DevOps Engineering

- > Engineering DevOps: From Chaos to Continuous Improvement and Beyond, Marc Hornbeek
- ➤ Learning DevOps: The Complete Guide to Accelerate Collaboration with Jenkins, Kubernetes, Terraform and Azure DevOps, Mikael Krief
- > DevOps for Developers: Integrate Development and Operations, The Agile Way, Michael Huttermann

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Cloud Computing and Virtualization

- > Cloud Computing: Concepts, Technology and Architecture, Thomas Erl, Zaigham, and Ricardo
- Virtualization Essential, Matthew Portnoy

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UML

- > Software Engineering with UML, Bhuvan Unhelkar
- > Software Development with UML, Ken Lunn

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Software Documentation

Docs for Developers: An Engineer's Field Guide to Technical Writing, Jared Bhattin, Zachary, Jen, David, Heidi

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> Software Testing: Testing Across the Entire Software Development Life Cycle, Geraled D. Everett, Raymond

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> Software Quality Assurance: From Theory to Implementation, Daniel Galin

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- > Software Project Management: A Process-Driven Approach, Ashfaque Ahmed
- > Essential Scrum: A Practical Guide to the Most Popular Agile Process, Kenneth S. Rubin

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Managing Value – Creation Flow – Topics 3
Project Managers – Topics 2
Closing
Part-03: Planning
Scrum Planning Principles
Overview
Don't Assume We Can Get the Plans Right Up Front
Up-Front Planning Should Be Helpful without Being Excessive
Keep Planning Options Open Until the Last Responsible Moment
Focus More on Adapting and Re-planning Than on Conforming to a Plan
Correctly Manage the Planning Inventory
Favor Smaller and More Frequent Releases
Plan to Learn Fast and Pivot When Necessary
Closing
Multilevel Planning
Overview
Portfolio Planning
Product Planning (Envisioning) – Topics 3
Release Planning
Sprint Planning
Daily Planning
Closing
Portfolio Planning
Overview – Topics 3
Scheduling Strategies – Topics 3
Inflow Strategies – Topics 4
Outflow Strategies – Topics 3
In-Process Strategies Use Marginal Economics
Closing
Envisioning (Product Planning)
Overview – Topics 3
SR4U Example
Visioning High Loyal Product Pooklog Creation
High-Level Product Backlog Creation
Product Roadmap Definition
Other Activities Franchically Socials Envisioning Tonics 6
Economically Sensible Envisioning – Topics 6
Closing Polesce Planning (Longer Torm Planning)
 Release Planning (Longer-Term Planning)

Overview – Topics 3
Release Constraints – Topics 6
Grooming the Product Backlog
Refine Minimum Releasable Features (MRFs)
Sprint Mapping (PBI Slotting)
Fixed-Date Release Planning
Fixed-Scope Release Planning
Calculating Cost
Communicating – Topics 2
Closing
Part-04: Sprinting
Overview – Topics 3
Approaches to Sprint Planning – Topics 2
Determining Capacity – Topics 3
Selecting Product Backlog Items
Acquiring Confidence
Refine the Sprint Goal
Finalize the Commitment
Closing
Sprint Execution
Overview – Topics 3
Sprint Execution Planning
Flow Management – Topics 5
Daily Scrum
Task Performance – Technical Practices
Communicating – Topics 3
Closing
Sprint Review
Overview
Participants
Prework – Topics 5
Approach – Topics 4
Sprint Review Issues – Topics 3
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Sprint Retrospective
Overview
Participants
Prework – Topics 4
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Follow Through
Sprint Retrospective Issues
Closing
The Path Forward
There is No End State
Discover Your Own Path
Sharing Best Practices
Using Scrum to Discover the Path Forward
Get Going