Application Domain Vs Solution

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Intelligent Tutoring Systems IGI Global
Describes ways to incorporate domain modeling into software development.
Object-Oriented Software: Design and Maintenance Springer Science & Business Media
Many software projects fail because their leaders don't know how to estimate, schedule, or measure them accurately. Fortunately, proven tools and techniques exist for every facet of software estimation. Estimating Software-Intensive Systems brings them together in a real-world guidebook that will help software managers, engineers, and customers immediately improve their estimates – and drive continuing improvements over time. Dick Stutzke presents here a disciplined and repeatable process that can produce accurate and complete estimates for any project, product, or process, no matter how new or unusual. Stutzke doesn't just describe formal techniques: He offers simple, easy-to-use templates, spreadsheets, and tools you can start using today to identify and estimate product size, performance, and quality – as well as project cost, schedule, and risk reserves. Stutzke shows how to quickly "get your arms around" users' problems and requirements, the structure of a solution, and the process needed to deliver it. You'll learn how to choose the most appropriate estimating techniques and tools; collect accurate data, track progress, and update estimates; and recalibrate estimating models to improve estimation accuracy. Stutzke's techniques apply whether you're creating custom in-house business software, purchasing or customizing "off-the-shelf" technology, or constructing complex, one-of-a-kind military, industrial, or commercial systems. These techniques apply to small and large projects, and to all project life cycles – from agile to plan-driven. This book will help you plan, estimate, budget, schedule, purchase, design, build, test, deploy, operate, and maintain software-intensive systems. It explains how to size software, identify all cost components, calculate the associated costs, and set a competitive price. A separate section covers topics of interest for large projects: designing an appropriate work breakdown structure, collecting data from cost accounting systems, and using earned value measurement. You'll find updates and even more information on this book's companion web site, http://www.sw-estimation.com.
Economics: Concepts, Methodologies, Tools, and Applications Springer
Since their introduction nearly 40 years ago, research on Petri nets has diverged in many different directions. Various classes of Petri net, motivated either by theory or applications, with its own specific features and methods of analysis, have been proposed and studies in depth. These successful developments have led to a very heterogeneous landscape of diverse models, and this, in turn, has stimulated research on concepts and approaches that contribute to unifying and structuring the diverse landscape. This state-of-the-art survey presents the most relevant approaches to unifying Petri nets in a systematic and coherent way. The 14 chapters written by leading researchers are organized in topical sections on application-oriented approaches, unifying frameworks, and theoretical approaches.
NODe 2004 Springer
This tutorial volume includes revised and extended lecture notes of six long tutorials, five short tutorials, and one peer-reviewed participant contribution held at the 4th International Summer School on Generative and Transformational Techniques in Software Engineering, GTTSE 2011. The school presents the state of the art in software language engineering and generative and transformational techniques in software engineering with coverage of foundations, methods, tools, and case studies.
The Domain Theory IGI Global
Many organizations critically depend on very large information systems. In the authors' experience these organizations often struggle to find the right strategy to sustainably develop their systems. Based on their own experience at a major bank, over more than a decade, the authors have developed a successful strategy to deal with these challenges, including: - A thorough analysis of the challenges associated with very large information systems - An assessment of possible strategies for the development of these systems, resulting in managed evolution as the preferred strategy - Describing key system aspects for the success of managed evolution, such as architecture management, integration architecture and infrastructure - Developing the necessary organizational, cultural, governance and controlling mechanisms for successful execution
Visual Studio 2005 Tools for Office for Mere Mortals Springer
This textbook provides a progressive approach to the teaching of software engineering. First, readers are introduced to the core concepts of the object-oriented methodology, which is used throughout the book to act as the foundation for software engineering and programming practices, and partly for the software engineering process itself. Then, the processes involved in software engineering are explained in more detail, especially methods and their applications in design, implementation, testing, and measurement, as they relate to software engineering projects. At last, readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands-on project. The impact of such a format is the potential for quicker and deeper understanding. Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters.
Project Management and Risk Management in Complex Projects Springer Science & Business Media
Software development is hard, but creating good software is even harder, especially if your main job is something other than developing software. Engineer Your Software! opens the world of software engineering, weaving engineering techniques and measurement into software development activities. Focusing on architecture and design, Engineer Your Software! claims that no matter how you write software, design and engineering matter and can be applied at any point in the process. Engineer Your Software! provides advice, patterns, design criteria, measures, and techniques that will help you get it right the first time. Engineer Your Software! also provides solutions to many vexing issues that developers run into time and time again. Developed over 40 years of creating large software applications, these lessons are sprinkled with real-world examples from actual software projects. Along the way, the author describes common design principles and design patterns that can make life a lot easier for anyone tasked with writing anything from a simple script to the largest enterprise-scale systems.
Software Applications: Concepts, Methodologies, Tools, and Applications Springer
Written for those who want to develop their knowledge of requirements engineering process, whether practitioners or students. Using the latest research and driven by practical experience from industry, Requirements Engineering gives useful hints to practitioners on how to write and structure requirements. It explains the importance of Systems Engineering and the creation of effective solutions to problems. It describes the underlying representations used in system modeling and introduces the UML2, and considers the relationship between requirements and modeling. Covering a generic multi-layer requirements process, the book discusses the key elements of effective requirements management. The latest version of DOORS (Version 7) - a software tool which serves as an enabler of a requirements management process - is also introduced to the reader here. Additional material and links are available at: http://www.requirementsengineering.info
Estimating Software-Intensive Systems Addison-Wesley Professional
CMOS Processors and Memories addresses the-state-of-the-art in integrated circuit design in the context of emerging computing systems. New design opportunities in memories and processor are discussed. Emerging materials that can take system performance beyond standard CMOS, like carbon nanotubes, graphene, ferroelectrics and tunnel junctions are explored. CMOS Processors and Memories is divided into two parts: processors and memories. In the first part we start with high performance, low power processor design, followed by a chapter on multi-core processing. They both represent state-of-the-art concepts in current computing industry. The third chapter deals with asynchronous design that still carries lots of promise for future computing needs. At the end we present a “hardware design space exploration” methodology for implementing and analyzing the hardware for the Bayesian inference framework. This particular methodology involves: analyzing the computational cost and exploring candidate hardware components, proposing various custom architectures using both traditional CMOS and hybrid nanotechnology CMOL. The first part concludes with hybrid CMOS-Nano architectures. The second, memory part covers state-of-the-art SRAM, DRAM, and flash memories as well as emerging device concepts. Semiconductor memory is a good example of the full custom design that applies various analog and logic circuits to utilize the memory cell’s device physics. Critical physical effects that include tunneling, hot electron injection, charge trapping (Flash memory) are discussed in detail. Emerging memories like FRAM, PRAM and ReRAM that depend on magnetization, electron spin alignment, ferroelectric effect, built-in potential well, quantum effects, and thermal melting are also described. CMOS Processors and Memories is a must for anyone serious about circuit design for future computing technologies. The book is written by top notch international experts in industry and academia. It can be used in graduate course curriculum.
Engineer Your Software! Springer
VSTO for Mere Mortals™ is for VBA developers who are interested in migrating their skills to the next generation of Office development. Readers will benefit from a straightforward, practical introduction to writing managed code applications for Word 2003, Excel 2003, and Outlook 2003. Readers will also learn how to create add-ins for the most popular applications for Office 2003 and the 2007 Microsoft Office system using VSTO 2005 SE. The expert authors provide a wealth of code samples that show off popular features of VSTO, such as smart tags and the actions pane. Sample code also shows you how to customize the new UI features of the 2007 Microsoft Office system, including the ribbon, custom task pane, and Outlook forms region. VBA developers will walk away with A greater understanding of managed code and the Visual Studio integrated development environment (IDE) Multiple demonstrations on how to create document-level customizations for Word 2003 and Excel 2003, using view controls, data binding, and the actions pane A comprehensive overview of add-in development for Outlook 2003 Useful information on securing and deploying solutions created with

VSTO and VSTO 2005 SE A thorough explanation on how to migrate VBA solutions to Visual Basic 2005 and VSTO Numerous details on customizing the ribbon, custom task pane, and Outlook form regions by developing VSTO 2005 SE add-ins for the 2007 Microsoft Office system

Advancements in Model-Driven Architecture in Software Engineering Elsevier

This book constitutes the refereed proceedings of the 5th Annual International Conference on Object-Oriented and Internet-Based Technologies, Concepts and Applications for a Networked World, Net. Object Days 2004, held in Erfurt, Germany, in September 2004. The 15 revised full papers presented together with an invited paper were carefully reviewed and selected from inclusion in the book. The papers are organised in topical sections on languages and models, agents and the semantic Web, supporting software processes, software product lines, and case studies and visions.

Generative and Transformational Techniques in Software Engineering IV Springer

This innovative book uncovers all the steps readers should follow in order to build successful software and systems With the help of numerous examples, Albin clearly shows how to incorporate Java, XML, SOAP, ebXML, and BizTalk when designing true distributed business systems Teaches how to easily integrate design patterns into software design Documents all architectures in UML and presents code in either Java or C++

Knowledge Management Strategies and Applications Cambridge University Press

"[The authors] are pioneers. . . . Few in our industry have their breadth of knowledge and experience." —From the Foreword by Dave Thomas, Bedarra Labs Domain-Specific Modeling (DSM) is the latest approach to software development, promising to greatly increase the speed and ease of software creation. Early adopters of DSM have been enjoying productivity increases of 500–1000% in production for over a decade. This book introduces DSM and offers examples from various fields to illustrate to experienced developers how DSM can improve software development in their teams. Two authorities in the field explain what DSM is, why it works, and how to successfully create and use a DSM solution to improve productivity and quality. Divided into four parts, the book covers: background and motivation; fundamentals; in-depth examples; and creating DSM solutions. There is an emphasis throughout the book on practical guidelines for implementing DSM, including how to identify the necessary language constructs, how to generate full code from models, and how to provide tool support for a new DSM language. The example cases described in the book are available the book's Website, www.dsmbook.com, along with, an evaluation copy of the MetaEdit+ tool (for Windows, Mac OS X, and Linux), which allows readers to examine and try out the modeling languages and code generators. Domain-Specific Modeling is an essential reference for lead developers, software engineers, architects, methodologists, and technical managers who want to learn how to create a DSM solution and successfully put it into practice.

Database and Expert Systems Applications Springer Science & Business Media

An integral element of software engineering is model engineering. They both endeavor to minimize cost, time, and risks with quality software. As such, model engineering is a highly useful field that demands in-depth research on the most current approaches and techniques. Only by understanding the most up-to-date research can these methods reach their fullest potential. Advancements in Model-Driven Architecture in Software Engineering is an essential publication that prepares readers to exercise modeling and model transformation and covers state-of-the-art research and developments on various approaches for methodologies and platforms of model-driven architecture, applications and software development of model-driven architecture, modeling languages, and modeling tools. Highlighting a broad range of topics including cloud computing, service-oriented architectures, and modeling languages, this book is ideally designed for engineers, programmers, software designers, entrepreneurs, researchers, academicians, and students.

Control in Robotics and Automation Springer Science & Business Media

Is this book about patterns? Yes and no. It is about software reuse and representation of knowledge that can be reapplied in similar situations; however, it does not follow the classic Alexandine conventions of the patterns community--i.e. Problem- solution- forces- context- example, etc. Chapter 6 on claims comes close to classic patterns, and the whole book can be viewed as a patterns language of abstract models for software engineering and HCI. So what sort of patterns does it contain? Specifications, conceptual models, design advice, but sorry not code. Plenty of other C++ code pattern books (see PLOP series). Nearest relative in published patterns books are Fowler's (1995) Analysis Patterns: Reusable object models and Coad, North and Mayfield. What do you mean by a Domain Theory? Not domains in the abstract mathematical sense, but domains in the knowledge--natural language sense, close to the everyday meaning when we talk about the application domain of a computer system, such as car rental, satellite tracking, whatever. The book is an attempt to answer the question ' what are the abstractions behind car rental, satellite tracking' so good design solutions for those problems can be reused. I work in industry, so what's in it for me? A new way of looking at software reuse, ideas for organizing a software and knowledge reuse program, new processes for reusing knowledge in requirements analysis, conceptual modeling and software specification. I am an academic, should I be interested? Yes if your research involves software engineering, reuse, requirements engineering, human computer interaction, knowledge engineering, ontologies and knowledge management. For teaching it may be useful for Master courses on reuse, requirements and knowledge engineering. More generally if you are interested in exploring what the concept of abstraction is when you extend it beyond programming languages, formal specification, abstract data types, etc towards requirements and domain knowledge. ADDITIONAL COPY: Based on more than 10 years of research by the author, this book is about putting software reuse on a firmer footing. Utilizing a multidisciplinary perspective--psychology and management science, as well as software--it describes the Domain Theory as a solution. The domain theory provides an abstract theory that defines a generic, reusable model of domain knowledge. Providing a comprehensive library of reusable models, practice methods for reuse, and theoretical insight, this book: *introduces the subject area of reuse and software engineering and explains a framework for comparing different reuse approaches; *develops a metric-oriented framework to assess the reuse claims of three competing approaches: patterns, ERPs, and the Domain Theory OSMs (object system models); *explains the psychological background for reuse and describes generic tasks and meta-domains; *introduces claims that provide a representation of design knowledge attached to Domain Theory models, as well as being a schema for representing reusable knowledge in nearly any form; *reports research that resulted from the convergence of the two theories; *describes the methods, techniques, and guidelines of design for reuse--the process of abstraction; and *elaborates the framework to investigate the future of reuse by different paradigms, generation of applications from requirements languages, and component-based software engineering via reuse libraries.

Unifying Petri Nets IGI Global

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

Domain-Specific Modeling Springer Science & Business Media

This book constitutes the refereed proceedings of workshops, held at the 29th International Conference on Conceptual Modeling, ER 2010, in Vancouver, Canada, in November 2010. The 31 revised full papers presented were carefully reviewed and selected from 82 submissions. The papers are organized in sections on the workshops Semantic and Conceptual Issues in GIS (SeCoGIS); Conceptual Modeling of Life Sciences Applications (CMLSA); Conceptual Modelling of Services (CMS); Active Conceptual Modeling of Learning (ACM-L); Web Information Systems Modeling (WISM); Domain Engineering (DE@ER); and Foundations and Practices of UML (FP-UML).

Meta-Programming and Model-Driven Meta-Program Development Springer

Software architectures have gained wide popularity in the last decade. They generally play a fundamental role in coping with the inherent difficulties of the development of large-scale and complex software systems. Component-oriented and aspect-oriented programming enables software engineers to implement complex applications from a set of pre-defined components. Software Architectures and Component Technology collects excellent chapters on software architectures and component technologies from well-known authors, who not only explain the advantages, but also present the shortcomings of the current approaches while introducing novel solutions to overcome the shortcomings. The unique features of this book are: evaluates the current architecture design methods and component composition techniques and explains their shortcomings; presents three practical architecture design methods in detail; gives four industrial architecture design examples; presents conceptual models for distributed message-based architectures; explains techniques for refining architectures into components; presents the recent developments in component and aspect-oriented techniques; explains the status of research on Piccola, Hyper/J®, Pluggable Composite Adapters and Composition Filters. Software Architectures and Component Technology is a suitable text for graduate level students in computer science and engineering, and as a reference for researchers and practitioners in industry.

Software Architectures and Component Technology John Wiley & Sons

The9thInternationalConferenceonIntelligentTutoringSystems(ITS2008)was heldJune 23–27,2008inMontreal. Thisyearwecelebratedthe20thanniversary ofthe conferencefounded in 1988in Montreal. We havehadbiennial conferences for most of the past 10 years around the world, including in Brazil, Taiwan, France, Canada, and the USA. These ITS conferences provide a forum for the interchange of ideas in all areas of computer science and human learning, a unique environment to exchange ideas and support new developments relevant for the future. The 2008 conference was a symbolic milestone that enabled us to look back at what has been achieved and what is currently being done, in order to face the challenges of tomorrow. Much has changed in the last 20 years in terms of hardware, software, p- grammers,and education stakeholders. Technology is now networked, pervasive, and availableanyplace and anytime. The potential exists to provide customized, ubiquitous guidance andinstruction. However,much has remainedthe same and the need is just as great to model the learner, teaching strategies and domain knowledge. This year we saw an increase in research into student a?ect (mo- vation, boredom, and frustration), speci?cally attempts to detect student a?ect, while feedback studies consideredwhich responses to provide given both student cognition and a?ect. Studies also looked at the impact on learning of positive feedbackandpolitenessinfeedback. Newresearchwasseenindataminingbased on larger studies that use data from real students to diagnose e?ective learning and teaching. So much interest has been generated in this area that the ?rst International Conference on Educational Data Mining was co-located with ITS 2008.

Generative and Component-Based Software Engineering Springer Science & Business Media

Knowledge management (KM) has become an important business strategy in an era of accelerated globalization, digitalization, and servitization of products and services. Maximizing the use of organizational resources becomes fundamental for continuous growth and prosperity. Organizations of various kinds such as resource-based organizations, product-based organizations, as well as knowledge-intensive service-oriented organizations require specific

policies and support services to improve the knowledge management in their respective organizations. Knowledge Management Strategies and Applications focuses on the way organizations can create knowledge, share existing or new knowledge, and disseminate them among the stakeholders, most importantly among the employees, managers, customers, and suppliers. The selected topics are drawn from several fields of studies and give a multidisciplinary outlook. The book will be interesting not only for the researchers and students but also for the managers who want to improve knowledge sharing and innovation capabilities in their organizations.