

---

Bertrand Meyer

# Agile!

The Good, the Hype and the Ugly

---

# Short contents

*The full table of contents appears on page xv.*

<b>Preface</b>	<b>vii</b>
<b>Contents</b>	<b>xv</b>
<b>1 Overview</b>	<b>1</b>
<b>2 Deconstructing agile texts</b>	<b>17</b>
<b>3 The enemy: Big Upfront Anything</b>	<b>31</b>
<b>4 Agile principles</b>	<b>49</b>
<b>5 Agile roles</b>	<b>79</b>
<b>6 Agile practices: managerial</b>	<b>89</b>
<b>7 Agile practices: technical</b>	<b>103</b>
<b>8 Agile artifacts</b>	<b>117</b>
<b>9 Agile methods</b>	<b>133</b>
<b>10 Dealing with agile teams</b>	<b>145</b>
<b>11 The Ugly, the Hype and the Good: an assessment of the agile approach</b>	<b>149</b>
<b>Bibliography</b>	<b>155</b>
<b>Index</b>	<b>163</b>