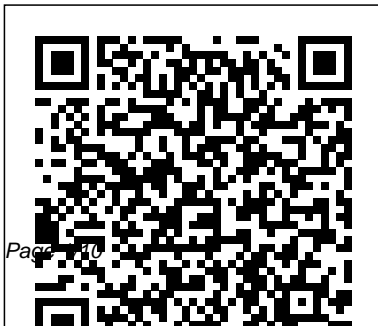

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The Holloway Guide to Technical Recruiting and Hiring Waveland Press

Our economy and future way of life depend on how well American manufacturing managers adapt to the dynamic, globally competitive landscape and evolve their firms to keep pace. A major challenge is how to structure the firms environment so that it attains the speed and low cost of high-volume flow lines while retaining the flexibility and customization potential of a low-volume job shop. The books three parts are organized according to three categories of skills required by managers and engineers: basics, intuition, and synthesis. Part I

reviews traditional operations management techniques and identifies the necessary components of the science of manufacturing. Part II presents the core concepts of the book, beginning with the structure of the science of manufacturing and a discussion of the systems approach to problem solving. Other topics include behavioral tendencies of manufacturing plants, push and pull production systems, the human element in operations management, and the relationship between quality and operations. Chapter conclusions include main points and observations framed as manufacturing laws. In Part III, the lessons of Part I and the laws of Part II are applied to address specific manufacturing management issues in detail. The authors compare and contrast common problems, including shop floor control, long-range aggregate planning, workforce planning and capacity management. A main focus in Part III is to help readers visualize how general concepts in Part II can be applied to specific problems. Written for both engineering and

management students, the authors demonstrate the effectiveness of a rule-based and data driven approach to operations planning and control. They advance an organized framework from which to evaluate management practices and develop useful intuition about manufacturing systems.

Software Engineering for Internet Applications
Holloway, Inc.

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The New Software Engineering Simon and Schuster

The overwhelming majority of a software system 's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays

and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use Staff Engineer Mit Press

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Factory Physics Cambridge University Press

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media network.

Computerworld National Academies Press
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. .

InfoWorld John Wiley & Sons

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Computerworld "O'Reilly Media, Inc."

Today, software engineers need to know not only how to program effectively but also

how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

InfoWorld Springer Science & Business Media
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.

InfoWorld Wadsworth Publishing Company InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects. InfoWorld "O'Reilly Media, Inc." For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Network World

In today ' s fast and competitive world, a program ' s performance is just as important to

customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You ' ll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer—whether it ' s a watch, phone, workstation, supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, “ Wow, that was fast. Who fixed something? ” Locate performance hot spots using the profiler and software timers Learn to perform repeatable experiments to measure

performance of code changes Optimize use of dynamically allocated variables Improve performance of hot loops and functions Speed up string handling functions Recognize efficient algorithms and optimization patterns Learn the strengths—and weaknesses—of C++ container classes View searching and sorting through an optimizer ' s eye Make efficient use of C++ streaming I/O functions Use C++ thread-based concurrency features effectively
Computerworld

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Applied Software Product Line Engineering
This is the proceedings of the selected papers presented at 2011 International Conference on Engineering Education and Management (ICEEM2011) held in Guangzhou, China, during November 18-20, 2011. ICEEM2011 is one of the most important conferences in the field of Engineering Education and Management and is co-organized by Guangzhou University, The University of New South Wales, Zhejiang University and Xi ' an Jiaotong University. The conference aims to provide a high-level international forum for scientists, engineers, and students to present their new advances and research results in the field of Engineering Education and Management. This volume comprises 121 papers selected from over 400 papers originally submitted by universities and industrial

concerns all over the world. The papers specifically cover the topics of Management Science and Engineering, Engineering Education and Training, Project/Engineering Management, and Other related topics. All of the papers were peer-reviewed by selected experts. The papers have been selected for this volume because of their quality and their relevancy to the topic. This volume will provide readers with a broad overview of the latest advances in the field of Engineering Education and Management. It will also constitute a valuable reference work for researchers in the fields of Engineering Education and Management.

Software Engineering at Google
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Engineering Web Applications

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