Activity Diagram Reverse Engineering

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Progressions and Innovations in Model-Driven Software Engineering Springer
The pervasiveness of and universal access to modern Information and Communication Technologies has enabled a popular new paradigm in the dissemination of information, art, and ideas. Now, instead of relying on a finite number of content providers to control the flow of information, users can generate and disseminate their own content for a wider audience. Open Source Technology: Concepts, Methodologies, Tools, and Applications investigates examples and methodologies in user-generated and freely-accessible content available through electronic and online media. With applications in education, government, entertainment, and more, the technologies explored in these volumes will provide a comprehensive reference for web designers, software developers, and practitioners in a wide variety of fields and disciplines.

Learning and Performance Assessment: Concepts, Methodologies, Tools, and Applications Springer Science & Business Media
Knowledge of scientific and technological developments, and the flexible communication and decision making, knowledge sharing, and collaboration that stem from them, can enable organizations and individuals to be successful and viable competitors in today's global economy. Information Systems and Technology for Organizational Agility, Intelligence, and Resilience aims to advise and support organizational agents who want ensure success in terms of financial, social, and environmental aspects, as well as in the aspect of human development, in a more sustainable way. The premier reference work provides examples of conceptual research, methodologies, empirical cases, and success cases for academics, researchers, intermediaries, and organizations looking to use information systems and technology to boost their agility, intelligence, and resilience.

Open Source Technology: Concepts, Methodologies, Tools, and Applications Walter de Gruyter GmbH & Co KG
"This book proposes an integration of classical compiler techniques, metamodeling techniques and algebraic specification techniques to make a significant impact on the automation of MDA-based reverse engineering processes"--Provided by publisher.

Verification and Validation for Quality of UML 2.0 Models IGI Global
For ensuring a software system's security, it is vital to keep up with changing security precautions, attacks, and mitigations. Although model-based development enables addressing security already at design-time, design models are often inconsistent with the implementation or among themselves. An additional burden are variants of software systems. To ensure security in this context, we present an approach based on continuous automated change propagation, allowing security experts to specify security requirements on the most suitable system representation. We automatically check all system representations against these requirements and provide security-preserving refactorings for preserving security compliance. For both, we show the application to variant-rich software systems. To support legacy systems, we allow to reverse-engineer variability-aware UML models and semi-automatically map existing design models to the implementation. Besides evaluations of the individual contributions, we demonstrate the approach in two open-source case studies, the iTrust electronics health records system and the Eclipse Secure Storage.

Enterprise Development with Visual Studio .NET, UML, and MSF Springer
As teaching strategies continue to change and evolve, and technology use in classrooms continues to increase, it is imperative that their impact on student learning is monitored and assessed. New practices are being developed to enhance students' participation, especially in their own assessment, be it through peer-review, reflective assessment, the introduction of new technologies, or other novel solutions. Educators must remain up-to-date on the latest methods of evaluation and performance measurement techniques to ensure that their students excel. Learning and Performance Assessment: Concepts, Methodologies, Tools, and Applications is a vital reference source that examines emerging perspectives on the theoretical and practical aspects of learning and performance-based assessment techniques and applications within educational settings. Highlighting a range of topics such as learning outcomes, assessment design, and peer assessment, this multi-volume book is ideally designed for educators, administrative officials, principals, deans, instructional designers, school boards, academicians, researchers, and education students seeking coverage on an educator's role in evaluation design and analyses of evaluation methods and outcomes.

UML'99 - The Unified Modeling Language: Beyond the Standard IGI Global
Thomsen and Hansen give easy-to-understand examples and provide readers with everything they need to create Enterprise solutions with .NET.

Model-Driven Engineering and Software Development Springer
Reed's guide includes detailed coverage of architecting VB enterprise applications and features working examples and step-by-step instructions for planning and development of an order entry system, detailing do's and don't's for analysis, design and construction. CD-ROM contains several templates for applying UML, as well as complete Rational Rose models for the sample applications.

Advances in Computers IGI Global
An introductory course in Software Engineering remains one of the hardest subjects to teach largely because of the wide range of topics the area encompasses. We have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on the application of these concepts. And Software Engineering is finally about the application of concepts to efficiently engineer good software solutions. We believe that an introductory course in Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person-months efforts while employing proper practices and techniques. It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope—executed by a small team over a few months. I also believe that by carefully selecting the concepts and topics, we can, in the course of a semester, achieve this. This is the motivation of this book. The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: Teach the student the skills needed to execute a smallish commercial project. Provide the students with the necessary conceptual background for undertaking advanced studies in software engineering, through courses or on their own. I have included in this book only those concepts that I believe are foundational and through which the two objectives mentioned above can be met. Advanced topics have been consciously left out. As executing a software project requires skills in two dimensions—engineering and project management, this book focuses on key tasks in these two dimensions and discusses concepts and techniques that can be applied to effectively execute these tasks. The book is organized in a simple manner, with one chapter for each of the key tasks in a project. For engineering, these tasks are requirements analysis and specification, architecture design, module-level design, coding and unit testing, and testing. For project management, the key tasks are project planning and project monitoring and control, but both are discussed together in one chapter on project planning as even monitoring has to be planned. In addition, the book contains one chapter that clearly defines the problem domain of Software Engineering and another Chapter that discusses the central concept of software process which integrates the different tasks executed in a project. Each chapter opens with some introduction and what the reader can expect to learn from the chapter. For the task covered in the chapter, the important concepts are first discussed, followed by a discussion of the output of the task, the desired quality properties of the output, and some practical methods and notations for performing the task. The explanations are supported by examples, and the key learnings are summarized in the end for the reader.

Advances in UML and XML-based Software Evolution Springer
Since its first volume in 1960, Advances in Computers has presented detailed coverage of innovations in computer hardware, software, theory, design, and applications. It has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow. As a result, many articles have become standard references that continue to be of significant, lasting value in this rapidly expanding field. In-depth surveys and tutorials on new computer technology Well-known authors and researchers in the field Extensive bibliographies with most chapters Many of the volumes are devoted to single themes or subfields of computer science

Professional UML Using Visual Studio .Net IGI Global
This two-volume set LNCS 10904 and 10905 constitutes the refereed proceedings of the 20th International Conference on Human Interface and the Management of Information, HIMI 2018, held as part of HCI International 2018 in Las Vegas, NV, USA, in July 2018.The total of 1170 papers and 195 posters included in the 30 HCII 2018 proceedings volumes was carefully reviewed and selected from 4373 submissions. The 56 papers presented in this volume were organized in topical sections named: information visualization; multimodal interaction; information in virtual and augmented reality; information and vision; and text and data mining and analytics.

Security Compliance in Model-driven Development of Software Systems in Presence of Long-Term Evolution and Variants BoD – Books on Demand
Design More Efficient Applications with the Leading Visual Modeler Mastering UML with Rational Rose 2002 offers expert instruction in both areas you need to master if you want to develop flexible object-oriented applications: the Unified Modeling Language and the latest version of Rational Rose, the world's leading visual modeling tool. But this book goes far beyond modeling. It teaches you to use Rose to turn your UML diagrams into code--automatically--in the language of your choice. And it's newly expanded to provide valuable information on business modeling, web modeling, new Java functionality, and XML DTDs. Coverage includes: * Understanding UML, with a bonus "Getting Started with UML" appendix * Finding your way around Rational Rose * Creating UML diagrams of all kinds * Creating a detailed object model * Creating a detailed data model * Modeling your XML DTDs * Generating code automatically * Handling language-specific code-generation issues * Reverse-engineering an existing application * Using round-trip engineering techniques

Mastering UML with Rational Rose 2002 Archers & Elevators Publishing House
Model-driven software development drastically alters the software development process, which is characterized by a high degree of innovation and productivity. Emerging Technologies for the Evolution and Maintenance of Software Models contains original academic work about current research and research projects related to all aspects affecting the maintenance, evolution, and reengineering (MER), as well as long-term management, of software models. The mission of this book is to present a comprehensive and central overview of new and

emerging trends in software model research and to provide concrete results from ongoing developments in the field.

<u>Model Driven Architecture for Reverse Engineering Technologies: Strategic Directions and System Evolution</u> Springer

This book constitutes the proceedings of the 20th International Conference on Fundamental Approaches to Software Engineering, FASE 2017, which took place in Uppsala, Sweden in April 2017, held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2017. The 23 papers presented in this volume were carefully reviewed and selected from 91 submissions. They were organized in topical sections named: learning and inference; test selection; program and system analysis; graph modeling and transformation; model transformations; configuration and synthesis; and software product lines.

<u>Computational Intelligence for Engineering and Management Applications</u> IGI Global

This book constitutes the refereed proceedings of the Second International Conference on the Unified Modeling Language, UML'99, held in Fort Collins, CO, USA in September 1999. The 44 revised full papers presented together with two invited contributions and three panel summaries were carefully reviewed and selected from a total of 166 submissions. The papers are organized in topical sections on software architecture, UML and other notations, formalizing interactions, meta modeling, tools, components, UML extension mechanisms, process modeling, real-time systems, constraint languages, analyzing UML models, precise behavioral modeling, applying UML sequence design, and coding.

REALTIME APPLICATIONS OF DEEP LEARNING Wordware Publishing, Inc.

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

Reverse Engineering Pulp Free Press

Computer Science and Convergence is proceedings of the 3rd FTRA International Conference on Computer Science and its Applications (CSA-11) and The 2011 FTRA World Convergence Conference (FTRA WCC 2011). The topics of CSA and WCC cover the current hot topics satisfying the world-wide ever-changing needs. CSA-11 will be the most comprehensive conference focused on the various aspects of advances in computer science and its applications and will provide an opportunity for academic and industry professionals to discuss the latest issues and progress in the area of CSA. In addition, the conference will publish high quality papers which are closely related to the various theories and practical applications in CSA. Furthermore, we expect that the conference and its publications will be a trigger for further related research and technology improvements in this important subject. The main scope of CSA-11 is as follows: - Mobile and ubiquitous computing - Dependable, reliable and autonomic computing - Security and trust management - Multimedia systems and services - Networking and communications - Database and data mining - Game and software engineering - Grid, cloud and scalable computing - Embedded system and software - Artificial intelligence - Distributed and parallel algorithms - Web and internet computing - IT policy and business management WCC-11 is a major conference for scientists, engineers, and practitioners throughout the world to present the latest research, results, ideas, developments and applications in all areas of convergence technologies. The main scope of WCC-11 is as follows: - Cryptography and Security for Converged environments - Wireless sensor network for Converged environments - Multimedia for Converged environments - Advanced Vehicular Communications Technology for Converged environments - Human centric computing, P2P, Grid and Cloud computing for Converged environments - U-Healthcare for Converged environments - Strategic Security Management for Industrial Technology - Advances in Artificial Intelligence and Surveillance Systems

Axiomatic Design in Large Systems Springer

Software maintenance work is often considered a dauntingly rigid activity – this book proves the opposite: it demands high levels of creativity and thinking outside the box. Highlighting the creative aspects of software maintenance and combining analytical and systems thinking in a holistic manner, the book motivates readers not to blithely follow the beaten tracks of "technical rationality". It delivers the content in a pragmatic fashion using case studies which are woven into long running story lines. The book is organized in four parts, which can be read in any order, except for the first chapter, which introduces software maintenance and evolution and presents a number of case studies of software failures. The "Introduction to Key Concepts" briefly introduces the major elements of software maintenance by highlighting various core concepts that are vital in order to see the forest for the trees. Each such concept is illustrated with a worked example. Next, the "Forward Engineering" part debunks the myth that being fast and successful during initial development is all that matters. To this end, two categories of forward engineering are considered: an inept initial project with a multitude of hard evolutionary phases and an effective initial project with multiple straightforward future increments. "Reengineering and Reverse Engineering" shows the difficulties of dealing with a typical legacy system, and tackles tasks such as retrofitting tests, documenting a system, restructuring a system to make it amenable for further improvements, etc. Lastly, the "DevOps" section focuses on the importance and benefits of crossing the development versus operation chasm and demonstrates how the DevOps paradigm can turn a loosely coupled design into a loosely deployable solution. The book is a valuable resource for readers familiar with the Java programming language, and with a basic understanding and/or experience of software construction and testing. Packed with examples for every elaborated concept, it offers complementary material for existing courses and is useful for students and professionals alike.

<u>Ambient Communications and Computer Systems</u> Springer

This book constitutes the refereed proceedings of the 18th International Conference on Intelligent Data Engineering and Automated Learning, IDEAL 2017, held in Guilin, China, in October/November 2017. The 65 full papers presented were carefully reviewed and selected from 110 submissions. These papers provided a sample of latest research outcomes in data engineering and automated learning, from methodologies, frameworks and techniques to applications. In addition to various topics such as evolutionary algorithms, deep learning neural networks, probabilistic modelling, particle swarm intelligence, big data analytics, and applications in image recognition, regression, classification, clustering, medical and biological modelling and prediction, text processing and social media analysis.

Unraveling Software Maintenance and Evolution Apress

C++ For Artists The Art, Philosophy, and Science of Object-Oriented Programming takes a refreshing and sometimes controversial approach to the complex topic of object-oriented programming and the C++ language. Intended as both a classroom and reference t

A team of Microsoft insiders shows programmers how to use Visual Studio 2005 Team System, the suite of products that can be used for software modeling, design, testing, and deployment. The book focuses on practical application of the tools on code samples, development scenarios, and automation scripting. It serves as both as a step-by-step guide and as a reference for modeling, designing, and coordinating enterprise solutions at every level using Team System. The book begins with an overview of Team System and then offers nuts-and-bolts guidance on practical implementation. Code examples are provided in both VB.NET and C/C++.