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KEY=COUPLING - JADA GREER

Software Engineering Laxmi Publications **A Software Engineering Approach to LabVIEW** Prentice Hall Professional Create more robust, more flexible LabVIEW applications--through software design principles! Writing LabVIEW software to perform a complex task is never easy--especially when those last-minute feature requests cause a complexity explosion in your system, forcing you to rework much of your code! Jon Conway and Steve Watts offer a better solution: LCOD-LabVIEW Component Oriented Design--which, for the first time, applies the theories and principles of software design to LabVIEW programming. The material is presented in a lighthearted, engaging manner that makes learning enjoyable, even if you're not a computer scientist. LCOD software engineering techniques make your software more robust and better able to handle complexity--by making it simpler! Even large, industrial-grade applications become manageable. Design to embrace flexibility first, making changes and bug fixes much less painful Pragmatic discussion of the authors' tried and tested techniques, written by--and for--working programmers Covers design principles; LCOD overview, implementation, and complementary techniques; engineering essentials; style issues; and more Complete with practical advice on requirements gathering, prototyping, user interface design, and rich with examples Work through an example LCOD project (all code included on companion Web site) to tie the lessons together This book is intended for test engineers, system integrators, electronics engineers, software engineers, and other intermediate to advanced LabVIEW programmers. None of the methods discussed are complex, so users can benefit as soon as they are proficient with the syntax of LabVIEW. Go to the companion Web site located at <http://author.phptr.com/watts/> for full source code and book updates. **Software Engineering** New Age International This Book Is Designed As A Textbook For The First Course In Software Engineering For Undergraduate And Postgraduate Students. This May Also Be Helpful For Software Professionals To Help Them Practice The Software Engineering Concepts. The Second Edition Is An Attempt To Bridge The Gap Between What Is Taught In The Classroom And What Is Practiced In The Industry . The Concepts Are Discussed With The Help Of Real Life Examples And Numerical Problems. This Book Explains The Basic Principles Of Software Engineering In A Clear And Systematic Manner. A Contemporary Approach Is Adopted Throughout The Book. After Introducing The Fundamental Concepts, The Book Presents A Detailed Discussion Of Software Requirements Analysis & Specifications. Various Norms And Models Of Software Project Planning Are Discussed Next, Followed By A Comprehensive Account Of Software Metrics. Suitable Examples, Illustrations, Exercises, Multiple Choice Questions And Answers Are Included Throughout The Book To Facilitate An Easier Understanding Of The Subject. **Software Engineering for Image Processing Systems** CRC Press Software Engineering for Image Processing Systems creates a modern engineering framework for the specification, design, coding, testing, and maintenance of image processing software and systems. The text is designed to benefit not only software engineers, but also workers with backgrounds in mathematics, the physical sciences, and other engineering **Essentials of Software Engineering** Jones & Bartlett Learning Written for the undergraduate, one-term course, Essentials of Software Engineering, Fourth Edition provides students with a systematic engineering approach to software engineering principles and methodologies. Comprehensive, yet concise, the Fourth Edition includes new information on areas of high interest to computer scientists, including Big Data and developing in the cloud. **Software Engineering** Laxmi Publications, Ltd. **Essentials of Software Engineering** Jones & Bartlett Learning "The basic concepts and theories of software engineering have stabilized considerably from the early days of thirty to forty years ago. Nevertheless, the technology and tools continue to evolve, expand and improve every four to five years. In this fifth edition, we will cover some of these newly established improvements in technology and tools but reduce some areas, such as process assessment models, that is becoming less relevant today. We will still maintain many of the historically important concepts that formed the foundation to this field, such as the traditional process models. Our goal is to continue to keep the content of this book to a concise amount that can be taught in a 16-week semester introductory course"-- **OBJECT-ORIENTED SOFTWARE ENGINEERING** PHI Learning Pvt. Ltd. This comprehensive and well-written book presents the fundamentals of object-oriented software engineering and discusses the recent technological developments in the field. It focuses on object-oriented software engineering in the context of an overall effort to present object-oriented concepts, techniques and models that can be applied in software estimation, analysis, design, testing and quality improvement. It applies unified modelling language notations to a series of examples with a real-life case study. The example-oriented approach followed in this book will help the readers in understanding and applying the concepts of object-oriented software engineering quickly and easily in various application domains. This book is designed for the undergraduate and postgraduate students of computer science and engineering, computer applications, and information technology. KEY FEATURES : Provides the foundation and important concepts of object-oriented paradigm. Presents traditional

and object-oriented software development life cycle models with a special focus on Rational Unified Process model. Addresses important issues of improving software quality and measuring various object-oriented constructs using object-oriented metrics. Presents numerous diagrams to illustrate object-oriented software engineering models and concepts. Includes a large number of solved examples, chapter-end review questions and multiple choice questions along with their answers. **Search-Based Software Engineering 7th International Symposium, SSBSE 2015, Bergamo, Italy, September 5-7, 2015, Proceedings** Springer This book constitutes the refereed proceedings of the 7th International Symposium on Search-Based Software Engineering, SSBSE 2015, held in Bergamo, Italy, in September 2015. The 12 revised full papers presented together with 2 invited talks, 4 short papers, 2 papers of the graduate track, and 13 challenge track papers were carefully reviewed and selected from 51 submissions. Search Based Software Engineering (SBSE) studies the application of meta-heuristic optimization techniques to various software engineering problems, ranging from requirements engineering to software testing and maintenance. **Software Engineering and Testing** Jones & Bartlett Learning Designed for an introductory software engineering course or as a reference for programmers, this up to date text uses both theory and applications to design reliable, error-free software. Starting with an introduction to the various types of software, the book moves through life-cycle models, software specifications, testing techniques, computer-aided software engineering and writing effective source code. A chapter on applications covers software development techniques used in various applications including VisualBasic, Oracle, SQLServer, and CrystalReports. A CD-ROM with source code and third-party software engineering applications accompanies the book. **Programming and Problem Solving with C++** Jones & Bartlett Learning This book continues to reflect our experience that topics once considered too advanced can be taught in the first course. The text addresses metalanguages explicitly as the formal means of specifying programming language syntax. Copyright © Libri GmbH. All rights reserved. **Software Engineering and Information Technology - Proceedings of the 2015 International Conference (seit2015)** World Scientific **What Every Engineer Should Know about Software Engineering** CRC Press Do you... Use a computer to perform analysis or simulations in your daily work? Write short scripts or record macros to perform repetitive tasks? Need to integrate off-the-shelf software into your systems or require multiple applications to work together? Find yourself spending too much time working the kinks out of your code? Work with software engineers on a regular basis but have difficulty communicating or collaborating? If any of these sound familiar, then you may need a quick primer in the principles of software engineering. Nearly every engineer, regardless of field, will need to develop some form of software during their career. Without exposure to the challenges, processes, and limitations of software engineering, developing software can be a burdensome and inefficient chore. In **What Every Engineer Should Know about Software Engineering**, Phillip Laplante introduces the profession of software engineering along with a practical approach to understanding, designing, and building sound software based on solid principles. Using a unique question-and-answer format, this book addresses the issues and misperceptions that engineers need to understand in order to successfully work with software engineers, develop specifications for quality software, and learn the basics of the most common programming languages, development approaches, and paradigms. **Computerworld** 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. **Software Engineering Theory and Practice** Prentice Hall 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. **Managing Software Quality A Measurement Framework for Assessment and Prediction** Springer Science & Business Media **Managing Software Quality** discusses the methods involved in the integration of process, document and code indicators when constructing an evolving picture of quality. Throughout the book the authors describe experiences gained in a four-year on-site validation of the framework, making this book particularly useful for project or program managers, software managers and software engineers. In particular they provide guidance to those in software development and software support who are interested in establishing a measurement programme that includes software quality prediction and assessment. The authors share numerous valuable lessons learned during the research and applications of software quality management. **The Certified Software Quality Engineer Handbook** Quality Press A comprehensive reference manual to the Certified Software Quality Engineer Body of Knowledge and study guide for the CSQE exam. **Engineer Your Software!** Morgan & Claypool Publishers 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 Engineering Modern Approaches, Second Edition** Waveland Press Today's software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein's thorough coverage of software engineering perfects the reader's ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . . • Process: concentrates on how applications are planned and developed • Design: teaches software engineering primarily as a requirements-to-design activity • Programming and agile methods: encourages software engineering as a code-oriented activity • Theory and principles: focuses on foundations • Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products. **Software Engineering and Management**

International Conference on Computer Applications 2012 :: Volume 05 TECHNO FORUM R&D CENTRE **Software Engineering** KHANNA PUBLISHING The importance of Software Engineering is well known in various engineering fields. Overwhelming response to my books on various subjects inspired me to write this book. The book is structured to cover the key aspects of the subject Software Engineering. This book provides logical method of explaining various complicated concepts and stepwise methods to explain the important topics. Each chapter is well supported with necessary illustrations, practical examples and solved problems. All the chapters in the book are arranged in a proper sequence that permits each topic to build upon earlier studies. All care has been taken to make students comfortable in understanding the basic concepts of the student. Some of the books cover the topics in great depth and detail while others cover only the most important topics. Obviously no single book on this subject can meet everyone's needs, but many lie to either end of spectrum to be really helpful. At the low end there are the superficial ones that leave the readers confused or unsatisfied. Those at the high end cover the subject with such thoroughness as to be overwhelming. The present edition is primarily intended to serve the need to students preparing for B. Tech, M. Tech and MCA courses. This book is an outgrowth of our teaching experience. In our academic interaction with teachers and students, we found that they face considerable difficulties in using the available books in this growing academic discipline. The authors simply presented the subjects matter in their own style and make the subject easier by giving a number of questions and summary given at the end of the chapter.

Software Applications: Concepts, Methodologies, Tools, and Applications IGI Global Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

Guide to Efficient Software Design An MVC Approach to Concepts, Structures, and Models Springer Nature This classroom-tested textbook presents an active-learning approach to the foundational concepts of software design. These concepts are then applied to a case study, and reinforced through practice exercises, with the option to follow either a structured design or object-oriented design paradigm. The text applies an incremental and iterative software development approach, emphasizing the use of design characteristics and modeling techniques as a way to represent higher levels of design abstraction, and promoting the model-view-controller (MVC) architecture. Topics and features: provides a case study to illustrate the various concepts discussed throughout the book, offering an in-depth look at the pros and cons of different software designs; includes discussion questions and hands-on exercises that extend the case study and apply the concepts to other problem domains; presents a review of program design fundamentals to reinforce understanding of the basic concepts; focuses on a bottom-up approach to describing software design concepts; introduces the characteristics of a good software design, emphasizing the model-view-controller as an underlying architectural principle; describes software design from both object-oriented and structured perspectives; examines additional topics on human-computer interaction design, quality assurance, secure design, design patterns, and persistent data storage design; discusses design concepts that may be applied to many types of software development projects; suggests a template for a software design document, and offers ideas for further learning. Students of computer science and software engineering will find this textbook to be indispensable for advanced undergraduate courses on programming and software design. Prior background knowledge and experience of programming is required, but familiarity in software design is not assumed.

Advanced Topics in Database Research IGI Global The book presents the latest research ideas and topics on how to enhance current database systems, improve information storage, refine existing database models, and develop advanced applications. It provides insights into important developments in the field of database and database management. With emphasis on theoretical issues regarding databases and database management, the book describes the capabilities and features of new technologies and methodologies, and addresses the needs of database researchers and practitioners. *Note: This book is part of a new series entitled "Advanced Topics in Database Research." This book is Volume Three within this series (Vol. III, 2004).

Software System Engineering A First Course Franklin Beedle & Assoc This text presents a first course in software system engineering. Techniques most applicable to each phase of software development are integrated in to a practical, "how-to" approach to forming a mainstream of techniques stretching from the top to the bottom phase. These techniques are applied immediately to case studies throughout the phases, and students are asked to analyze current software projects from their work environments. Nuances of existing concepts are developed to assist this integrated approach, such as optimization of complexity, software stability, structured symbols used to diagram control flow, the input-function-output diagram, and the interface matrix. Students should have experience in two languages, or extensive one language experience including subprograms. The book is most appropriate for a quarter or semester analysis-design course for software project managers, software engineers, CIS analysts, MIS analysts, designers, and programmers--students or professionals.

Turbo Pascal Jones & Bartlett Learning Thoroughly revised and updated Turbo Pascal retains the excellent pedagogy, outstanding clarity, and balanced presentation that marked earlier editions as leaders in computer science education. An emphasis on problem solving and algorithmic design teaches students to implement programs most effectively. A sensible organization introduces concepts where students need them most, and an extensive and varied selection of exercises and case studies support and strengthen concepts learned. In addition, all programming examples follow well-defined methodologies that reinforce proper problem-solving principles.

Coordinating the Internet Linköping University Electronic Press Många självklarheter i vårt digitala samhälle är beroende av Internet för att fungera. Allt från smarta dörrar för hemtjänster, till självscanningsapparaterna på ICA, till nyare bilar, moderna tillverkningsrobotar, telefoner och affärssystem. Den här licentiatavhandlingen reder ut vad Internet är, hur det styrs och vad det har för praktiska konsekvenser. Tidigare forskning finns bland annat inom telekommunikation där Internet liknas vid andra telekommunikationstjänster, så som kabel-TV eller mobiltelefoni, och inom digitalisering både inom management och informationssystem där Internet i det närmaste tas för givet som teknisk infrastruktur. Här tar jag en ansats där jag förklarar Internet ur ett kombinerat tekniskt och organisatoriskt perspektiv. Studien är principiellt uppdelad i tre delar. Den första delen fokuserar på att begreppsmässigt hitta ett sätt att diskutera Internet utan att essentiella aspekter faller bort, såsom styrningen eller konsekvenser av den tekniska designen. Jag landar i att Internet är både ett tekniskt och ett organisatoriskt fenomen. Tekniskt i bemärkelsen att det handlar om digital paketbaserad kommunikation (dvs att olika paket kan ta olika väg och att det inte finns ett beroende på en viss specifik väg, eller "krets"), vilket kan särskiljas från exempelvis kretskopplad kommunikation (dvs en specifik väg från sändare till mottagare) eller rent analog kommunikation. I denna tekniska dimension är Internet förhållandevis likt klassisk telekommunikation såsom kabel-TV och

mobiltelefoni, och förlitar sig på best-effort paketbaserad kommunikation. I den andra dimensionen, styrning och organisation, är Internet ett explicit bottom-up fenomen som styrs med andra principer och ideal än klassisk telekommunikation. Till sin utformning är denna minsta möjliga koordination som krävs för att möjliggöra koordinering av de tekniska unika identifierare som behövs för att Internet ska fungera (dvs idag DNS- och BGP-flororna av protokoll för användning av namn och nummer på Internet). Båda dimensionerna, de organisatoriska och tekniska, följer samma designprinciper, och generellt är det meningsfullt att se Internet som en ekologi av aktörer snarare än en organisation i strikt teoretiska termer (exempelvis finns ingen tydlig övergripande strategi, organisationsnummer eller löneutbetalare). Det är dessa designprinciper, som ligger väl i linje med systemarkitektursprinciper för datorsystem, som är orsaken till Internets lager-design där man (generellt) inte ska bry som om vad som händer på andra lager än sitt eget (beskrivet som "separation of concerns" eller i dubbel negation "high cohesion" i texten) samt att ha en minimalistisk ansats till koordinering och enbart koordinera eller skapa beroenden mellan enheter (både tekniskt och organisatoriskt) när det verkligen behövs (beskrivet som "minimum coordination" eller "low coupling" i texten). Den andra delen fokuserar på hur Internet kan socialt påverkas eller förändras till något annat, eller till något med en annan funktion sett som en styrd organisation. Jag använder begreppet social robusthet, som motpol till teknisk robusthet som i hur man tekniskt kan förstöra Internet, för att diskutera dessa aspekter. Slutsatserna här mynnar ut i att Internets explicita bottom-up och problemsupplägnings-design gör det märkbart svårt för någon att medvetet påverka Internet för att ändra dess beskaffenhet, och dessutom visar jag att även om man praktiskt lyckas ta över de formellt beslutande råden (exempelvis ICANNs och IETFs styrelser) så finns det inga formella eller praktiska hinder för att bara ignorera dem (dvs switching costs för just ICANN eller IETF är låga, om än tekniskt omständligt med att konfigurera om rötter och routing-tabeller, och betydligt enklare än att gå från IPv4 till IPv6 då utrustning kan behöva ersättas och därmed en betydligt högre switching cost). Med andra ord, det är enklare att byta ut Internets koordinerare än att byta ut Internet mot något som fungerar annorlunda. Däremot är den rådande politiska världsordningen ett hot mot Internet, eftersom den regelstyrda och koordinerade världsordningen inte längre är lika självklar som den varit tidigare. Den tredje och sista studien fokuserar på nätneutralitet, dvs rätten nätverksoperatörer har att fånga värde i andra dimensioner än trafikmängd, som en praktiskt effekt av hur Internet styrs och fungerar. Det primära praktiska bidraget är att nätneutralitet inte får ses som enbart en reglerings och lagstiftningfråga utan det är mer relevant att prata om i termer av nätneutralitet i praktiken. I den bemärkelsen är lagstiftningens vara eller inte vara mindre intressant än praktisk nätneutralitets vara eller inte vara och en tyngdpunktsförskjutning i den offentliga debatten hade fört diskussionen närmare hur Internet fungerar. Sammanfattningsvis ger Internets designprinciper att marknadskrafter, och ej direkt reglering, ska möjliggöra nätneutralitet. För att förtydliga, tanken är att det ska finnas konkurrens inom de flesta nivåer eller lager, och att det är av vikt att det finns konkurrens rakt igenom så att en kundvilja för paketneutralitet på tjänstenivå även påverkar nätägar- och infrastrukturnivå, så att det är användarnas efterfrågan som leder till nätneutralitet (om den användarviljan finns). Dock kan det mycket väl vara så att man som användare inte är intresserad av nätneutralitet och då ska tjänsteleverantörer, nätägare och infrastrukturoperatörer inte heller tvingas vara neutrala genom lagstiftning då det går stick i stäv med designprinciperna. Inte heller ska en grupps vilja kring nätneutralitet påverka andras möjligheter att välja. Genomgående identifierar jag två kolliderande världsbilder, den distribuerade regelstyrda och koordinerade ordningen i sitt perspektiv med sina förkämpar, och den mer integrerade och suveräna världsordningen med sitt perspektiv och sina förkämpar. Rent praktiskt uppfyller Internet en önskad funktion i den tidigare men ej i den senare, då Internet designmässigt är byggt för att tillåta snarare än kontrollera och bestämma. Exempelvis finns det inte inbyggda (tekniska) mekanismer i Internet för att till exempel möjliggöra statlig övervakning eller kontroll av material som finns tillgängligt, och då ligger det mer i statens intresse att ha kontrollerade telekommunikationstjänster, såsom kabel-TV, mobiltelefoni och liknande lösningar där man inte helt enkelt kan lägga på ett "extra lager" för att uppnå kryptering, anonymitet eller tillgång till andra tjänster. I texten använder jag perspektiven tillsammans med teknologi, marknader och byråkrati för att fånga upp dynamiken och strömningarna i Internet-ekologin och jämför med tekniska samhällsförändringar, som exempelvis järnvägsnät, postverk och finansiella marknader. Jag konstaterar att Internet har varit styrt av teknologiskt baserade värderingar, till skillnad från de andra exemplen som i huvudsak har utformats av dynamiken mellan byråkrati och marknad. I denna mån förelår jag att teknologi kan användas som strömning och motperspektiv till den klassiska uppställningen med byråkrati och marknad för att beskriva fenomen i digitaliseringens tidsålder. Avhandlingen sätter även pågående trender i ett bredare perspektiv mot både organisation och teknik, och trycker på vikten av att förstå delarna var för sig och tillsammans för att på ett rikare sätt måla upp helheten. The modern society is to a large extent Internet-dependent. Today we rely on the Internet to handle communication for smart doors, self-scanning convenience stores, connected cars, production robots, telephones and ERP-systems. The purpose of this thesis is to unbundle the Internet, its technology, its coordination, and practical and theoretical consequences. Earlier research has, in telecommunications, focused on the Internet as one of many potential telecommunications services, such as cellphones or cable-TV, and the management and information systems field has by and large treated the Internet as black-boxable infrastructure. This thesis explains the Internet from the combined perspectives of technology and coordination. This text contains three empirical studies. The first is focused on conceptualizing and discussing the Internet in a meaningful way using both technology and coordination frameworks. I unceremoniously conclude that the Internet is both a technological and a coordination phenomenon and neither of these aspects can be ignored. The Internet is technological in that it concerns digital packet switched digital communication (as opposed to circuit switched) or purely analog communications. The technological dimension of the Internet is similar in its constituency to classical telecommunications networks, and has best-effort mechanisms for packet delivery. In the other dimension, coordination, the Internet is an explicit bottom-up phenomenon minimally coordinated (or governed) by other ideals than classical telecommunications networks and systems. At its core this least necessary coordination concerns technical unique identifiers necessary for inter-network communication (in practice today manifested as naming with the DNS protocol suite, and numbering with the BGP protocol suite). Both dimensions follow similar design characteristics; the design of the technical Internet is similar to the design of the coordination of the Internet. These design principles, which are well aligned with software design principles, is the cause of the Internet's layered design ("separation of concerns" in practice) and minimal view of coordination (the "least coordinated Internet"). In general terms it is fruitful to view the Internet and involved actors as an ecology, rather than

one organization or entity in need of governance or control. The second study looks at the social resilience of the Internet. That is, is it possible through social means to change what the Internet is or can be viewed as. I use social resilience as a counterpart to technical resilience, i.e. resilience to technical interference. In essence, the bottom-up and separations of concerns design of the coordination aspect of the Internet minimizes possible influence of actors intent on mission disruption. I also practically show that even a take-over of the central councils have little effect the constituency of the Internet, since these councils are not invested with formal powers of enforcement. This thesis suggests that the cost of switching from ICANN and IETF to another set of organizations is quite low due to the nature of the coordination of the Internet, compared to for example, switching all equipment to IPv6 capable equipment. However, the current political situation is a threat to the current Internet regime, since an international and rule-based world order is no longer on all states' agendas. The final empirical study focus on the practical and theoretical implications of the Internet on the case of net neutrality. The primary contribution is that de facto and de jure net neutrality differ in practice, and as such de facto net neutrality deserves more attention. Also, I suggest that any regulation, either for or against net neutrality, is problematic, since such regulation would interfere with the inherent coordination mechanisms of the Internet. As such regulation should focus on providing the necessary markets for Internet function given the coordination and design of the Internet. As a net neutrality example, net neutral Internet access options should exist as part of a natural service offering if wanted by customers, not due to direct regulation. Throughout the thesis I identify two colliding world orders, both in terms of digital communication networks and terms of organizing society in general: the rule-based and coordinating order with its champions, and the integrated or sovereign order with its champions. In practical terms, the Internet can be considered a want in the former (the distributed perspective), but not the later (the integrative perspective), since the Internet lacks inherent (technical) controls for surveillance and content control which are necessary in a world order where borders are important. Regardless of if that importance stems from state oversight or intellectual property rights legislation. I use these perspectives together with technology, markets and bureaucracy to catch the dynamics of the Internet ecology. I then compare these dynamics with other technological and societal phenomena, such as railway networks, postal services and financial markets. And conclude that the Internet (as conceptualized in this thesis) can best be explained by technological values, in opposite to the other examples which can best be explained by the dynamics of markets and bureaucracies without any real influence of the values of technology. As such, I suggest that the classical frame of markets and bureaucracy can fruitfully be expanded with technology to better explain the Internet and similar digitization phenomena. This thesis puts current trends in a broader perspective based on technology and organization, where the two perspectives together better can draw the full picture in a rich fashion.

Introduction to Pascal and Structured Design Jones & Bartlett Learning Introduction to Pascal and Structured Design, provides a concise, accessible introduction to computer science. Using Pascal programming as a tool to shape students' understanding of the discipline, the text offers a strong focus on good programming habits and techniques. The smooth integration of programming essentials, software engineering principles and contemporary theory creates an effective blend for students' first courses in computer science. An emphasis on conceptual understanding, problem solving, and algorithmic design teaches the skills needed for effective program implementation. A wide array of in-text learning aids, including Problem-Solving Case Studies, ample exercises and problems, and nine useful appendices, completes the text. Click here for downloadable student files

Essentials of Software Engineering Jones & Bartlett Learning Intended for a one-semester, introductory course, Essentials of Software Engineering is a user-friendly, comprehensive introduction to the core fundamental topics and methodologies of software development. The authors, building off their 25 years of experience, present the complete life cycle of a software system, from inception to release and through support. The text is broken into six distinct sections, covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, Essentials of Software Engineering is the ideal text for students entering the world of software development.

Cracking Spring Microservices Interviews A quick refresher for Java and Spring Cloud Developers Munish Chandel This ebook discusses 100 plus real problems and their solutions for microservices architecture based on Spring Boot, Spring Cloud, Cloud Native Applications. It covers core concepts of microservices architecture, various design patterns, interview questions & answers, security in microservices, testing strategies and best practices in distributed system design. Table of Contents: 1. Core concepts related Spring powered microservices architecture 2. Introduction to Spring Boot, Spring Cloud, Cloud Native Applications, Netflix OSS 3. Design Patterns in microservices architecture - API Gateway, Hystrix, etc. 4. 100 plus Interview Questions 5. Security - OAuth2 and JWT 6. Testing Strategies in microservices architecture 7. Best Practices and common pitfalls

EBOOK: Information Systems Development: Methods-in-Action McGraw Hill EBOOK: Information Systems Development: Methods-in-Action

Integrating Program Management and Systems Engineering Methods, Tools, and Organizational Systems for Improving Performance John Wiley & Sons Integrate critical roles to improve overall performance in complex engineering projects Integrating Program Management and Systems Engineering shows how organizations can become more effective, more efficient, and more responsive, and enjoy better performance outcomes. The discussion begins with an overview of key concepts, and details the challenges faced by System Engineering and Program Management practitioners every day. The practical framework that follows describes how the roles can be integrated successfully to streamline project workflow, with a catalog of tools for assessing and deploying best practices. Case studies detail how real-world companies have successfully implemented the framework to improve cost, schedule, and technical performance, and coverage of risk management throughout helps you ensure the success of your organization's own integration strategy. Available course outlines and PowerPoint slides bring this book directly into the academic or corporate classroom, and the discussion's practical emphasis provides a direct path to implementation. The integration of management and technical work paves the way for smoother projects and more positive outcomes. This book describes the integrated goal, and provides a clear framework for successful transition. Overcome challenges and improve cost, schedule, and technical performance Assess current capabilities and build to the level your organization needs Manage risk throughout all stages of integration and performance improvement Deploy best practices for teams and systems using the most effective tools Complex engineering systems are prone to budget slips.

scheduling errors, and a variety of challenges that affect the final outcome. These challenges are a sign of failure on the part of both management and technical, but can be overcome by integrating the roles into a cohesive unit focused on delivering a high-value product. Integrating Program Management with Systems Engineering provides a practical route to better performance for your organization as a whole.

Software Engineering A Project Oriented Approach Franklin Beedle & Assoc This book is intended for an undergraduate level introductory software engineering course that has a project as a major component. The emphasis is on the specification, organization, implementation, testing, and documentation of software, describing in some detail the foundation for carrying out a project. The book lends itself to various types of projects, and details clearly the documents students are expected to write while adhering to ANSI/IEEE Software Engineering Standards. A knowledge of programming, flow-charting, and object oriented design is necessary, and background in data structures, file handling, and machine architecture is useful.

Statistical Software Engineering National Academies Press This book identifies challenges and opportunities in the development and implementation of software that contain significant statistical content. While emphasizing the relevance of using rigorous statistical and probabilistic techniques in software engineering contexts, it presents opportunities for further research in the statistical sciences and their applications to software engineering. It is intended to motivate and attract new researchers from statistics and the mathematical sciences to attack relevant and pressing problems in the software engineering setting. It describes the "big picture," as this approach provides the context in which statistical methods must be developed. The book's survey nature is directed at the mathematical sciences audience, but software engineers should also find the statistical emphasis refreshing and stimulating. It is hoped that the book will have the effect of seeding the field of statistical software engineering by its indication of opportunities where statistical thinking can help to increase understanding, productivity, and quality of software and software production.

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Learning Objects for Instruction: Design and Evaluation IGI Global Learning Objects for Instruction shows how practical models of learning objects solutions are being applied in education, organizations, industry, and the military. It includes diverse strategies used across these groups to apply learning objects -- from the use of firmly-grounded theoretical contexts to practical tool-based solutions. The reader will find a thorough history, solid models and real-world practices for using learning objects for instruction in a variety of settings. Greater numbers of organizations are expected to embrace the use of objects for instruction as issues of standardization continue to be worked out.

Process Measurement in Business Process Management Theoretical Framework and Analysis of Several Aspects KIT Scientific Publishing Process measurement deals with the quantification of business process models using process model metrics. This book presents a theoretical framework for the prediction of external process model attributes (as, for example, error-proneness and understandability) based on internal (structural) attributes. The properties of proposed metrics are analyzed. A visualization technique for metric values is introduced and metrics for process model understandability and granularity are evaluated.

The Engineering Handbook CRC Press First published in 1995, The Engineering Handbook quickly became the definitive engineering reference. Although it remains a bestseller, the many advances realized in traditional engineering fields along with the emergence and rapid growth of fields such as biomedical engineering, computer engineering, and nanotechnology mean that the time has come to bring this standard-setting reference up to date. New in the Second Edition 19 completely new chapters addressing important topics in bioinstrumentation, control systems, nanotechnology, image and signal processing, electronics, environmental systems, structural systems 131 chapters fully revised and updated Expanded lists of engineering associations and societies The Engineering Handbook, Second Edition is designed to enlighten experts in areas outside their own specialties, to refresh the knowledge of mature practitioners, and to educate engineering novices. Whether you work in industry, government, or academia, this is simply the best, most useful engineering reference you can have in your personal, office, or institutional library.

The Handbook of Applied Expert Systems CRC Press The Handbook of Applied Expert Systems is a landmark work dedicated solely to this rapidly advancing area of study. Edited by Jay Liebowitz, a professor, author, and consultant known around the world for his work in the field, this authoritative source covers the latest expert system technologies, applications, methodologies, and practices. The book features contributions from more than 40 of the world's foremost expert systems authorities in industry, government, and academia. The Handbook is organized into two major sections. The first section explains expert systems technologies while the second section focuses on applied examples in a wide variety of industries. Key topics covered include fuzzy systems, genetic algorithm development, machine learning, knowledge representation, and much more.