

Agile Software Development With Scrum International Edition

These days, more and more software development projects are being carried out using agile methods like Scrum. Agile software development promises higher software quality, a shorter time to market, and improved focus on customer needs. However, the transition to working within an agile methodology is not easy. Familiar processes and procedures change drastically. Software testing and software quality assurance have a crucial role in ensuring that a software development team, department, or company successfully implements long-term agile development methods and benefits from this framework. This book discusses agile methodology from the perspective of software testing and software quality assurance management. Software development managers, project managers, and quality assurance managers will obtain tips and tricks on how to organize testing and assure quality so that agile projects maintain their impact. Professional certified testers and software quality assurance experts will learn how to work successfully within agile software teams and how best to integrate their expertise. Topics include: Agile methodology and classic process models How to plan an agile project Unit tests and test first approach Integration testing and continuous integration System testing and test nonstop Quality management and quality assurance Also included are five case studies from the manufacturing, online-trade, and software industry as well as test exercises for self-assessment. This book covers the new ISTQB Syllabus for Agile Software Testing and is a relevant resource for all students and trainees worldwide who plan to undertake this ISTQB certification.

Larman and Vodde share the key thinking and organizational tools needed to plant the seeds of product development success in a fertile lean and agile enterprise.

The Elements of Agile and Scrum in a Nutshell Whether you're new to agile software development or considering Scrum for general project management, Scrum Basics compiles all of the essentials into one handy little guide. Learn how agile teams use Scrum, with:

- A simple summary of agile project management basics like the Agile Manifesto and 12 Agile Principles
- A concise overview of Scrum roles, artifacts, and activities
- A well-organized breakdown of Scrum practices with helpful illustrations and advice
- A troubleshooting FAQ and 5 case studies to help you visualize Scrum in action

A deceptively simple process called Scrum, a new approach to systems development projects, is described here. Application development managers will learn how to simplify the implementation of Agile processes with Scrum, how to simplify XP implementation through a Scrum wrapper, how to understand the theoretical underpinnings of Agile processes, and why Agile processes work and how to manage them. Material is of interest to the software development community at large. Schwaber is president of a software development consultancy.

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This book, designed for beginners, will introduce you to the field of agile software development with C#. There are many books on C# and just as many, if not more, on agile, but few teach a programming language and software development methodology in conjunction. Agile blurs the lines between the roles of analyst, designer, programmer, and tester. Therefore, when you learn agile, you will learn to analyze, design, develop, and test. By combining C# and agile in one book, you will be able to experience all roles through a single journey. At the end of the book, you will be given several tiny C# projects to work on following agile philosophy. Working through these projects with four or five other readers (e.g., as in a college setting) would further benefit your understanding. This book is not a reference, so content will be kept at a

minimum. This book is also not an in depth cover of any specific topic, instead designed to cater to beginners. Readers may always research the web for further details. This book requires you to type all code. We don't provide sample code downloads. Though we understand your time is valuable, we believe hands-on practice is the best way to learn. Throughout the book, you will be given plenty of exercises under the titles of Programming Challenge and Test Your Understanding. We strongly encourage you to try all exercises as you work through the book. This second edition uses Visual Studio 2019 Community as the development environment.

Scrum and Kanban are two flavours of Agile software development - two deceptively simple but surprisingly powerful approaches to software development. So how do they relate to each other? The purpose of this book is to clear up the fog, so you can figure out how Kanban and Scrum might be useful in your environment. Part I illustrates the similarities and differences between Kanban and Scrum, comparing for understanding, not for judgement. There is no such thing as a good or bad tool - just good or bad decisions about when and how to use which tool. This book includes: - Kanban and Scrum in a nutshell - Comparison of Kanban and Scrum and other Agile methods - Practical examples and pitfalls - Cartoons and diagrams illustrating day-to-day work - Detailed case study of a Kanban implementation within a Scrum organization Part II is a case study illustrating how a Scrum-based development organization implemented Kanban in their operations and support teams.

This book aims to give you a head start by providing a detailed down-to-earth account of how one Swedish company implemented Scrum and XP with a team of approximately 40 people and how they continuously improved their process over a year's time. Under the leadership of Henrik Kniberg they experimented with different team sizes, different sprint lengths, different ways of defining "done," different formats for product backlogs and sprint backlogs, different testing strategies, different ways of doing demos, different ways of synchronizing multiple Scrum teams, etc. They also experimented with XP practices - different ways of doing continuous build, pair programming, test driven development, etc, and how to combine this with Scrum. This second edition is an annotated version, a "director's cut" where Henrik reflects upon the content and shares new insights gained since the first version of the book.

Create software that delivers more value Ideas are cheap. A lot of people seem to think that majority of the software development process is just creating a vague concept of an application that people might want. You've probably heard a lot of people say things like, "I have this idea for an app that'll surely reach a million downloads!" only to find their apps lost in an ocean of similar apps. Creating great software and delivering them on time requires a rather systematic but not overly rigid implementation scheme. Quality and time must go together. If you deliver software that's full of bugs or poor in user experience, you really can't expect another transaction with your client. A lot of programmers fear this outcome and instead take too long to create programs. You have a limited amount of time to create software, especially when you're given a deadline, self-imposed or not. You'll want to make sure that the software you build is at least decent but more importantly, on time. How do you balance quality with time? This book dives into these very important topics. After reading Scrum Essentials you will know about scrum roles, sprints, scrum artifacts, and much more. Here is what you will learn by reading Scrum Essentials: What the Waterfall Method is and why you shouldn't be using this method to run your software projects What Scrum is, where it came from, why you should use it, and how you can put it practical use in your organization today The difference between Scrum and agile software development The various Scrum roles including the product owner, the Scrum master, and the team members What Sprints are and how to plan them. Who to do during a sprint and after. What burndown charts are and how they can change the way you run projects Creating and managing the product backlog The tools you will need to effectively communicate with everyone involved in the project And more... Scroll up, click the

Buy Now With 1 Click button and get started learning about Scrum today!

The Agile Discovery Series is a three-part lecture designed to onboard technology and non-technology professionals into the world of Agile and Scrum. It discusses the fundamental concepts for Agile adoption in the software development industry. After completing the series, you can be sure to be more equipped with the necessary knowledge to apply Agile and Scrum principles into your work. This is Part 2 of 3. Agile Software Development with Scrum With a good foundation of the Agile way of thinking, you are now ready to dive into the most popular Agile methodology today. Scrum is a lightweight framework that could turn your complex projects into winning projects, if implemented correctly. This lecture not only gives you the basics of Scrum but also provides a number of techniques for you to succeed in your Scrum practice. Topics covered include: About Scrum. The first section of the lecture discusses the concept of Scrum - what inspired it and why it is needed to succeed in business today. It also discusses the connection of Scrum with Agile and how you need to understand Agile first before diving into Scrum. It then transitions you into the details of the framework which are the Scrum roles, events, and artifacts. Scrum Roles. The second section of the lecture presents the main Scrum roles. You will now get to look into the world of a Product Owner, Scrum Master, and the Development Team. You also get to know recommendations to some of the most common questions raised for these roles that can improve your understanding of the responsibilities of each Scrum team member. Scrum Activities. The third section of the lecture focuses on the Scrum ceremonies or events. Get to know how teams plan, inspect, and adapt throughout their project with the injection of these Scrum events. You will get to know important terms encountered in Scrum and how they are used. Techniques and tips are also provided to enhance the way you conduct these ceremonies. Scrum artifacts. The last section of the lecture tackles the Scrum artifacts and information radiators. Get an idea of the effective tools and data you can use for your Scrum practice that will help you track your progress towards your project goals. Some examples for these artifacts are also provided for better appreciation and understanding. This section also wraps up the lecture, with a comprehensive summary of Scrum in action.

This book addresses the development of safety-critical software and to this end proposes the SafeScrum® methodology. SafeScrum® was inspired by the agile method Scrum, which is extensively used in many areas of the software industry. Scrum is, however, not intended or designed for use with safety-critical systems; hence the authors propose guidelines and additions to make it both practically useful and compliant with the additional requirements found in safety standards. The book provides an overview of agile software development and how it can be linked to safety and relevant safety standards. SafeScrum® is described in detail as a useful approach for reaping the benefits of agile methods, and is intended as a set of ideas and a basis for adaptation in industry projects. The book covers roles, processes and

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Provides recommendations and case studies to help with the implementation of Scrum.

Software engineering has surfaced as an industrial field that is continually evolving due to the emergence of advancing technologies and innovative methodologies. Scrum is the most recent revolution that is transforming traditional software procedures, which has researchers and practitioners scrambling to find the best techniques for implementation. The continued development of this agile process requires an extensive level of research on up-to-date findings and applicable practices. Agile Scrum Implementation and Its Long-Term Impact on Organizations is a collection of innovative research on the methods and applications of scrum practices in developing agile software systems. The book combines perspectives from both the academic and professional communities as the challenges and solutions expressed by each group can create a better understanding of how practice must be applied in the real world of software development. While highlighting topics including scrum adoption, iterative deployment, and human impacts, this book is ideally designed for researchers, developers, engineers, practitioners, academicians, programmers, students, and educators seeking current research on practical improvements in agile software progression using scrum methodologies.

How to drive maximum value from Lean development - and avoid or fix the mistakes that prevent software teams from succeeding with Lean * *Reveals the crucial make-or-break details that team leaders and developers need to succeed with Lean processes. *Why many teams fall back on ineffective processes that compromise their commitment to Lean software development - and what they can do instead. *Based on coaching and training by Net Objectives, the world's #1 experts on Lean software development. More and more software organizations are recognizing the potential value of 'Lean' techniques in improving productivity and driving more business value from software. But succeeding with Lean requires clarity, knowledge and skills that many organizations haven't developed. In this book, two world-renowned Lean software development consultants bring together the practical insights every organization needs to succeed with Lean. Net Objectives' Alan Shalloway, Guy Beaver, and James Trott systematically answer the four most important questions about Lean development: 'What tools can I use to successfully implement Lean in my company? How do I transition to Lean Software Development? How do I correct specific counterproductive practices that stand in my way? How do I identify waste within my company?' Drawing on their unsurpassed experience as Lean consultants, the authors reveal a series of common development 'anti-patterns' that work against the intentions of the teams that implement them. Often, practitioners implement these counterproductive practices because they don't see an alternative: this book offers actionable, proven alternatives. Alan Shalloway (Bellevue, WA) is founder and CEO of Net Objectives, and a renowned thought leader, trainer, and coach in Lean software development, Lean-Agile connections, and the use of Design

Patterns in agile environments. He is a popular speaker at prestigious conferences worldwide. Guy Beaver (Bellevue, WA) is a senior consultant and coach with Net Objectives. James Trott (Bellevue, WA), senior consultant for Net Objectives, has used object-oriented and pattern-based techniques throughout his 20-year career in knowledge management and knowledge engineering. Shalloway and Trott have co-authored both editions of *Design Patterns Explained*.

Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ. Gathering stories: user interviewing, questionnaires, observation, and workshops. Working with managers, trainers, salespeople and other "proxies". Writing user stories for acceptance testing. Using stories to prioritize, set schedules, and estimate release costs. Includes end-of-chapter practice questions and exercises. *User Stories Applied* will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Summarizes the Agile and Scrum software development method, which allows creation of software in just 30 days. The rules and practices for Scrum—a simple process for managing complex projects—are few, straightforward, and easy to learn. But Scrum's simplicity itself—its lack of prescription—can be disarming, and new practitioners often find themselves reverting to old project management habits and tools and yielding lesser results. In this illuminating series of case studies, Scrum co-creator and evangelist Ken Schwaber identifies the real-world lessons—the successes and failures—culled from his years of experience coaching companies in agile project management. Through them, you'll understand how to use Scrum to solve complex problems and drive better results—delivering more valuable software faster. Gain the foundation in Scrum theory—and practice—you need to: Rein in even the most complex, unwieldy projects. Effectively manage unknown or changing product requirements. Simplify the chain of command with self-managing development teams. Receive clearer specifications—and feedback—from customers. Greatly reduce project planning time and required tools. Build—and release—products in 30-day cycles so clients get deliverables earlier. Avoid missteps by

regularly inspecting, reporting on, and fine-tuning projects Support multiple teams working on a large-scale project from many geographic locations Maximize return on investment!

Examining the questions most commonly asked by students attending Certified Scrum Master (CSM) and Certified Scrum Product Owner (CSPO) classes, The ScrumMaster Study Guide provides an accessible introduction to the concepts of Scrum and agile development. It compiles the insights gained by the author in teaching more than 100 CSM classes and countless seminars. Describing how to sell agile development to upper management and customers, the book illustrates real-world implementation of agile development, addressing the roles and responsibilities of each team member as well as some of the things that can go wrong in an implementation. Focuses on running Scrum projects in an agile environment Covers agile development, team building, and transitioning to Scrum and agile Explains how to adapt Scrum and agile to your work environment Describes how to measure individual and team productivity Illustrates the functions of a Scrum team on a day-to-day basis This book is intended for newly minted ScrumMasters, product owners, and students about to attend a CSM or CSPO class as well as developers and managers who want to sharpen their skills. Scrum is a simple framework and agile development is simply a concept; successful implementation requires more than just the training you can get in a CSM class or a workshop. Helping you understand key aspects of agile development and Scrum that might have previously been difficult to comprehend, this book is the ideal starting point for finding the answers you need for agile software development in your organization.

"Scrum is a lightweight framework that could turn your complex projects into winning projects, if implemented correctly. This lecture not only gives you the basics of Scrum but also provides a number of techniques for you to succeed in your Scrum practice."--Resource description page.

After years of implementation and refinement, the practice of developing software the agile way merits an updated look – this book is it.

In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three - if you adopt the same lean principles that have already revolutionized manufacturing, logistics, and product development: Iterating toward excellence: software development as an exercise in discovery; managing uncertainty: "decide as late as possible" by building change into the system; compressing the value stream: rapid development, feedback, and improvement; empowering teams and individuals without compromising coordination; software with integrity, promoting coherence, usability, fitness,

maintainability, and adaptability; and how to "see the whole" - even when your developers are scattered across multiple locations and contractors. Simply put, Lean Software Development helps you refocus development on value, flow, and people - so you can achieve breakthrough quality, savings, speed, and business alignment.

This book examines the possibilities of incorporating elements of user-centred design (UCD) such as user experience (UX) and usability with agile software development. It explores the difficulties and problems inherent in integrating these two practices despite their relative similarities, such as their emphasis on stakeholder collaboration. Developed from a workshop held at NordiCHI in 2014, this edited volume brings together researchers from across the software development, UCD and creative design fields to discuss the current state-of-the-art. Practical case studies of integrating UCD in Agile development across diverse contexts are presented, whilst the different futures for UCD and other design practices in the context of agile software development are identified and explored. Integrating User Centred Design in Agile Development will be ideal for researchers, designers and academics who are interested in software development, user-centred design, agile methodologies and related areas.

Learn how to use the scrum framework and project management tools like Jira and Confluence to manage agile software development.

Presents a step-by-step guide to effectively manage the computer software development process.

Agile software development refers to a group of software development methodologies based on iterative development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams. Agile methods generally promote a disciplined project management process that encourages frequent inspection and adaptation, a leadership philosophy that encourages teamwork, self-organization and accountability, a set of engineering best practices that allow for rapid delivery of high-quality software, and a business approach that aligns development with customer needs and company goals. Conceptual foundations of this framework are found in modern approaches to operations management and analysis, such as lean manufacturing, soft systems methodology, speech act theory (network of conversations approach), and Six Sigma. This book is filled with case studies and real life anecdotes. If you like learning by example, this book is for you. Scrum is quite likely the best starting point for most companies interested in pursuing an agile development process. The readability and excellent anecdotes in this book make it a fantastic starting point for any journey into agile development. Filled with examples of how Scrum is applied Scrum in many varying situations. Although this book is ostensibly about software development, Scrum has its roots in general new product development and can (and has been) applied to a wide variety of development projects. Learning Scrum by reading a book filled with examples like this is the best way to get the feel for how to use it on your own projects. This book really hits the nail on the head and delivers what's needed the most: a practical guide to Scrum with anecdotes and "what happens if..." situations from real world Scrum implementations. Inside: - Agile Scrum - Incorporating Usability Practices and UCD Processes in Agile Projects - The Agile Software Revolution - Information Technology in US Manufacturing Today - How Agile Offshore Practices Can Avoid the "Real" Costs of Offshore Outsourcing - How Agile Methods Resolve Chaos and Unpredictability in Software Projects - Proven, Practical Tactics For Agile IT Release Management - A Case Study - Keep Business Operations and Logistics Simple, Streamlined and Agile - Estimating Agile Software Projects - How to Stay Within Budget - Agile Planning from Enterprise Vision to Team Stand-Up Part 1 - The Scrum Sprint Burndown Chart - Every

Picture Tells a Story - What Every Manager Ought To Know About Agile Development And Much More...

Enterprise-Scale Agile Software Development is the collective sum of knowledge accumulated during the full-scale transition of a 1400-person organization to agile development—considered the largest implementation of agile development and Scrum ever attempted anywhere in the world. Now James Schiel, a certified Scrum trainer and member of the Scrum Alliance, draws from his experience at the helm of that global four-year project to guide you and your organization through the transition. He lends his insight on how you can use Scrum as an organizational framework and implement XP practices to define how software is written and tested. He provides key information and tools to assess potential outcomes and then make the best corresponding choices in any given situation. Schiel sequences chapters to match typical developmental progression, and in addition to practical guidance, he provides a tool kit from which you can take ideas and select what works for you. Covering quality development practices based on ISO 9001, which help you create consistently high-quality software in a cost-efficient manner, this invaluable resource shows you how to— Improve project management practices and product quality assurance Adopt new management methods and requirements Involve your current customers in development, while inviting new ones Much more than a mere "body of knowledge," this volume goes beyond standardizing agile and Scrum practices. It breaks up the process into manageable tasks, illustrating how to set the stage for the change, plan it, and then initiate it. Using the methods and information presented, any organization should be able to achieve a nearly seamless transition to agile.

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game development Communicating and planning your game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

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Section 1 Agile development Section 2 Agile design Section 3 The payroll case study Section 4 Packaging the payroll system Section 5 The weather station case study Section 6 The ETS case study

from that, you'd have to deal with pressure from investors and stakeholders whose visions your team is trying to translate into something tangible but often get blindsided by last-minute committee decisions. Now, what if you are open to a more agile method of managing projects but find changes in your results to be insignificant? For instance, you might have adopted methodologies like Scrum and XP but find your team of going through the motions of the change instead of fully embracing such. Managing a project that requires collaborative effort is complicated and often challenging, there is no doubt to that. But what if someone were to tell you that you can help your team achieve its goals at a faster and far more effective pace? This is where this book comes into play. In this book, you will learn the different Agile Methodologies, the rationale behind their structures, and the values, principles, and concepts that you could use in employing them. If that is not enough for you, here are a few more things that the book will focus on: What motivates teams and what ideas and principles do they identify with the most? The basics of the four major Agile methodologies: Scrum, XP, Kanban, and Lean. What makes them different from one another? Restructuring your team's framework to be more compatible with agile methodologies. Picking the right methodology for your team or for a certain project. Preparing, dealing with, and mitigating potential problems that might arise from the application of methodologies. Ensuring sustainability in the application of agile methodologies. In essence, by learning of the Why behind Agile Project Management methods, you can find the How in implementing them for your own team. And eventually, you should be able to achieve the results you have set for the team or, better yet, go beyond those. The information provided in this book has been organized in such a way that it is easy to understand and master, even for those who are relatively new to the concepts of software development and project management. If the prospect of learning how to finish projects faster and more effectively intrigues you, then it is now time to dive deep into the world of Agile Project Management!

A collection of best practices and effective implementation recommendations that are proven to work, Secure, Resilient, and Agile Software Development leaves the boring details of software security theory out of the discussion as much as possible to concentrate on practical applied software security for practical people. Written to aid your career as well as your organization, the book shows how to gain skills in secure and resilient software development and related tasks. The book explains how to integrate these development skills into your daily duties, thereby increasing your professional value to your company, your management, your community, and your industry. Secure, Resilient, and Agile Software Development was written for the following professionals: AppSec architects and program managers in information security organizations Enterprise architecture teams with application development focus Scrum teams DevOps teams Product owners and their managers Project managers Application security auditors With a detailed look at Agile and Scrum software development methodologies, this book explains how security controls need to change in light of an entirely new paradigm on how software is developed. It focuses on ways to educate everyone who has a hand in any software development project with appropriate and practical skills to Build Security In. After covering foundational and fundamental principles for secure application design, this book dives into concepts, techniques, and design goals to meet well-understood acceptance criteria on features an application must implement. It also explains how the design sprint is

adapted for proper consideration of security as well as defensive programming techniques. The book concludes with a look at white box application analysis and sprint-based activities to improve the security and quality of software under development. Use scrum in all aspects of life Scrum is an agile project management framework that allows for flexibility and collaboration to be a part of your workflow. Primarily used by software developers, scrum can be used across many job functions and industries. Scrum can also be used in your personal life to help you plan for retirement, a trip, or even a wedding or other big event. Scrum provides a small set of rules that create just enough structure for teams to be able to focus their innovation on solving what might otherwise be an insurmountable challenge. Scrum For Dummies shows you how to assemble a scrum taskforce and use it to implement this popular Agile methodology to make projects in your professional and personal life run more smoothly—from start to finish. Discover what scrum offers project and product teams Integrate scrum into your agile project management strategy Plan your retirement or a family reunion using scrum Prioritize for releases with sprints No matter your career path or job title, the principles of scrum are designed to make your life easier. Why not give it a try?

This book will give you the idea about the Agile and Agile Software Development Process. I have worked on multiple Agile Projects for the last 9 years and I would like to give idea to the person who are new to Agile. This book will tell you about Agile, Roles, Ceremonies, Process Flow during development, Testing and Deployment. This is not intended for deep dive into Agile methodology but any developer who does not know about Agile and Agile Processes can use this book content to understand the basic terminology and processes used in Agile Projects. After reading this book you will be able to understand the Agile and it's processes and benefits. -Sachin

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