

## 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 and capturing testable requirements through Use Cases...

## 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...

## 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...

## Sequence Diagram

The primary UML notation for modelling the run-time behaviour of the system...

## 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...

