



Agile Methodologies (3 cheat sheets)

Key techniques, rules and practices of the most popular agile methodologies – XP, Scrum and FDD...

Iterative Development

How to divide a project up, what to start on first and how to keep control of an evolving system...

Estimation

Team-based estimation against a work breakdown structure (WBS) using sensitivity analysis...

Reflection

Team brainstorming session to assess the development practices and outputs to look at areas to improve...

JAD Session

Brainstorming session bringing together domain experts and end users to scope and prioritise the next release...

Use Case Analysis

Modelling the roles/actors and capturing testable requirements through Use Cases...

Domain Object Model

Key communication tool to convey the business/domain entities, their relationships, rules and constraints...

User Story

Structured capture of features from the users' perspective, also incorporating the Test Scenarios (from the BDD perspective)...

User Interface Prototyping

Clarify requirements & ensure a user friendly solution; Communication tool between users and developers ...

Architectural Requirements

Defining the testable scope of your system architecture and reusable framework...

Architectural Modelling

Key focus and representation to model the physical and logical architecture of the system...

Architectural Principles

Key design rules that clearly state a durable idea about the structure of the system; key decisions in relation to the Architectural Model(s)...

OO Principles

Six of the fundamental "rules" that guide all object-oriented designs, from the Open/Closed Principle to the Principle of Interface Segregation...

Design Patterns (4 cheat sheets)

OO design solutions to solve common design problems; Abstract Factory, Observer, Decorator and Mediator...

Class Diagram

The primary UML notation for modelling the domain objects and classes portraying the key info and structural relationships...

Sequence Diagram

The primary UML notation for modelling the run-time behaviour of the system in a time ordered sequence of events...

Activity Diagram

For modelling business process workflows as well as complex algorithms/logic at the code level...

Automated Testing

What to expect in a test framework, and how to go about building a comprehensive automated testing environment...

Code Inspection

Powerful peer review technique that's highly effective in finding software defects, with many other benefits as well...

C++ Implementation

The "do's and don'ts" of programming in C++ and how to avoid the various "gotchas" to ensure safer programming...

C++ STL

Summary of the key elements of the C++ Standard Template Library (STL) – strings, containers, algorithms...

