

Applications Of Software Engineering

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Software Development and Professional Practice IGI Global

The development, design, and implementation of mobile communications technologies significantly impacts innovative networked applications and information services. The Handbook of Research on Mobile Software Engineering: Design Implementation and Emergent Applications offers a compendium of state-of-the-art research on the key issues surrounding current and future challenges for the software engineering of mobile systems and related emergent applications. This reference addresses gaps in the literature within the disciplines of software engineering and mobile computing.

Recommendation Systems in Software Engineering Nova Science Pub Incorporated
Computer games represent a significant software application domain for innovative research in software engineering techniques and technologies. Game developers, whether focusing on entertainment-market opportunities or game-based applications in non-entertainment domains, thus share a common interest with software engineers and developers on how to
A Philosophy of Software Design Springer

"This book presents current, effective software engineering methods for the design and development of modern Web-based applications"--Provided by publisher.

Financial Software Engineering Springer Nature

This book addresses action research (AR), one of the main research methodologies used for academia-industry research collaborations. It elaborates on how to find the right research activities and how to distinguish them from non-significant ones. Further, it details how to glean lessons from the research results, no matter whether they are positive or negative. Lastly, it shows how companies can evolve and build talents while expanding their product portfolio. The book's structure is based on that of AR projects; it sequentially covers and discusses each phase of the project. Each chapter shares new insights into AR and provides the reader with a better understanding of how to apply it. In addition, each chapter includes a number of practical use cases or examples. Taken together, the chapters cover the entire software lifecycle: from problem diagnosis to project (or action) planning and execution, to documenting and disseminating results, including validity assessments for AR studies. The goal of this book is to help everyone interested in industry-academia collaborations to conduct joint research. It is for students of software engineering who need to learn about how to set up an evaluation, how to run a project, and how to document the results. It is for all academics who aren't afraid to step out of their comfort zone and enter industry. It is for industrial researchers who know that they want to do more than just develop software blindly. And finally, it is for stakeholders who want to learn how to manage industrial research projects and how to set up guidelines for their own role and expectations.

Software Engineering Processes Addison-Wesley Professional

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

Software Engineering: Principles and Practices, 2nd Edition Wadsworth Publishing Company

The objective of this edited book is to gather best practices in the development and management of mobile apps projects. Mobile Apps Engineering aims to provide software engineering lecturers, students and researchers of mobile computing a starting point for developing successful mobile apps. To achieve these objectives, the book's contributors emphasize the essential concepts of the field, such as apps design, testing and security, with the intention of offering a compact, self-contained book which shall stimulate further research interest in the topic. The editors hope and believe that their efforts in bringing this book together can make mobile apps engineering an independent discipline inspired by traditional software engineering, but taking into account the new challenges posed by mobile computing.

Bioinformatics Software Engineering Springer Science & Business

Special Features: · Discusses knowledgebase and skill set required for enterprise application development using a case study· Defines a prescriptive technical architecture framework for raising a typical enterprise application· Provides mapping of typical application framework components to the software design patterns· Introduces the software construction map to bridge the gap between the designers and developers perspectives· Explains the layer-by-layer construction of enterprise applications · Discusses testing of enterprise applications, to understand various kinds of testing, in an exclusive chapter· Defines the concept map for key topics discussed in the book· Shares do s and don ts for the life cycle phases of raising enterprise applications· Provides tips on tools and technologies used to raise enterprise applications· Unfolds the overall journey of raising enterprise applications from inception to rollout· The accompanying CD contains:· CD content copyright page· Readme file, listing the content of the CD· LoMS Application Deployment Guide for the case study · LoMS Application containing JAVA-based codebase · A PowerPoint presentation, the ready reference of the key concepts, discussed in the book. About The Book: This book attempts to take the readers through the various processes, life cycle stages, patterns, frameworks, tools and technologies required to raise successful enterprise applications, catering to the business needs of today s enterprises. Based on the authors experience, learning and hard-won wisdom, the book highlights the raising of enterprise applications while conforming to proven software

engineering practices. It provides an essential guidance to navigate from inception to rollout of a typical enterprise application development. Written by IT industry veterans, the book can be used by those who are interested in understanding the complex journey of developing enterprise applications. The book helps programmers, testers, architects, business analysts and project managers get an overall understanding of the enterprise application development. It also helps academia visualize the enterprise application development in practice.

Software Engineering Perspectives and Application in Intelligent Systems IGI Global

Nowadays, Web applications are almost omnipresent. The Web has become a platform not only for information delivery, but also for eCommerce systems, social networks, mobile services, and distributed learning environments. Engineering Web applications involves many intrinsic challenges due to their distributed nature, content orientation, and the requirement to make them available to a wide spectrum of users who are unknown in advance. The authors discuss these challenges in the context of well-established engineering processes, covering the whole product lifecycle from requirements engineering through design and implementation to deployment and maintenance. They stress the importance of models in Web application development, and they compare well-known Web-specific development processes like WebML, WSDM and OOHDM to traditional software development approaches like the waterfall model and the spiral model. .

Software Engineering at Google Pearson Higher Ed

This text is written with a business school orientation, stressing the how to and heavily employing CASE technology throughout. The courses for which this text is appropriate include software engineering, advanced systems analysis, advanced topics in information systems, and IS project development. Software engineer should be familiar with alternatives, trade-offs and pitfalls of methodologies, technologies, domains, project life cycles, techniques, tools CASE environments, methods for user involvement in application development, software, design, trade-offs for the public domain and project personnel skills. This book discusses much of what should be the ideal software engineer's project related knowledge in order to facilitate and speed the process of novices becoming experts. The goal of this book is to discuss project planning, project life cycles, methodologies, technologies, techniques, tools, languages, testing, ancillary technologies (e.g. database) and CASE. For each topic, alternatives, benefits and disadvantages are discussed.

Software Engineering for Agile Application Development Newnes

This book presents a coherent and well-balanced survey of recent advances in software engineering approaches to the design and analysis of realistic large-scale multi-agent systems (MAS). The chapters included are devoted to various techniques and methods used to cope with the complexity of real-world MAS. The power of agent-based software engineering is illustrated using examples that are representative of successful applications. The 16 thoroughly reviewed and revised full papers are organized in topical sections on agent methodologies and processes, requirements engineering and software architectures, modeling languages, and dependability and coordination. Most of the papers were initially presented at the 3rd International Workshop on Software Engineering for Large-Scale Multi-agent Systems, SELMAS 2004, held in Edinburgh, UK in May 2004 in association with ICSE 2004. Other papers were invited to complete coverage of all relevant aspects.

Software Engineering for Internet Applications CRC Press

This Expert Guide gives you the techniques and technologies in software engineering to optimally design and implement your embedded system. Written by experts with a solutions focus, this encyclopedic reference gives you an indispensable aid to tackling the day-to-day problems when using software engineering methods to develop your embedded systems. With this book you will learn: - The principles of good architecture for an embedded system - Design practices to help make your embedded project successful - Details on principles that are often a part of embedded systems, including digital signal processing, safety-critical principles, and development processes - Techniques for setting up a performance engineering strategy for your embedded system software - How to develop user interfaces for embedded systems - Strategies for testing and deploying your embedded system, and ensuring quality development processes - Practical techniques for optimizing embedded software for performance, memory, and power - Advanced guidelines for developing multicore software for embedded systems - How to develop embedded software for networking, storage, and automotive segments - How to manage the embedded development process Includes contributions from: Frank Schirrmeister, Shelly Gretlein, Bruce Douglass, Erich Styger, Gary Stringham, Jean Labrosse, Jim Trudeau, Mike Brogioli, Mark Pitchford, Catalin Dan Udma, Markus Levy, Pete Wilson, Whit Waldo, Inga Harris, Xinxin Yang, Srinivasa Addepalli, Andrew McKay, Mark Kraeling and Robert Oshana. - Road map of key problems/issues and references to their solution in the text - Review of core methods in the context of how to apply them - Examples demonstrating timeless implementation details - Short and to- the- point case studies show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs

Handbook of Research on Mobile Software Engineering Springer

Software Development and Professional Practice reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.

Writing Mobile Code Apress

"This book provides analysis, characterization and refinement of software engineering data in terms of machine learning methods. It depicts applications of several machine learning approaches in software systems development and deployment, and the use of machine learning methods to establish predictive models for software quality while offering readers suggestions by proposing future work in this emerging research field"--Provided by publisher.

Artificial Intelligence Applications for Improved Software Engineering Development: New Prospects Springer Science & Business Media

Software engineering is playing an increasingly significant role in computing and informatics, necessitated by the complexities inherent in large-scale software development. To deal with these difficulties, the conventional life-cycle approaches to software engineering are now giving way to the "process system" approach, encompassing development me

Software Engineering John Wiley & Sons

In this textbook the authors introduce the important concepts of the financial software domain, and motivate the use of an agile software engineering approach for the development of financial software. They describe the role of software in defining financial models and in computing results from these models. Practical examples from bond pricing, yield curve estimation, share price analysis and valuation of derivative securities are given to illustrate the process of financial software engineering. Financial Software Engineering also includes a number of case studies based on typical financial engineering problems: *Internal rate of return calculation for bonds * Macaulay duration calculation for bonds * Bootstrapping of interest rates * Estimation of share price volatility * Technical analysis of share prices * Re-engineering Matlab to C# * Yield curve estimation * Derivative security pricing * Risk analysis of CDOs The book is suitable for undergraduate and postgraduate study, and for practitioners who wish to extend their knowledge of software engineering techniques for financial applications

Software Security Engineering Springer

Software engineering has established techniques, methods and technology over two decades. However, due to the lack of understanding of software security vulnerabilities, we have been not successful in applying software engineering principles when developing secured software systems. Therefore software security can not be added after a system has been built as seen on today's software applications. This book provides concise and good practice design guidelines on software security which will benefit practitioners, researchers, learners, and educators. Topics discussed include systematic approaches to engineering; building and assuring software security throughout software lifecycle; software security based requirements engineering; design for software security; software security implementation; best practice guideline on developing software security; test for software security and quality validation for software security.

Computer Games and Software Engineering IGI Global

As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics.

Advances in Machine Learning Applications in Software Engineering Vikas Publishing House

"This book provides an overview of useful techniques in artificial intelligence for future software development along with critical assessment for further advancement"--Provided by publisher.

What Every Engineer Should Know about Software Engineering Apress

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

Handbook of Research on Contemporary Perspectives on Web-Based Systems IGI Global

Information systems development underwent many changes as systems transitioned onto web-based forums. Complemented by advancements in security and technology, internet-based systems have become an information mainstay. The Handbook of Research on Contemporary Perspectives on Web-Based Systems is a critical scholarly resource that examines relevant theoretical frameworks, current practice guidelines, industry standards, and the latest empirical research findings in web-based systems. Featuring coverage on a wide range of topics such as data integration, mobile applications, and semantic web, this publication is geared toward computer engineers, IT specialists, software designers, professionals, researchers, and upper-level students seeking current and relevant research on the prevalence of these systems and advancements made to them.