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Software in 30 Days summarizes the Agile and Scrum software development method, which allows creation of game-changing software, in just 30 days. Projects that use it are three times more successful than those that don't.

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Coauthor Jeff Sutherland was

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the Odds of the Agile
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Software in 30 Days is a
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Competitors in the Dust is
about Agile and Scrum
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discusses the problem of why current software organizations are slow in developing software. It reviews current and faulty processes, and presents a better alternative.

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This is what Agile does in the Software Development industry -dividing your tasks into small bits and managing them in a short period. Agile Process The agile model adopts iterative development, and each iteration is designed to be small and manageable that can be delivered in a specific short period of time. i.e., a week or a couple of weeks.

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Projects that use it are
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than those that don't.

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When using agile
development, teams generally
deliver a working piece of
software at the end of each
sprint as a release (or
version). However, when
you're long-term planning
and roadmapping, you need to
define some rough release
points on your roadmap, so
you can estimate release
dates over the next quarter.

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*Long-term agile planning - 8
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Coauthor Jeff Sutherland was cosigner of the Agile Manifesto, which marked the start of the Agile movement; *Software in 30 Days* is a must-read for all managers and business owners who use software in their organizations or in their products and want to stop the cycle of slow, expensive software development. Programmers will want to buy copies for their managers and their customers so they will know how to collaborate to get the best work possible.

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- Ideal days are easier to explain outside the team
- Ideal days are easier to estimate at first
- Ideal days can force companies to confront time wasting activities

*An Introduction to Agile
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The Agile and Scrum software development method allows creation of the game-changing software you need to grow your business--in 30 days or less. Projects that use it are three times more successful than those that

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"waterfall" methods has been
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projects.

*Software in 30 Days : Ken
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