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Evaluation of Novel Approaches to Software Engineering ...

2.1 Software Engineering - A Layered Technology Software engineering encompasses a process, the management of activities, technical methods, and use of tools to develop software products. Software is engineered by applying three

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distinct phases (definition, development, and support). Students need to understand that maintenance involves more

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today's students. Additionally, the UML coverage has been enhanced and significantly increased in this new edition. The pedagogy has also been improved in the new edition to include sidebars. They provide information on relevant software tools, specific work flow for specific kinds of projects, and additional information on

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various topics. Additionally, Pressman provides a running case study called "Safe Home" throughout the book, which provides the application of software engineering to an industry project. New additions to the book also include chapters on the Agile Process Models, Requirements Engineering, and Design

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Engineering. The book has been completely updated and contains hundreds of new references to software tools that address all important topics in the book. The ancillary material for the book includes an expansion of the case study, which illustrates it with UML diagrams. The On-Line Learning Center includes

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software engineering, gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability

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and Security 3: Advanced Software
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secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management,

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Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

This book provides the software

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engineering fundamentals, principles and skills needed to develop and maintain high quality software products. It covers requirements specification, design, implementation, testing and management of software projects. It is aligned with the SWEBOK, Software Engineering Undergraduate Curriculum Guidelines and

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Software Engineering: Architecture-driven Software Development is the first comprehensive guide to the underlying skills embodied in the IEEE's Software Engineering Body of Knowledge

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(SWEBOK) standard. Standards expert Richard Schmidt explains the traditional software engineering practices recognized for developing projects for government or corporate systems. Software engineering education often lacks standardization, with many institutions focusing on implementation rather than design as it

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impacts product architecture. Many graduates join the workforce with incomplete skills, leading to software projects that either fail outright or run woefully over budget and behind schedule. Additionally, software engineers need to understand system engineering and architecture—the hardware and peripherals

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their programs will run on. This issue will only grow in importance as more programs leverage parallel computing, requiring an understanding of the parallel capabilities of processors and hardware. This book gives both software developers and system engineers key insights into how their skillsets support and

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Software Engineering presents a broad perspective on software systems engineering, concentrating on widely used techniques for developing large-scale systems. The objectives of this seventh edition are to include new material on iterative software development,

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component-based software engineering and system architectures, to emphasize that system dependability is not an add-on but should be considered at all stages of the software process, and not to increase the size of the book significantly. To this end the book has been restructured into 6 parts, removing the separate section on

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evolution as the distinction between development and evolution can be seen as artificial. New chapters have been added on: Socio-technical Systems A discussing the context of software in a broader system composed of other hardware and software, people, organisations, policies, procedures and laws. Application System

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Architectures A to teach students the general structure of application systems such as transaction systems, information systems and embedded control systems. The chapter covers 6 common system architectures with an architectural overview and discussion of the characteristics of these types of system.

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Iterative Software Development A looking at prototyping and adding new material on agile methods and extreme programming.

Component-based Software Engineering A introducing the notion of a component, component composition and component frameworks and covering design with reuse. Software Evolution A revising the

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presentation of the 6th edition to cover re-engineering and software change in a single chapter. The book supports students taking undergraduate or graduate courses in software engineering, and software engineers in industry needing to update their knowledge

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In this best-selling text, Mike Schneider and Judy Gersting unify and lend relevance to the topics of computer science within their proven framework of a six-layer hierarchy of abstractions. The authors begin by showing that computer science is the study of algorithms, which is the central theme of the book, then move

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up the next five levels of the hierarchy: hardware, virtual machine, software, applications, and ethics. Each layer in the hierarchy builds upon the ideas and concepts presented in earlier chapters. In addition to some motivational applications such as Web page design and interactive graphics, the book covers the fundamental

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issues of algorithms, hardware design, computer organization, system software, language models, theory of computation, and social and ethical issues of computing. Exposure to these deeper and more complex core ideas introduces students to the richness and beauty of the field and helps them appreciate the principles

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behind their creation and implementation. While feeling the excitement of computer science, students receive a solid grounding in the central concepts as well as in important uses of computing and information technology.

Requirements engineering is the process

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by which the requirements for software systems are gathered, analyzed, documented, and managed throughout their complete lifecycle. Traditionally it has been concerned with technical goals for, functions of, and constraints on software systems. Aurum and Wohlin, however, argue that it is no longer

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appropriate for software systems professionals to focus only on functional and non-functional aspects of the intended system and to somehow assume that organizational context and needs are outside their remit. Instead, they call for a broader perspective in order to gain a better understanding of the

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interdependencies between enterprise stakeholders, processes, and software systems, which would in turn give rise to more appropriate techniques and higher-quality systems. Following an introductory chapter that provides an exploration of key issues in requirements engineering, the book is organized in three parts. Part 1

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presents surveys of state-of-the art requirements engineering process research along with critical assessments of existing models, frameworks and techniques. Part 2 addresses key areas in requirements engineering, such as market-driven requirements engineering, goal modeling, requirements ambiguity, and others. Part 3

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concludes the book with articles that present empirical evidence and experiences from practices in industrial projects. Its broader perspective gives this book its distinct appeal and makes it of interest to both researchers and practitioners, not only in software engineering but also in other disciplines

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such as business process engineering and management science.

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

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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

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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

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coverage, and relevance, Foster's practical and methodical discussion style gets straight to the salient issues, and avoids unnecessary topics and minimizes theoretical coverage.

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