STRATEGIC SYSTEMS (WA) PTY LTD

CHEAT SHEETS SUMMARY

Agile Glossary
Summary explanation of key Agile terms, roles and concepts – Product Backlog, Release vs Iteration, Scrumban Board, User Story, Domain Object Model, etc

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)...

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

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

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...