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Documenting Software Architectures CRC Press
This proposal constitutes an algorithm of design applying the design for six sigma thinking, tools, and philosophy to software design. The algorithm will also include conceptual design frameworks, mathematical derivation for Six Sigma capability upfront to enable design teams to disregard concepts that are not capable upfront, learning the software development cycle and saving development costs. The uniqueness of this book lies in bringing all those methodologies under the umbrella of design and provide detailed description about how these methods, QFD, DOE, the robust method, FMEA, Design for X, Axiomatic Design, TRIZ can be utilized to help quality improvement in software development, what kinds of different roles those methods play in various stages of design and how to combine those methods to form a comprehensive strategy, a design algorithm, to tackle any quality issues in the design stage.

Agile Documentation No Starch Press
Both versions cover all introductory IT concepts topics and are appropriate for a full semester course, with or without a lab component. The comprehensive version offers more depth on business systems and societal issues. Designed to accommodate the computer competency needs of students from a broad spectrum of

disciplines and interests, this best-selling text/supplements package provides an exceptionally well-illustrated overview of computing concepts and IT applications all in a format that allows instructors the flexibility to meet their courses' education objectives. It strikes a good balance between efficiency of presentation and content that holds students' interest and invites learning. Only topics critical to general information technology competency are covered in order to provide the breadth of topics necessary to the understanding that is applicable today and in the future.

Knowledge Management in the Development of Data-Intensive Systems Pearson Education India

INTEGRATED BUSINESS PROJECTS, 3E is project-based learning within a business scenario setting. The projects emphasize one of the main software applications (word processing, spreadsheets, presentations, and databases), but with integration throughout. This text can be positioned to supplement any software tutorial within the computer applications curriculum. The 3rd edition is updated for Office 2007. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Systematic Software Testing Software Design for Six SigmaA Roadmap for Excellence

An Entrepreneurial Guide and Story to Creating and Maintaining a Software Development Company

Software Project Management Kit For Dummies? Pascal Press

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

The Rational Unified Process Made Easy Morgan Kaufmann

"Per Kroll and Philippe Kruchten are especially well suited to explain the RUP...because they have been the central forces inside Rational Software behind the creation of the RUP and its delivery to projects around the world." --From the Foreword by Grady Booch This book is a comprehensive guide to modern software development practices, as embodied in the Rational Unified Process, or RUP. With the help of this book's practical advice and insight, software practitioners will learn how to tackle challenging development projects--small and large--using an iterative and risk-driven development approach with a proven track record. The Rational Unified Process Made Easy will teach you the key points involved in planning and managing iterative projects, the fundamentals of component design and software architecture, and the proper employment of use cases. All team members--from project managers to analysts, from developers to testers--will learn how to immediately apply the RUP to their work. You will learn that the RUP is a flexible, versatile process framework that can be tailored to suit the needs of development projects of all types and sizes. Key topics covered include: How to use the RUP to develop

iteratively, adopt an architecture-centric approach, mitigate risk, and verify software quality Tasks associated with the four phases of the RUP: Inception, Elaboration, Construction, and Transition Roles and responsibilities of project managers, architects, analysts, developers, testers, and process engineers in a RUP project Incrementally adopting the RUP with minimal risk Common patterns for failure with the RUP--and how to avoid them Use this book to get quickly up to speed with the RUP, so you can easily employ the significant power of this process to increase the productivity of your team.

A Cost Effective Guide to Establishing a Quality System—Contains Manuals and Template Procedures CRC Press

How to Use This Book The primary purpose of this book is to assist small companies, involved in both hardware and software, to devise and evolve their own quality systems. There are a number of national and now international standards which outline the activities for which procedures and records need to be specified. They are described and compared in Chapter 2, and the subsequent guidance in the book is intended to assist in meeting them. Although, at first sight, the operations of a hardware equipment developer may seem very different from those of a software house, the basic requirements of a quality system, such as the BS 5750 and ISO 1987 series of documents, are the same. For this reason the same standard can be called for in both areas and it will be seen, in Part 2, that suitable procedures can be derived to meet both types of operation. Quality standards (BS 5750, AQAP, ISO 9000 series) distinguish between companies carrying out, on the one hand, both design and manufacturing fixed functions and, on the other hand, those who only manufacture to specifications. In practice, the lesser requirements (those applying to manufacture to fixed specifications) are common to both levels of standard and the additional controls pertaining to design are added to obtain the higher standard. Chapter 2 explains the differences in detail.

Practical Proofreading Pearson Education

Gain an in-depth understanding of software testing management and process issues that are critical for delivering high-quality software on time and within budget. Written by leading experts in the field, this book offers those involved in building and maintaining complex, mission-critical software systems a flexible, risk-based process to improve their software testing capabilities. Whether your organization currently has a well-defined testing process or almost no process, Systematic Software Testing provides unique insights into better ways to test your software.This book describes how to use a preventive method of testing, which parallels the software development lifecycle, and explains how to create and subsequently use test plans, test design, and test metrics. Detailed instructions are presented to help you decide what to test, how to prioritize tests, and when testing is complete. Learn how to conduct risk analysis and measure test effectiveness to maximize the efficiency of your testing efforts. Because organizational structure, the right people, and management are keys to better software testing, Systematic Software Testing explains these issues with the insight of the authorsOCO more than 25 years of experience."

Introduction to Software Process Improvement Graphic Arts Technical Fndtn

Data-intensive systems are software applications that process and generate Big Data. Data-intensive systems

support the use of large amounts of data strategically and efficiently to provide intelligence. For example, examining industrial sensor data or business process data can enhance production, guide proactive improvements of development processes, or optimize supply chain systems. Designing data-intensive software systems is difficult because distribution of knowledge across stakeholders creates a symmetry of ignorance, because a shared vision of the future requires the development of new knowledge that extends and synthesizes existing knowledge. Knowledge Management in the Development of Data-Intensive Systems addresses new challenges arising from knowledge management in the development of data-intensive software systems. These challenges concern requirements, architectural design, detailed design, implementation and maintenance. The book covers the current state and future directions of knowledge management in development of data-intensive software systems. The book features both academic and industrial contributions which discuss the role software engineering can play for addressing challenges that confront developing, maintaining and evolving systems;data-intensive software systems of cloud and mobile services; and the scalability requirements they imply. The book features software engineering approaches that can efficiently deal with data-intensive systems as well as applications and use cases benefiting from data-intensive systems. Providing a comprehensive reference on the notion of data-intensive systems from a technical and non-technical perspective, the book focuses uniquely on software engineering and knowledge management in the design and maintenance of data-intensive systems. The book covers constructing, deploying, and maintaining high quality software products and software engineering in and for dynamic and flexible environments. This book provides a holistic guide for those who need to understand the impact of variability on all aspects of the software life cycle. It leverages practical experience and evidence to look ahead at the challenges faced by organizations in a fast-moving world with increasingly fast-changing customer requirements and expectations.

Code Craft John Wiley & Sons

th I3E 2010 marked the 10 anniversary of the IFIP Conference on e-Business, e-Services, and e-Society, continuing a tradition that was invented in 1998 during the International Conference on Trends in Electronic Commerce, TrEC 1998, in Hamburg (Germany). Three years later the inaugural I3E 2001 conference was held in Zurich (Switzerland). Since then I3E has made its journey through the world: 2002 Lisbon (Portugal), 2003 Sao Paulo (Brazil), 2004 Toulouse (France), 2005 Poznan (Poland), 2006 Turku (Finland), 2007 Wuhan (China), 2008 Tokyo (Japan), and 2009 Nancy (France). I3E 2010 took place in Buenos Aires (Argentina) November 3–5, 2010. Known as “The Pearl” of South America, Buenos Aires is a cosmopolitan, colorful, and vibrant city, surprising its visitors with a vast variety of cultural and artistic performances, European architecture, and the passion for tango, coffee places, and football disc-

sions. A cultural reference in Latin America, the city hosts 140 museums, 300 theaters, and 27 public libraries including the National Library. It is also the main educational center in Argentina and home of renowned universities including the U- versity of Buenos Aires, created in 1821. Besides location, the timing of I3E 2010 is th also significant—it coincided with the 200 anniversary celebration of the first local government in Argentina.

Elements of Reusable Object-Oriented Software Jones & Bartlett Learning

Design and develop great solutions using SharePoint 2013 Develop your business collaboration solutions quickly and effectively with the rich set of tools, classes, libraries, and controls available in Microsoft SharePoint 2013. With this practical reference, enterprise-development expert Paolo Pialorsi shows you how to extend and customize the SharePoint environment—and helps you sharpen your development skills. Ideal for ASP.NET developers with Microsoft .NET and C# knowledge. Discover how to: Create custom SharePoint apps and publish them in the Office Store Orchestrate your workflows with the new Workflow Manager 1.0 Access and manage your SharePoint data with the REST APIs Federate SharePoint with Windows Azure Access Control Services Customize your SharePoint 2013 UI for a better user experience Gain a thorough understanding of authentication and authorization

Software Engineering at Google Readers Digest

An up-to-date collection of tips, tricks, and techniques for computer users of all levels includes step-by-step, money- and time-saving guidelines for how to get the most out of one's personal computer, covering software, hardware, the Internet, and the Windows operating system.

A Collaborative Approach to Managing Complex Systems "O'Reilly Media, Inc."

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system’s architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

JAVA AND OBJECT-ORIENTED PROGRAMMING PARADIGM Springer

This practice-oriented text explores the intricacies of Java

language in the light of different procedural and object-oriented paradigms. It is primarily focussed on the Object-Oriented Programming (OOP) paradigm using Java as a language. The text begins with the programming overview and introduces the reader to the important object-oriented (OO) terms. It then deals with Java development as well as runtime environment set-up along with the steps of compilation and running of a simple program. The text explains the philosophy of Java by highlighting its core features and demonstrating its advantages over C++. Besides, it covers GUI through Java applets, Swing, as well as concurrency handling and synchronization through threads. A chapter is exclusively devoted to fundamental data structures and their applications in Java. The book shows how Unified Modeling Language (UML) represents objects, classes, components, relationships, and architectural design. This comprehensive and student friendly book is intended as a text for the students of computer science and engineering, computer applications (BCA/MCA), and IT courses.

A Practitioner's Guide to the RUP Lulu.com

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.

Computerworld Jones & Bartlett Learning

Modeling complex systems is a difficult challenge and all too often one in which modelers are left to their own devices. Using a multidisciplinary approach, The Art of Software Modeling covers theory, practice, and presentation in detail. It focuses on the importance of model creation and demonstrates how to create meaningful models. Presenting three self-contained sections, the text examines the background of modeling and frameworks for organizing information. It identifies techniques for researching and capturing client and system information and addresses the challenges of presenting models to specific audiences. Using concepts from art theory and aesthetics, this broad-based approach encompasses software practices, cognitive science, and information presentation. The book also looks at perception and cognition of diagrams, view composition, color theory, and presentation techniques. Providing practical methods for investigating and organizing complex information, The Art of Software Modeling demonstrates the effective use of modeling techniques to improve the development process and establish a functional, useful, and maintainable software system.

The Practice of Writing Excellent Code iUniverse

This textbook is a systematic guide to the steps in setting up a Capability Maturity Model Integration (CMMI) improvement initiative. Readers will learn the project management practices necessary to deliver high-quality software solutions to the customer on time and on budget. The text also highlights how software process improvement can achieve specific business goals to provide a tangible return on investment. Topics and features: supplies review questions, summaries and key topics for each chapter, as well as a glossary of acronyms; describes the CMMI model thoroughly, detailing the five maturity levels; provides a broad overview of software engineering; reviews the activities and teams required to set up a CMMI improvement initiative; examines in detail the implementation of CMMI in a typical organization at each of the maturity levels; investigates the various tools that support organizations in improving their software

engineering maturity; discusses the SCAMPI appraisal methodology.

Lessons Learned from Programming Over Time Springer Science & Business Media

Software Design for Six SigmaA Roadmap for ExcellenceJohn Wiley & Sons

Software Services for e-World PHI Learning Pvt. Ltd.

A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.

The Missing README No Starch Press

Key concepts and best practices for new software engineers — stuff critical to your workplace success that you weren't taught in school. For new software engineers, knowing how to program is only half the battle. You'll quickly find that many of the skills and processes key to your success are not taught in any school or bootcamp. The Missing README fills in that gap—a distillation of workplace lessons, best practices, and engineering fundamentals that the authors have taught rookie developers at top companies for more than a decade. Early chapters explain what to expect when you begin your career at a company. The book's middle section expands your technical education, teaching you how to work with existing codebases, address and prevent technical debt, write production-grade software, manage dependencies, test effectively, do code reviews, safely deploy software, design evolvable architectures, and handle incidents when you're on-call. Additional chapters cover planning and interpersonal skills such as Agile planning, working effectively with your manager, and growing to senior levels and beyond. You'll learn: • How to use the legacy code change algorithm, and leave code cleaner than you found it • How to write operable code with logging, metrics, configuration, and defensive programming • How to write deterministic tests, submit code reviews, and give feedback on other people's code • The technical design process, including experiments, problem definition, documentation, and collaboration • What to do when you are on-call, and how to navigate production incidents • Architectural techniques that make code change easier • Agile development practices like sprint planning, stand-ups, and retrospectives This is the book your tech lead wishes every new engineer would read before they start. By the end, you'll know what it takes to transition into the workplace–from CS classes or bootcamps to professional software engineering.