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Module IT2101, IT2141 und IT4111

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Software Engineering:

Requirements-Engineering und –Management: Professionelle, iterative Anforderungsanalyse für die Praxis

Chris Rupp, die SOPHISTen

Managing Software Requirements: A Use Case Approach

Dean Leffingwell, Don Widrig

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Engineering Long-Lasting Software: An Agile Approach Using SaaS and Cloud Computing

Armando Fox, David Patterson

Softwaretechnik: Praxiswissen für Softwareingenieure

Johannes Siedersleben

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Design Patterns: Elements of Reusable Object-Oriented Software

Erich Gamma, Ralph Johnson, John Vlissides, Richard Helm

A Handbook of Software and Systems Engineering, Empirical Observations, Laws and Theories

Albert Endres, Dieter Rombach

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Software Engineering: Architektur-Design und Prozessorientierung

Gustav Pomberger, Wolfgang Pree

Software Engineering for Students: A Programming Approach

Douglas Bell

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How Google Tests Software

James A. Whittaker, Jason Arbon, Jeff Carollo

Refactoring: Improving the Design of Existing Code

Martin Fowler, Kent Beck, Don Roberts

Version Control with Git: Powerful tools and techniques for collaborative software development

Jon Loeliger, Matthew McCullough



User Interface Design: A Software Engineering Perspective

Soren Lauesen

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Practical Software Engineering: A Case Study Approach

Leszek A. Maciaszek, Bruc Lee Liong

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Practical Software Engineering, Analysis and Design for the .NET Platform

Enricos Manassis

Software Engineering with Microsoft Visual Studio

Sam Guckenheimer

The Cucumber Book: Behaviour-Driven Development for Testers and Developers

Matt Wynne, Aslak Hellesoy

The RSpec Book: Behaviour Driven Development with Rspec, Cucumber, and Friends

David Chelimsky, Dave Astels, Bryan Helmkamp, Dan North, Zach Dennis, Aslak Hellesoy

Component-Based Software Engineering: Putting the Pieces Together

George T. Heineman, William T. Councill

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SOA goes real: Service-orientierte Architekturen erfolgreich planen und einführen

Daniel Liebhart

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Software engineering for real-time systems

Jim E. Cooling

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Facts and Fallacies of Software Engineering

Robert L. Glass

Agile Softwareentwicklung:

User Stories Applied, For Agile Software Development

Mike Cohn

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Agile Software Requirements

Dean Leffingwell, Don Widrig

Pair Programming Illuminated

Laurie Williams, Robert Kessler

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Agile testing: A Practical Guide for Testers and Agile Teams

Lisa Crispin, Janet Gregory

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Extreme Programming Explained: Embrace Change

Kent Beck

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Planning extreme programming

Kent Beck, Martin Fowler

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Testing extreme programming

Lisa Crispin, Tip House

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Extreme Programming Explored

William C. Wake

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Extreme programming for Web projects

Doug Wallace, Isobel Raggett, Joel Aufgang

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Extreme programming installed

Ron Jeffries, Ann Anderson, Chet Hendrickson

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Extreme Programming Applied, Playing to Win

Ken Auer, Roy Miller

Scrum: Produkte zuverlässig und schnell entwickeln

Boris Gloger

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Scrum mit User Stories

Ralf Wirdemann

Agile Game Development with Scrum

Clinton Keith

Succeeding with Agile: Software Development Using Scrum

Mike Cohn

Agile & Iterative Development: A Manager's Guide

Craig Larman

Agile Product Management with Scrum: Creating Products that Customers Love

Roman Pichler



Test First User Interfaces, Developing Agile GUI Code

Philip Plumlee

Agile Analytics: A Value-Driven Approach to Business Intelligence and Data Warehousing

Ken Collier

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Alistair Cockburn

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Practices for Scaling Lean & Agile Development: Large, Multisite, and Offshore Product Development with Large-Scale Scrum

Craig Larman, Bas Vodde

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Agile Project Management: Creating Innovative Products

Jim Highsmith

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Visual Studio Team System: Better Software Development for Agile Teams

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Coaching Agile Teams: A Companion for ScrumMasters, Agile Coaches, and Project Managers in Transition

Lyssa Adkins

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Agility and Discipline Made Easy: Practices from OpenUP and RUP

Per Kroll, Bruce MacIsaac

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Agile Software Requirements: Lean Requirements Practices for Teams, Programs, and the Enterprise

Dean Leffingwell

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UML:

The Unified Modeling Language Reference Manual

James Rumbaugh, Ivar Jacobson, Grady Booch



The Unified Modeling Language User Guide

Grady Booch, James Rumbaugh, Ivar Jacobson

UML 2 glasklar: Praxiswissen für die UML-Modellierung

Chris Rupp, Stefan Queins, Barbara Zengler

Developing Software with UML: Object-Oriented Analysis and Design in Practice

Bernd Oestereich

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Use Case Modeling

Kurt Bittner, Ian Spence

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Applying Use Case Driven Object Modeling with UML: An Annotated e-Commerce Example

Doug Rosenberg, Kendall Scott

Use Case Driven Object Modeling with UML, Theory and Practice

Doug Rosenberg, Matt Stephens

Fundamentals of Object-Oriented Design in UML

Meilir Page-Jones

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UML 2 and the Unified Process: Practical Object-Oriented Analysis and Design

Jim Arlow, Ila Neustadt

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UML Explained

Kendall Scott

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Building Web Applications with UML

Jim Conallen

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Developing Web Systems with UML

Jake Sturm

Using UML: Software Engineering with Objects and Components

Perdita Stevens

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Designing Concurrent, Distributed, and Real-Time Applications with UML

Hassan Gomaa

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UML for Database Design

Eric J. Naiburg, Robert A. Maksimchuk



Designing Software Product Lines with UML: From Use Cases to Pattern-Based Software Architectures

Hassan Gomaa

Modeling XML Applications with UML: Practical e-Business Applications

David Carlson