Software Engineering Pfleeger 4th

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Software Engineering Pearson Education India

This is the first handbook to cover comprehensively both software engineering and knowledge engineering -- two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic.The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge

engineering.Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

Software Quality Springer

Software EngineeringPrentice Hall

Prentice Hall Professional

Programming Language Pragmatics, Fourth Edition, is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation, with an emphasis on the fundamental tradeoffs that continue to drive software development. The book provides readers with a solid foundation in the syntax, semantics, and pragmatics of the full range of programming languages, from traditional languages like C to the latest in functional, scripting, and object-oriented programming. This fourth edition has been heavily revised throughout, with expanded coverage of type systems and functional programming, a unified treatment of polymorphism, highlights of the newest language standards, and examples featuring the ARM and x86 64-bit architectures. Updated coverage of the latest developments in programming language design, including C & C++11, Java 8, C# 5, Scala, Go, Swift, Python 3, and HTML 5 Updated treatment of functional programming, with

extensive coverage of OCaml New chapters devoted to type systems and composite types Unified and updated treatment of polymorphism in all its forms New examples featuring the ARM and x86 64-bit architectures

Ubiquitous Computing CRC Press

This is the first handbook to cover comprehensively both software engineering and knowledge engineering — two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic. The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

Database Systems Springer Science & Business Media

This book provides a concise but comprehensive guide to the disciplines of database design, construction, implementation, and management.

Based on the authors' professional experience in the software engineering and IT industries before making a career switch to academia, the text stresses sound database design as a necessary precursor to successful development and administration of database systems. The discipline of database systems design and management is discussed within the context of the bigger picture of software engineering. Students are led to understand from the outset of the text that a database is a critical component of a software infrastructure, and that proper database design and management is integral to the success of a software system. Additionally, students are led to appreciate the huge value of a properly designed database to the success of a business enterprise. The text was written for three target audiences. It is suited for undergraduate students of computer science and related disciplines who are pursuing a course in database systems, graduate students who are pursuing an introductory course to database, and practicing software engineers and information technology (IT) professionals who need a quick reference on database design. Database Systems: A Pragmatic Approach, 3rd Edition discusses concepts, principles, design, implementation, and management issues related to database systems.

Each chapter is organized into brief, reader-friendly, conversational sections with itemization of salient points to be remembered. This pragmatic approach includes adequate treatment of database theory and practice based on strategies that have been tested, proven, and refined over several years. Features of the third edition include: Short paragraphs that express the salient aspects of each subject Bullet points itemizing important points for easy memorization Fully revised and updated diagrams and figures to illustrate concepts to enhance the student's understanding Real-world examples Original methodologies applicable to database design Step-by-step, student-friendly guidelines for solving generic database systems problems Opening chapter overviews and concluding chapter summaries Discussion of DBMS alternatives such as the Entity–Attributes–Value model, NoSQL databases, database-supporting frameworks, and other burgeoning database technologies A chapter with sample assignment questions and case studies This textbook may be used as a one-semester or two-semester course in database systems, augmented by a DBMS (preferably Oracle). After its usage, students will come away with a firm grasp of the design, development, implementation, and management of a database system.

Software Engineering CRC Press
Featuring an associated Web page, and consistently combining theory with real-world practical applications, this text includes thought-provoking questions about legal and ethical issues in software engineering.
Agile Software Development Quality Assurance Springer Science & Business Media
This book introduces Software Quality Assurance (SQA) and provides an overview of standards used to implement SQA. It defines ways to assess the effectiveness of how one approaches software quality across key industry sectors such as telecommunications, transport, defense, and aerospace. Includes supplementary website with an instructor's guide and solutions Applies IEEE software standards as well as the Capability Maturity Model Integration for Development (CMMI) Illustrates the application of software quality assurance practices through the use of practical examples, quotes from experts, and tips from the authors
Research Methodologies, Innovations and Philosophies in Software Systems Engineering and Information Systems Prentice Hall
The QL&SC 2012 is a major symposium for scientists, and practitioners all around the world to present their latest reseaches, results, ideas, developments and applications in such areas as quantitative logic, many-valued logic, fuzzy logic, quantification of software, artificial intelligence, fuzzy sets and systems and soft computing. This invaluable book provides a broad introduction to the fuzzy reasoning and soft computing. It is certain one should not go too far in approximation and optimization, and a certain degree must be kept in mind. This is the essential idea of quantitative logic and soft computing. The explanations in the book are

complete to provide the necessary background material needed to go further into the subject and explore the research literature. It is suitable reading for graduate students. It provides a platform for mutual exchanges from top experts and scholars around the world in this field.

Enterprise Information Systems Macmillan College

This book focuses on various topics related to engineering and management of requirements, in particular elicitation, negotiation, prioritisation, and documentation (whether with natural languages or with graphical models). The book provides methods and techniques that help to characterise, in a systematic manner, the requirements of the intended engineering system. It was written with the goal of being adopted as the main text for courses on requirements engineering, or as a strong reference to the topics of requirements in courses with a broader scope. It can also be used in vocational courses, for professionals interested in the software and information systems domain. Readers who have finished this book will be able to: - establish and plan a requirements engineering process within the development of complex engineering systems; - define and identify the types of relevant requirements in engineering projects; - choose and apply the most appropriate techniques to elicit the requirements of a given system; - conduct and manage negotiation and prioritisation processes for the requirements of a given engineering system; - document the requirements of the system under

development, either in natural language or with graphical and formal models. Each chapter includes a set of exercises.

Quantitative Logic and Soft Computing John Wiley & Sons

This book contains a selection of papers from The 2015 International Conference on Software Process Improvement (CIMPS'15), held between the 28th and 30th of October in Mazatlán, Sinaloa, México. The CIMPS'15 is a global forum for researchers and practitioners that present and discuss the most recent innovations, trends, results, experiences and concerns in the several perspectives of Software Engineering with clear relationship but not limited to software processes, Security in Information and Communication Technology and Big Data Field. The main topics covered are: Organizational Models, Standards and Methodologies, Knowledge Management, Software Systems, Applications and Tools, Information and Communication Technologies and Processes in non-software domains (Mining, automotive, aerospace, business, health care, manufacturing, etc.) with a demonstrated relationship to software process challenges.

Requirements in Engineering Projects World Scientific

This book contains substantially extended and revised versions of the

best papers from the 14th International Conference on Enterprise Information Systems (ICEIS 2012), held in Wroclaw, Poland, in June/July 2012. The 25 full and 3 invited papers included in this volume were carefully reviewed and selected from 299 submissions. They reflect state-of-the-art research work focusing mainly on real-world applications and highlighting the benefits of information systems and technology for industry and services, thus connecting academia with the world of real enterprises. The topics covered are: databases and information systems integration; artificial intelligence and decision support systems; information systems analysis and specification; software agents and internet computing; human-computer interaction; and enterprise architecture.

Perspectives on the Future of Software Engineering John Wiley & Sons

This monograph discusses software reuse and how it can be applied at different stages of the software development process, on different types of data and at different levels of granularity. Several challenging hypotheses are analyzed and confronted using novel data-driven methodologies, in order to solve problems in requirements elicitation and specification extraction, software design and implementation, as well as software quality assurance. The book is accompanied by a number of tools, libraries and working prototypes in order to practically illustrate

how the phases of the software engineering life cycle can benefit from unlocking the potential of data. Software engineering researchers, experts, and practitioners can benefit from the various methodologies presented and can better understand how knowledge extracted from software data residing in various repositories can be combined and used to enable effective decision making and save considerable time and effort through software reuse. Mining Software Engineering Data for Software Reuse can also prove handy for graduate-level students in software engineering.

Experimentation in Software Engineering Jones & Bartlett Learning Practical Guidance on the Efficient Development of High-Quality Software

Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of software. In addition, a continuing case study of an agile software development

project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.

Software Design and Development: Concepts, Methodologies, Tools, and Applications CRC Press

The QL&SC 2012 is a major symposium for scientists, and practitioners all around the world to present their latest researches, results, ideas, developments and applications in such areas as quantitative logic, many-valued logic, fuzzy logic, quantification of software, artificial intelligence, fuzzy sets and systems and soft computing. This invaluable book provides a broad introduction to the fuzzy reasoning and soft computing. It is certain one should not go too far in approximation and optimization, and a certain degree must be kept in mind. This is the essential idea of quantitative logic and soft computing. The explanations in the book are complete to provide the necessary background material needed to go further into the subject and explore the research literature. It is suitable reading for graduate students. It provides a platform for mutual exchanges from top experts and scholars around the world in this field.

Software Testing and Quality Assurance Springer

Systems' Verification Validation and Testing (VVT) are carried out throughout systems' lifetimes. Notably, quality-cost expended on performing VVT activities and correcting system defects consumes about half of the overall engineering cost. Verification, Validation and Testing of Engineered Systems provides a comprehensive compendium of VVT activities and corresponding VVT methods for implementation throughout the entire lifecycle of an engineered system. In addition, the book strives to alleviate the fundamental testing conundrum, namely: What should be tested? How should one test? When should one test? And, when should one stop testing? In other words, how should one select a VVT strategy and how it be optimized? The book is organized in three parts: The first part provides introductory material about systems and VVT concepts. This part presents a comprehensive explanation of the role of VVT in the process of engineered systems (Chapter-1). The second part describes 40 systems' development VVT activities (Chapter-2) and 27 systems' post-development activities (Chapter-3). Corresponding to these activities, this part also describes 17 non-testing systems' VVT methods (Chapter-4) and 33 testing systems' methods (Chapter-5). The third part of the book describes ways to model systems' quality cost, time and risk (Chapter-6), as well as ways to acquire quality data and optimize the VVT strategy in the face of funding, time and other resource limitations as well as different

business objectives (Chapter-7). Finally, this part describes the methodology used to validate the quality model along with a case study describing a system's quality improvements (Chapter-8). Fundamentally, this book is written with two categories of audience in mind. The first category is composed of VVT practitioners, including Systems, Test, Production and Maintenance engineers as well as first and second line managers. The second category is composed of students and faculties of Systems, Electrical, Aerospace, Mechanical and Industrial Engineering schools. This book may be fully covered in two to three graduate level semesters; although parts of the book may be covered in one semester. University instructors will most likely use the book to provide engineering students with knowledge about VVT, as well as to give students an introduction to formal modeling and optimization of VVT strategy.

Handbook of Research on Computational Science and Engineering: Theory and Practice

Elsevier

Software Engineering: A Methodical Approach (Second Edition) provides a comprehensive, but concise introduction to software engineering. It adopts a methodical approach to solving software engineering problems, proven over several years of teaching, with outstanding results. The book covers concepts, principles, design, construction, implementation, and

management issues of software engineering. Each chapter is organized systematically into brief, reader-friendly sections, with itemization of the important points to be remembered. Diagrams and illustrations also sum up the salient points to enhance learning. Additionally, the book includes the author's original methodologies that add clarity and creativity to the software engineering experience. New in the Second Edition are chapters on software engineering projects, management support systems, software engineering frameworks and patterns as a significant building block for the design and construction of contemporary software systems, and emerging software engineering frontiers. The text starts with an introduction of software engineering and the role of the software engineer. The following chapters examine in-depth software analysis, design, development, implementation, and management. Covering object-oriented methodologies and the principles of object-oriented information engineering, the book reinforces an object-oriented approach to the early phases of the software development life cycle. It covers various diagramming techniques and emphasizes object classification and object behavior. The text features comprehensive treatments of: Project management aids that are commonly used in software engineering An

overview of the software design phase, including a discussion of the software design process, design strategies, architectural design, interface design, database design, and design and development standards User interface design Operations design Design considerations including system catalog, product documentation, user message management, design for real-time software, design for reuse, system security, and the agile effect Human resource management from a software engineering perspective Software economics Software implementation issues that range from operating environments to the marketing of software Software maintenance, legacy systems, and re-engineering This textbook can be used as a one-semester or two-semester course in software engineering, augmented with an appropriate CASE or RAD tool. It emphasizes a practical, methodical approach to software engineering, avoiding an overkill of theoretical calculations where possible. The primary objective is to help students gain a solid grasp of the activities in the software development life cycle to be confident about taking on new software engineering projects.

Handbook of Software Engineering & Knowledge Engineering: Fundamentals IGI Global

Quality is not a fixed or universal property of software; it depends on the context and goals

of its stakeholders. Hence, when you want to develop a high-quality software system, the first step must be a clear and precise specification of quality. Yet even if you get it right and complete, you can be sure that it will become invalid over time. So the only solution is continuous quality control: the steady and explicit evaluation of a product's properties with respect to its updated quality goals. This book guides you in setting up and running continuous quality control in your environment. Starting with a general introduction on the notion of quality, it elaborates what the differences between process and product quality are and provides definitions for quality-related terms often used without the required level of precision. On this basis, the work then discusses quality models as the foundation of quality control, explaining how to plan desired product qualities and how to ensure they are delivered throughout the entire lifecycle. Next it presents the main concepts and techniques of continuous quality control, discussing the quality control loop and its main techniques such as reviews or testing. In addition to sample scenarios in all chapters, the book is rounded out by a dedicated chapter highlighting several applications of different subsets of the presented quality control techniques in an industrial setting. The book is primarily intended for practitioners working in software engineering or quality assurance, who will benefit by learning how to improve their current processes, how to plan for quality, and how to apply state-of-the-art quality control techniques. Students and lecturers in computer science and specializing in software engineering will also profit from this book, which they can use in practice-oriented courses on software quality, software maintenance and quality assurance.

Security in Computing IGI Global

Like other sciences and engineering disciplines, software engineering requires a cycle of model building, experimentation, and learning. Experiments are valuable tools for all software engineers who are involved in evaluating and choosing between different methods, techniques, languages and tools. The purpose of Experimentation in Software Engineering is to introduce students, teachers, researchers, and practitioners to empirical studies in software engineering, using controlled experiments. The introduction to experimentation is provided through a process perspective, and the focus is on the steps that we have to go through to perform an experiment. The book is divided into three parts. The first part provides a background of theories and methods used in experimentation. Part II then devotes one chapter to each of the five experiment steps: scoping, planning, execution, analysis, and result presentation. Part III completes the presentation with two examples. Assignments and statistical material are provided in appendixes. Overall the book provides indispensable information regarding empirical studies in particular for experiments, but also for case studies, systematic literature reviews, and surveys. It is a revision of the authors' book, which was published in 2000. In addition, substantial new

material, e.g. concerning systematic literature reviews and case study research, is introduced. The book is self-contained and it is suitable as a course book in undergraduate or graduate studies where the need for empirical studies in software engineering is stressed. Exercises and assignments are included to combine the more theoretical material with practical aspects. Researchers will also benefit from the book, learning more about how to conduct empirical studies, and likewise practitioners may use it as a “cookbook” when evaluating new methods or techniques before implementing them in their organization.

Analyzing Computer Security BoD – Books on Demand

Software quality stems from two distinctive, but associated, topics in software engineering: software functional quality and software structural quality. Software Quality Engineering studies the tenets of both of these notions, which focus on the efficiency and value of a design, respectively. The text addresses engineering quality on both the application and system levels with attention to Information Systems and Embedded Systems as well as recent developments. Targeted at graduate engineering students and software quality specialists, the book analyzes the relationship between functionality and quality with practical applications to related ISO/IEC JTCI SC7 standards.

Software Engineering Springer Science & Business Media

This text provides a comprehensive, but concise introduction to software engineering. It

adopts a methodical approach to solving software engineering problems proven over several years of teaching, with outstanding results. The book covers concepts, principles, design, construction, implementation, and management issues of software systems. Each chapter is organized systematically into brief, reader-friendly sections, with itemization of the important points to be remembered. Diagrams and illustrations also sum up the salient points to enhance learning. Additionally, the book includes a number of the author’s original methodologies that add clarity and creativity to the software engineering experience, while making a novel contribution to the discipline. Upholding his aim for brevity, comprehensive coverage, and relevance, Foster’s practical and methodical discussion style gets straight to the salient issues, and avoids unnecessary topics and minimizes theoretical coverage.