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*Section II: How to Produce Their Customers And Leave Competitors In The Dust*  
Software in 30 Days -

Software in 30 Days: How Agile Managers Beat the Odds, Delight Their Customers, and Leave Competitors in the Dust (ebook) Published March 23rd 2012 by Wiley. ebook, 216 pages. Author (s): Ken Schwaber, Jeff Sutherland (Goodreads Author) ISBN: 1118265742 (ISBN13: 9781118265741) Average rating:

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The official publication of "Software in 30 Days" is May 1. The book is a collaboration between the two creators of Scrum, Jeff Sutherland and Ken Schwaber. The goal of Scrum is to actually have working software at the end of each Sprint, which should be 30

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days or less. Working software means tested, integrated, and ready to ship if necessary!

*Software in 30 Days is Out!*

*| Scrum Inc*

Software in Thirty Days is not a book about Scrum. It is a book about how to gain agility and business advantage using new approaches to product development, of which Jeff and my specialty is Scrum. I hope you find the book useful, and I hope that you stop asking me how to sell Scrum to your managers,

*Control Chaos - Software in 30 Days*

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creation of the game-changing software you need to grow your business—in 30 days or less.

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*Software in 30 Days: How Agile Managers Beat the Odds*

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Through the book, the creators explain and exemplify the value of following the agile software development philosophy ([agilemanifesto.org](http://agilemanifesto.org)) with the Scrum framework. There is a lot inaccurate material about Scrum out there along with the misconceptions; it's a chicken-egg situation.

*SOFTWARE IN 30 DAYS:*

*Amazon.co.uk: KEN SCHWABER,*

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*JEFF ... Beat The Odds Delight*

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