

in control How to identify and then control risk to protect your project Why understanding your project's stakeholders is key How to use technology to up your game Tips for writing a clear and convincing business case Advice on being an effective leader Techniques to help you work effectively with teams and specialists Learn to: Motivate your teams to perform to their full potential Plan, execute and deliver your projects with confidence Stay in control to deliver on time, within budget and to the right quality This guide provides practical guidance for managers of

portfolios and those working in portfolio offices as well as those filling portfolio management roles outside a formal PfMO role. It will be applicable across industry sectors. It describes both the Portfolio Definition Cycle (identifying the right, prioritised, portfolio of programmes and projects) and the Portfolio Delivery Cycle (making sure the portfolio delivers to its strategic objectives).
Un livre unique pour découvrir les techniques Agile et le développement rapide d'application (le RAD). Scrum pour les Nuls est un livre pédagogique qui vous permettra

d'effectuer la transition du développement d'un projet qui utilise une méthodologie traditionnelle vers le framework Agile. Scrum est l'élément indispensable pour relier de manière transparente et efficace tous les éléments d'une chaîne et arriver à un produit final qui correspondra parfaitement aux besoins initiaux. au programme : Développer une stratégie Agile de développement de projet Scrum et les autres frameworks Appliquer les grands principes de Scrum à différents domaines Réaliser un projet Scrum du début à la fin . Débats et documents parlementaires. Revision des lois

constitutionnelles du 4 au 13 août 1884
Drawing For Dummies®
Domain-Driven Design Quickly
Scrum pour les nuls
Scrum Master
Epitome du commentaire general sur la coustume de Bourgongne, contenant la vraye et sommaire interpretation tirée des coustumes des prouinces de France, & des arrests de la souueraine cour & parlement de Dijon, & autres cours souueraines, par m. Bouuot
...

Scrum and Kanban are two flavours of Agile software development - two deceptively simple but surprisingly powerful approaches to software

development. So how do they relate to each other? The purpose of this book is to clear up the fog, so you can figure out how Kanban and Scrum might be useful in your environment. Part I illustrates the similarities and differences between Kanban and Scrum, comparing for understanding, not for judgement. There is no such thing as a good or bad tool - just good or bad decisions about when and how to use which tool. This book includes: - Kanban and Scrum in a nutshell - Comparison of Kanban and Scrum and other Agile methods - Practical examples and pitfalls - Cartoons and diagrams illustrating day-to-day work - Detailed case study of a Kanban implementation within a Scrum organization Part II is a case study

illustrating how a Scrum-based development organization implemented Kanban in their operations and support teams.

Cet ouvrage s'adresse à tous ceux qui souhaitent s'initier à Scrum, ainsi qu'à ceux qui ont déjà une expérience "agile" et qui souhaitent revoir et approfondir leurs connaissances. Les rôles emblématiques de Scrum Master et de Product Owner sont expliqués en détail, ainsi que la façon dont l'équipe s'organise pour produire une version à chaque sprint, à partir du backlog et en suivant des pratiques collaboratives. Ces notions, qui ont fait le succès de Scrum, sont toujours le coeur de ce livre.

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.

Gazette nationale, ou le moniteur universel

Annales

Professionalism, Pragmatism, Pride

Leveraging Scrum as a Competitive Advantage

Jenkins: The Definitive Guide

HTML, XHTML and CSS For Dummies

Building Beehives For Dummies (9781119544388) was previously published as Building Beehives For Dummies (9781118312940). While this version

features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. The easy way to build your own beehives and beekeeping equipment Building Beehives For Dummies is the follow-up book to the bestselling Beekeeping For Dummies. It provides everything you need to learn how to build some of the world's most popular hives and beekeeping accessories. For each design the book includes a detailed materials list (what lumber, hardware and fasteners you'll need), step-by-step building instructions, and illustrative drawings that show how the components all fit together. There are over a dozen plans in all, including the traditional Langstroth hive, the eight frame garden hive, designs for elevated hive stands, the Warre hive, screened bottom board, the Kenya top-bar hive, four-frame observation hive, hive top feeders, and more. The book

contains introductory chapters that teach you the basic carpentry skills necessary to build any of the plans in the book. Whether you are a new beekeeper or a seasoned ol'timer, Building Beehives for Dummies provides you with the information you need to plan and succeed at building beehives (and other cool accessories). You'll discover what type of hive to build, hints on how to maintain your equipment, what bees need to stay happy and healthy, where to locate your hive, and much more. Covers "bee space," the critical technical measurement within a beehive that's crucial for easy inspection of your colonies Offers guidance on keeping both urban and suburban neighbors happy, getting proper permissions, and understanding regional laws and regulations Provides creative ideas for dressing up hives for fun and profit In today's world of self-sufficiency, back-to-basics and sustainability, building beehives

is a fun hobby that both you and your bees will appreciate and benefit from.
Be a Better Developer and Deliver Better Code Despite advanced tools and methodologies, software projects continue to fail. Why? Too many organizations still view software development as just another production line. Too many developers feel that way, too—and they behave accordingly. In The Software Craftsman: Professionalism, Pragmatism, Pride, Sandro Mancuso offers a better and more fulfilling path. If you want to develop software with pride and professionalism; love what you do and do it with excellence; and build a career with autonomy, mastery, and purpose, it starts with the recognition that you are a craftsman. Once you embrace this powerful mindset, you can achieve unprecedented levels of technical excellence and customer satisfaction. Mancuso helped found the world's largest organization of software

craftsmen; now, he shares what he's learned through inspiring examples and pragmatic advice you can use in your company, your projects, and your career. You will learn Why agile processes aren't enough and why craftsmanship is crucial to making them work How craftsmanship helps you build software right and helps clients in ways that go beyond code How and when to say "No" and how to provide creative alternatives when you do Why bad code happens to good developers and how to stop creating and justifying it How to make working with legacy code less painful and more productive How to be pragmatic—not dogmatic—about your practices and tools How to lead software craftsmen and attract them to your organization What to avoid when advertising positions, interviewing candidates, and hiring developers How developers and their managers can create a true culture of learning How to drive true

technical change and overcome deep patterns of skepticism Sandro Mancuso has coded for startups, software houses, product companies, international consultancies, and investment banks. In October 2013, he cofounded Codurance, a consultancy based on Software Craftsmanship principles and values. His involvement with Software Craftsmanship began in 2010, when he founded the London Software Craftsmanship Community (LSCC), now the world's largest and most active Software Craftsmanship community, with more than two thousand craftsmen. For the past four years, he has inspired and helped developers to organize Software Craftsmanship communities throughout Europe, the United States, and the rest of the world.

The long-awaited follow-up to the international bestsellers, Business Model Generation and Value Proposition Design

*Alex Osterwalder and Yves Pigneurs'
Business Model Canvas changed the way
the world creates and plans new business
models. It has been used by corporations
and startups and consultants around the
world and is taught in hundreds of
universities. After years of researching how
the world's best companies develop, test, and
scale new business models, the authors have
produced their definitive work. The
Invincible Company explains what every
organization can learn from the business
models of the world's most exciting
companies. The book explains how
companies such as Amazon, IKEA, Airbnb,
Microsoft, and Logitech, have been able to
create immensely successful businesses and
disrupt entire industries. At the core of these
successes are not just great products and
services, but profitable, innovative business
models--and the ability to improve existing
business models while consistently launching*

new ones. The Invincible Company presents practical new tools for measuring, managing, and accelerating innovation, and strategies for reducing risk when launching new business models. Serving as a blueprint for your growth strategy, The Invincible Company explains how to constantly stay ahead of your competition. In-depth chapters explain how to create new growth engines, change how products and services are created and delivered, extract maximum profit from each type of business model, and much more. New tools—such as the Business Model Portfolio Map, Innovation Metrics, Innovation Strategy Framework, and the Culture Map—enable readers to understand how to design invincible companies. The Invincible Company: ● Helps large and small companies build their growth strategy and manage their core simultaneously ● Explains the world's best modern and historic business models ●

*Provides tools to assess your business model,
innovation readiness, and all of your
innovation projects Presented in striking
4-color, and packed with practical visuals
and tools, The Invincible Company is a must-
have book for business leaders,
entrepreneurs, and innovation professionals.
Mastering Professional Scrum
Project Management for Dummies
1877, 11 - 12
The Professional Product Owner
La coustume de Bourgongne, de nouueau
commentee, abregee, et conferee auec toutes
les autres coustunes de France par I.
Bouuot. Auec vn autre petit commentaire sur
la mesme coustume escrit sous le roy
François 1. par Hugues Descousu ...
WordPress For Dummies
Scrum pour les Nuls est un
livre pédagogique qui vous
permettra d'effectuer la*

transition du développement d'un projet qui utilise une méthodologie traditionnelle vers le framework Agile. Scrum est l'élément indispensable pour relier de manière transparente et efficace tous les éléments d'une chaîne et arriver à un produit final qui correspondra parfaitement aux besoins initiaux. au programme : Développer une stratégie Agile de développement de projet Scrum et les autres frameworks Appliquer les grands principes de Scrum à différents domaines Réaliser un projet Scrum du début à la fin . "Our job as Scrum professionals

is to continually improve our ability to use Scrum to deliver products and services that help customers achieve valuable outcomes. This book will help you to improve your ability to apply Scrum." –From the Foreword by Ken Schwaber, co-author of Scrum Mastering Professional Scrum is for anyone who wants to deliver increased value by using Scrum more effectively. Leading Scrum practitioners Stephanie Ockerman and Simon Reindl draw on years of Scrum training and coaching to help you return to first principles and apply Scrum with the

professionalism required to achieve its transformative potential. The authors aim to help you focus on proven Scrum approaches for improving quality, getting and using fast feedback, and becoming more adaptable, instead of "going through the motions" and settling for only modest improvements. Whether you're a Scrum Master, Development Team member, or Product Owner, you'll find practical advice for facing challenges with transparency and courage, overcoming a wide array of common challenges, and continually improving your

Scrum practice. Realistically assess your current Scrum practice, and identify areas for improvement Recognize what a great Scrum Team looks like and get there Focus on "Done"–not "sort-of-Done" or "almost-Done" Measure and optimize the value delivered by every Product Increment Improve the way you plan, develop, and grow Clear away wider organizational impediments to agility and professionalism Overcome common misconceptions that stand in the way of progress Register your book for convenient access to

downloads, updates, and/or corrections as they become available. See inside book for details.

Streamline software development with Jenkins, the popular Java-based open source tool that has revolutionized the way teams think about Continuous Integration (CI). This complete guide shows you how to automate your build, integration, release, and deployment processes with Jenkins—and demonstrates how CI can save you time, money, and many headaches. Ideal for developers, software architects, and project managers, Jenkins:

The Definitive Guide is both a CI tutorial and a comprehensive Jenkins reference. Through its wealth of best practices and real-world tips, you'll discover how easy it is to set up a CI service with Jenkins. Learn how to install, configure, and secure your Jenkins server Organize and monitor general-purpose build jobs Integrate automated tests to verify builds, and set up code quality reporting Establish effective team notification strategies and techniques Configure build pipelines, parameterized jobs, matrix builds, and other advanced jobs Manage a farm of Jenkins

servers to run distributed builds Implement automated deployment and continuous delivery
How to Constantly Reinvent Your Organization with Inspiration From the World's Best Business Models
Annales du Sénat et de la Chambre des députés. Débats et documents
Iterate from Plan A to a Plan That Works
Kanban and Scrum - Making the Most of Both
Scrum pour les Nuls
La MEGA boîte à outils de l'Agilité

From three design partners at Google

Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

Despite popular belief, anyone can learn to program a computer. Computer programming doesn't require a high IQ and an innate proficiency in advanced mathematics. All that's required is a desire to learn and the patience to never give up. If you've ever dreamed of writing your own programs, rest assured that you can. Programming can be a lot of fun, but it can also be frustrating, annoying, and time-consuming. And that's why you need Beginning Programming For Dummies, 2nd Edition – to help you discover how to program a computer with the minimum amount of inconvenience and the maximum amount of enjoyment. Now, enjoyment can go only so far. In fact, not many people program just for the fun of it;

usually, they want to create a program to do something unique to their lives, or perhaps they'd like to make a little cash on the side by selling their programs as shareware. If you've always wondered how you could do what so many others have done, all you have to do is plug into Beginning Programming For Dummies, 2nd Edition, to find out how. Here's just a sample of the topics you'll find covered: Deciphering the mystery of the various programming languages Assembling and working with programming tools Getting inside a programming language: Liberty BASIC Programming basics: From variables, constants, and comments to strings, control statements, and loops Creating user interfaces for your programs Dealing with data structures Playing with object-oriented programming Debugging and optimizing your code Top Ten lists on the top programming careers and

additional resources So no matter what
operating system platform you use –
whether it's Windows, Mac OS, Linux,
Palm OS, or Pocket PC – Beginning
Programming For Dummies, 2nd Edition,
can walk you through the basics of
programming and get you well on your way
to becoming a programming wizard!
Use scrum in all aspects of life Scrum is an
agile project management framework that
allows for flexibility and collaboration to
be a part of your workflow. Primarily used
by software developers, scrum can be used
across many job functions and industries.
Scrum can also be used in your personal
life to help you plan for retirement, a trip,
or even a wedding or other big event.
Scrum provides a small set of rules that
create just enough structure for teams to be
able to focus their innovation on solving
what might otherwise be an
insurmountable challenge. Scrum For

Dummies shows you how to assemble a scrum taskforce and use it to implement this popular Agile methodology to make projects in your professional and personal life run more smoothly—from start to finish. Discover what scrum offers project and product teams Integrate scrum into your agile project management strategy Plan your retirement or a family reunion using scrum Prioritize for releases with sprints No matter your career path or job title, the principles of scrum are designed to make your life easier. Why not give it a try?

The Software Craftsman

Drawing For Dummies

The Agile Training Seminar for Business Performance

Building Beehives For Dummies

Annales de la Chambre des députés

Journal officiel de la République Française

Flex your project management

muscle Agile project management is a fast and flexible approach to managing all projects, not just software development. By learning the principles and techniques in this book, you'll be able to create a product roadmap, schedule projects, and prepare for product launches with the ease of Agile software developers. You'll discover how to manage scope, time, and cost, as well as team dynamics, quality, and risk of every project. As mobile and web technologies continue to evolve rapidly, there is added pressure to develop and implement

software projects in weeks
instead of months—and Agile
Project Management For
Dummies can help you do just
that. Providing a simple, step-
by-step guide to Agile project
management approaches, tools,
and techniques, it shows
product and project managers
how to complete and implement
projects more quickly than
ever. Complete projects in
weeks instead of months
Reduce risk and leverage core
benefits for projects Turn Agile
theory into practice for all
industries Effectively create an
Agile environment Get ready to
grasp and apply Agile principles

for faster, more accurate development.

Au quotidien, la complexité du monde du travail avec ses incertitudes et ses paradoxes, les mutations des organisations et de la relation au travail, la montée de l'individualité et de l'interdépendance, les profondes évolutions des rôles et des missions qui en découlent provoquent des modifications fondamentales dans les métiers, quels qu'ils soient. L'entreprise d'aujourd'hui doit être plus adaptable, plus flexible et évoluer beaucoup plus vite qu'hier en développant son

esprit agile. L'agilité, quoi, pour quoi, pour qui ? C'est l'ambition de ce livre qui développe 100 outils pour mettre en oeuvre l'agilité qui repose sur quatre valeurs : Les interactions entre les individus plutôt que les processus. La collaboration avec les clients plutôt que la négociation contractuelle. La fourniture du produit ou du service attendu utilisable immédiatement. L'acceptation du changement et la réactivité plutôt que la planification rigide. Dans ce livre, chaque compétence de l'agilité comprend des outils à trois niveaux : pour l'individu, pour

l'organisation et le management entrepreneurial et d'ordre technologique. Un livre pour pratiquer l'innovation en continu et instiller un état d'esprit entrepreneurial, garant de la croissance future dans tous les secteurs de l'économie The fast and easy way to learn to draw Drawing can enrich your life in extraordinary and unexpected ways. Drawing your everyday experiences can change how you and others see the world, while drawing from your imagination can give rise to fantastic new worlds. And, despite what you may believe, it's something just about

anyone can learn to do. Drawing For Dummies offers you a fun, easy way to learn the drawing basics. Holding fast to the simple philosophy that only you can teach yourself to draw, it gives you the tools you need to explore the basics and move on to more advanced techniques. This revised edition of one of the most successful For Dummies guides includes Additional step-by-step instructions for drawing people, animals, still life, and more Coverage of effects, composition, and perspective How-to art projects that show you how to create your

drawings from simple
geometric shapes to finished
artwork It's never too late to
unleash the artist within. Let
Drawing For Dummies, 2nd
edition put you on the road to
discovery and self-expression
through drawing.
Annales du Sénat et du Corps
législatif
Annales du Sénat
Running Lean
Algorithms For Dummies
La Méthode Scrum Pour les
Nuls
More with LeSS

"A must for anyone interested in the
Roman Empire and its impact on world
history." —Tony Robinson star of

Blackadder and Time Team. This entertaining and informative guide introduces readers to the amazing world of ancient Rome and its emperors, epic wars, awesome architecture, heroes, and villains. With a complete rundown of Roman history alongside fascinating insights into the lives of everyday Romans, readers will discover the amazing people and events involved in the rise and fall of one of the greatest of all ancient civilisations and how its influence can still be felt around the world today. Guy de la Bédoyère is a historian, archaeologist, and Roman expert, he is well known for his numerous books and appearances on TV, especially Channel 4's Time Team.

Discover how algorithms shape and

impact our digital world All data, big or small, starts with algorithms. Algorithms are mathematical equations that determine what we see—based on our likes, dislikes, queries, views, interests, relationships, and more—online. They are, in a sense, the electronic gatekeepers to our digital, as well as our physical, world. This book demystifies the subject of algorithms so you can understand how important they are business and scientific decision making. Algorithms for Dummies is a clear and concise primer for everyday people who are interested in algorithms and how they impact our digital lives. Based on the fact that we already live in a world where algorithms are behind most of the technology we use, this book offers eye-opening information on the

pervasiveness and importance of this mathematical science—how it plays out in our everyday digestion of news and entertainment, as well as in its influence on our social interactions and consumerism. Readers even learn how to program an algorithm using Python! Become well-versed in the major areas comprising algorithms Examine the incredible history behind algorithms Get familiar with real-world applications of problem-solving procedures Experience hands-on development of an algorithm from start to finish with Python If you have a nagging curiosity about why an ad for that hammock you checked out on Amazon is appearing on your Facebook page, you'll find Algorithm for Dummies to be an enlightening introduction to this integral realm of math, science, and

business.
Offers a systematic approach to
product/market fit, discussing customer
involvment, optimal time to obtain
funding, and when to change the plan.
100 outils
Annales de l'Assemblée nationale
Sprint
The Invincible Company
Project Management All-in-One For
Dummies
Beginning Programming For Dummies
Domain Driven Design is a
vision and approach for
dealing with highly complex
domains that is based on
making the domain itself the
main focus of the project,
and maintaining a software
model that reflects a deep
understanding of the domain.

This book is a short, quickly-readable summary and introduction to the fundamentals of DDD; it does not introduce any new concepts; it attempts to concisely summarize the essence of what DDD is, drawing mostly Eric Evans' original book, as well other sources since published such as Jimmy Nilsson's Applying Domain Driven Design, and various DDD discussion forums. The main topics covered in the book include: Building Domain Knowledge, The Ubiquitous Language, Model Driven Design, Refactoring Toward Deeper Insight, and Preserving Model Integrity. Also

included is an interview with Eric Evans on Domain Driven Design today. In Large-Scale Scrum , Craig Larman and Bas Vodde offer the most direct, concise, actionable guide to reaping the full benefits of agile in distributed, global enterprises. Larman and Vodde have distilled their immense experience helping geographically distributed development organizations move to agile. Going beyond their previous books, they offer today's fastest, most focused guidance: "brass tacks" advice and field-proven best practices for achieving value fast, and achieving even more value as

you move forward. Targeted to enterprise project participants and stakeholders, Large-Scale Scrum offers straight-to-the-point insights for scaling Scrum across the entire project lifecycle, from sprint planning to retrospective. Larman and Vodde help you: Implement proven Scrum frameworks for large-scale developments Scale requirements, planning, and product management Scale design and architecture Effectively manage defects and interruptions Integrate Scrum into multisite and offshore projects Choose the right adoption strategies

and organizational designs
This will be the go-to
resource for enterprise
stakeholders at all levels:
everyone who wants to
maximize the value of Scrum
in large, complex projects.
Your go-to project
management guide! Project
managers are among the most
sought-after people in
today's business universe.
Here's your one-stop guide
to all the information and
advice you need for
masterful project
management! Hone your skills
in sizing, organizing,
scheduling, and handling
projects to help teams
maximize their productivity
as you make yourself

indispensible. Whether
you're new to project
management or an experienced
pro, this book has the
resources you need to get
the job done. 7 Books
Inside… Project Management
For Dummies Agile Project
Management For Dummies
Project Management
Checklists For Dummies PMP
Certification All-in-One For
Dummies Scrum For Dummies
Microsoft Project 2O19 For
Dummies Enterprise Agility
For Dummies
débats parlementaires
Scrum For Dummies
Large-Scale Scrum
The Romans For Dummies
Débats parlementaires
How to Solve Big Problems

and Test New Ideas in Just
Five Days
This book is the ultimate
agile training seminar in
book form. Business
leaders, professionals who
are ready to learn, and
instructors will find here
a complete training
regimen with rich content,
a training-tested
structure, and high value
insights that have already
resulted in many thousands
of agile projects
delivered at all types of
top tier organizations,
from fortune 100 companies
to lean startup companies,
around the globe. We have

optimized this book to be
an immersive experience
you can adapt to the time
you have available, so we
encourage you to dive
headlong into these pages,
exercises, and practices
so you can most directly
apply your learning to
your work immediately. As
a comprehensive course,
this book offers the key
practical knowledge for
you to understand and be
increasingly agile, and to
effectively begin
practicing or perfecting
Scrum from the moment you
begin through to realizing
your definition of

done.Joe Justice is a
highly rated instructor
who has led hundreds of
agile courses and
supported agile
transformations for teams
and across leading
businesses worldwide."You
really rocked your roles
as instructor,
cheerleader, and host"-
Ken Merchant, 3 Star
General, USAF Retired"One
of the best professional
trainings in the world" -
Fabian Delava, Partner,
Bain & Company"Joe has
broken new ground using
Scrum in manufacturing" --
Dr. Jeff Sutherland, Co-

creator of Scrum
Maîtriser son métier et
être efficace ne suffit
plus : chaque manager sent
la nécessité d'adopter une
posture nouvelle pour
asseoir son leadership,
faire grandir ses équipes,
être acteur du changement
et de l'innovation,
représenter son activité,
se vendre et vendre ses
idées, tout en gérant
temps, stress et une masse
croissante d'informations.
Cela passe par
l'acquisition de
compétences transverses
nouvelles : agilité,
créativité, proactivité,

maîtrise du digital,
gestion de projet,
coaching, management
transversal, e-
management... Cette boîte
à outils exceptionnelle
rassemble 100 outils
indispensables qui ont
fait le succès de la
collection, et qui vont
faire le succès
professionnel du lecteur.
Now featuring more than
250 color illustrations
throughout, this
perennially popular guide
is a must for novices who
want to work with HTML or
XHTML, which continue to
be the foundation for any

Web site The new edition features nearly 50 percent new and updated content, including expanded coverage of CSS and scripting, new coverage of syndication and podcasting, and new sample HTML projects, including a personal Web page, an eBay auction page, a company Web site, and an online product catalog The companion Web site features an eight-page expanded Cheat Sheet with ready-reference information on commands, syntax, colors, CSS elements, and more Covers

planning a Web site,
formatting Web pages,
using CSS, getting
creative with colors and
fonts, managing layouts,
and integrating scripts
A Practitioners Guide to
Overcoming Challenges and
Maximizing the Benefits of
Agility
Management of portfolios
Livres hebdo
Continuous Integration for
the Masses
Documents parlementaires
Agile Project Management
For Dummies