Ebook free Common software problems and solutions [PDF]

Software Maintenance Problems and Methodologies in Mathematical Software Production Hard Problems in Software Testing Software Design Problem Frames The Problem with Software Computer-Based Problem Solving Process First Fault Software Problem Solving Software Engineering for Science Solving the Year 2000 Software Problem History of Computing: Software Issues Wicked Problems, Righteous Solutions Issues in Software Research, Design, and Application: 2012 Edition Software Development Patterns and Antipatterns Algorithms and Programming Issues in Software Engineering Education Schaum's Outline of Software Engineering Software Engineering Software Engineering Education Professional Issues in Software Engineering Software Engineering for Large-Scale Multi-Agent Systems More About Software Requirements Software Engineering Building Secure Software Software Product Lines Experimental Software Engineering Issues: Professional Issues in Software Engineering Software Configuration Management Patterns Designing Maintainable Software Research Issues in Systems Analysis and Design, Databases and Software Development Good Code, Bad Code More about Software Requirements Raspberry Pi Cookbook Fundamentals of Software Engineering Effective Methods for Software and Systems Integration Software Engineering Growing Software Computational Intelligence Applications for Software Engineering Problems Scaling Up Debugging

Software Maintenance *1983*

designing for maintenance the methodology revolution packages performing the maintenance function viewing the future

Problems and Methodologies in Mathematical Software Production 2014-01-15

this book summarizes the current hard problems in software testing as voiced by leading practitioners in the field the problems were identified through a series of workshops interviews and surveys some of the problems are timeless such as education and training while others such as system security have recently emerged as increasingly important the book also provides an overview of the current state of testing as a service taas based on an exploration of existing commercial offerings and a survey of academic research taas is a relatively new development that offers software testers the elastic computing capabilities and generous storage capacity of the cloud on an as needed basis some of the potential benefits of taas include automated provisioning of test execution environments and support for rapid feedback in agile development via continuous regression testing the book includes a case study of a representative web application and three commercial taas tools to determine which hard problems in software testing are amenable to a taas solution the findings suggest there remains a significant gap that must be addressed before taas can be fully embraced by the industry particularly in the areas of tester education and training and a need for tools supporting more types of testing the book includes a roadmap for enhancing taas to help bridge the gap between potential benefits and actual results table of contents introduction hard problems in software testing testing as a service taas case study and gap analysis summary appendix a hard problems in software testing survey appendix b google app engine code examples appendix c sauce labs code examples references author biographies

Hard Problems in Software Testing *2014-09-01*

software design creating solutions for ill structured problems third edition provides a balanced view of the many and varied software design practices used by practitioners the book provides a general overview of software design within the context of software development and as a means of addressing ill structured problems the third edition has been expanded and reorganised to focus on the structure and process aspects of software design including architectural issues as well as design notations and models it also describes a variety of different ways of creating design solutions such as plan driven development agile approaches patterns product lines and other forms features includes an overview and review of representation forms used for modelling design solutions provides a concise review of design practices and how these relate to ideas about software architecture uses an evidence informed basis for discussing design concepts and when their use is appropriate this book is suitable for undergraduate and graduate students taking courses on software engineering and software design as well as for software engineers author david budgen is a professor emeritus of software engineering at durham university his research interests include evidence based software engineering ebse software design and healthcare informatics

Software Design *2020-12-28*

this book is about problem frames a concept developed by michael jackson it is a practical book which demonstrates how to classify problems that occur during the development of software and how to recognise the correct solution to each problem

Problem Frames *2001*

an industry insider explains why there is so much bad software and why academia doesn t teach programmers what industry wants them to know why is software so prone to bugs so vulnerable to viruses why are software products so often delayed or even canceled is software development really hard or are software developers just not that good at it in the problem with software adam barr examines the proliferation of bad software explains what causes it and offers some suggestions on how to improve the situation for one thing barr points out academia doesn t teach programmers what they actually need to know to do their jobs how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors as the size and complexity of commercial software have grown the gap between academic computer science and industry has widened it s an open secret that there is little engineering in software engineering which continues to rely not on codified scientific knowledge but on intuition and experience barr who worked as a programmer for more than twenty years describes how the industry has evolved from the era of mainframes and fortran to today s embrace of the cloud he explains bugs and why software has so many of them and why today s interconnected computers offer fertile ground for viruses and worms the difference between good and bad software can be a single line of code and barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers looking to the future barr writes that the best prospect for improving software engineering is the move to the cloud when software is a service and not a product companies will have more incentive to make it good rather than good enough to ship

The Problem with Software *2018-10-23*

the author looks at the issues of how computing are used and taught with a focus on embedding computers within problem solving process by making computer language part of natural language of the domain instead of embedding problem domain in the computer by programming the book builds on previous editions of system software and software systems concepts and methodology and develops a framework for software creation that supports domain oriented problem solving process adapting polya s four steps methodology for mathematical problem solving formalize the problem develop an algorithm to solve the problem perform the algorithm on the data characterizing the problem validate the solution to the computer use for problem solving in any domain including computer programming contents systems methodology introduction to system softwareformal systemsad hoc systemscommon systems in software developmentcomputer architecture and functionality hardware systemfunctional behavior of hardware componentsalgorithmic expression of a hardware systemusing computers to solve problemssoftware tools supporting program execution computer process manipulation by programsmemory management systemi o device management systemcomputation activity and its management toolssoftware tools supporting program development problem solving by software toolsbased problem solving processsoftware tool development illustrationsoftware tools for correct program developmentcomputer operation by problem solving process using first computers to solve problemsbatch operating systemproblem of protectiontiming program executionefficiency of batch operating systemsconvenience of the bosreal time systems readership student general public and professional key features this is one of the few books in the market that promote programming as a problem solving process following polya for mathematical problem solvingthis book consolidates the concepts of system methodology computer architecture system tools program execution into workflow of the four steps polya problem solving processthis book insists to hold the hands of readers to walk through the internal working of a computer system from problem deposition to hardware state transitions a view that has been lost in most computer science curricula currently taught in universities and collegeskeywords software engineering programming methodology computer engineering

Computer-Based Problem Solving Process *2015-03-19*

written by a veteran in mission critical computer system problem resolution problem prevention and system recovery this book discusses solving problems on their first occurrence while emphasizing software supportability and serviceability who should read this book software professional engineers and managers end users system administrators and their managers software engineering students what will the readers of this book learn how to optimize use of pre existing software problem solving features how to choose the best products to improve first fault problem solving how to get the best results when problems occur on outsourced and cloud placed work how to choose amongst first fault tools second fault tools and manual problem solving methods to best advantage for difficult problems how to be an educated consumer or creator of future problem solving software what is the business value of reading this book saving money on problem solving resources servers storage network software power space cooling personnel keeping customers happier since their issues are resolved sooner reducing the durations of computer service outages that affect external clients decreasing operational overhead and encouraging sustainable higher performing organizations and enterprises through best problem solving practices what else is special about this book 21 original illustrations to feed the soul and tickle the funny bone 21 thought provoking quotes to feed the intellect and the spirit an extensive bibliography to aid in clarification and personal growth

First Fault Software Problem Solving *2009*

software engineering for science provides an in depth collection of peer reviewed chapters that describe experiences with applying software engineering practices to the development of scientific software it provides a better understanding of how software engineering is and should be practiced and which software engineering practices are effective for scientific software the book starts with a detailed overview of the scientific software lifecycle and a general overview of the scientific software development process it highlights key issues commonly arising during scientific software development as well as solutions to these problems the second part of the book provides examples of the use of testing in scientific software development including key issues and challenges the chapters then describe solutions and case studies aimed at applying testing to scientific software development efforts the final part of the book provides examples of applying software engineering techniques to scientific software including not only computational modeling but also software for data management and analysis the authors describe their experiences and lessons learned from developing complex scientific software in different domains about the editors jeffrey carver is an associate professor in the department of computer science at the university of alabama he is one of the primary organizers of the workshop series on software engineering for science se4science org workshops neil p chue hong is director of the software sustainability institute at the university of edinburgh his research interests include barriers and incentives in research software ecosystems and the role of software as a research object george k thiruvathukal is professor of computer science at loyola university chicago and visiting faculty at argonne national laboratory his current research is focused on software metrics in open source mathematical and scientific software

Software Engineering for Science *2016-11-03*

this book reviews the present understanding of the history of software and establishes an agenda for further research by exploring this current understanding the authors identify the fundamental elements of software the problems and questions addressed in the book range from purely technical to societal issues thus the articles presented offer a fresh view of this history with new categories and interrelated themes comparing and contrasting software with artefacts in other disciplines so as to ascertain in what ways software is similar to and different from other technologies this volume is based on the international conference mapping the history of computing software issues held in april 2000 at the heinz nixdorf museums forum in paderborn germany

Solving the Year 2000 Software Problem *1996*

m created

History of Computing: Software Issues *2002-05-27*

issues in software research design and application 2012 edition is a scholarlybrief that delivers timely authoritative comprehensive and specialized information about software engineering in a concise format the editors have built issues in software research design and application 2012 edition on the vast information databases of scholarlynews you can expect the information about software engineering in this ebook to be deeper than what you can access anywhere else as well as consistently reliable authoritative informed and relevant the content of issues in software research design and application 2012 edition has been produced by the world s leading scientists engineers analysts research institutions and companies all of the content is from peer reviewed sources and all of it is written assembled and edited by the editors at scholarlyeditions and available exclusively from us you now have a source you can cite with authority confidence and credibility more information is available at scholarlyeditions com

Wicked Problems, Righteous Solutions 1990

software development has been a troubling since it first started there are seven chronic problems that have plagued it from the beginning incomplete and ambiguous user requirements that grow by 2 per month major cost and schedule overruns for large applications 35 higher than planned low defect removal efficiency dre cancelled projects that are not completed 30 above 10 000 function points poor quality and low reliability after the software is delivered 5 bugs per fp breach of contract litigation against software outsource vendors expensive maintenance and enhancement costs after delivery these are endemic problems for software executives software engineers and software customers but they are not insurmountable in software development patterns and antipatterns software engineering and metrics pioneer capers jones presents technical solutions for all seven the solutions involve moving from harmful patterns of software development to effective patterns of software development the first section of the book examines common software development problems that have been observed in many companies and government agencies the data on the problems comes from consulting studies breach of contract lawsuits and the literature on major software failures this section considers the factors involved with cost overruns schedule delays canceled projects poor quality and expensive maintenance after deployment the second section shows patterns that lead to software success the data comes from actual companies the section s first chapter on corporate software risk reduction in a fortune 500 company was based on a major telecom company whose ceo was troubled by repeated software failures the other chapters in this section deal with methods of achieving excellence as well as measures that can prove excellence to c level executives and with continuing excellence through the maintenance cycle as well as for software development

Issues in Software Research, Design, and Application: 2012 Edition *2013-01-10*

this text is structured in a problem solution format that requires the student to think through the programming process new to the second edition are additional chapters on suffix trees games and strategies and huffman coding as well as an appendix illustrating the ease of conversion from pascal to c

Software Development Patterns and Antipatterns *2021-08-26*

this volume combines the proceedings of the 1987 sei conference on software engineering education held in monroeville pennsylvania on april 30 and may 1 1987 with the set of papers that formed the basis for that conference the conference was sponsored by the software engineering institute sei of carnegie mellon university sei is a federally funded research and development center established by the united states department of defense to improve the state of software technology the education division of sei is charged with improving the state of software engineering education this is the third volume on software engineering education to be pub lished by springer verlag the first software engineering education needs and objectives edited by tony wasserman and peter freeman was published in 1976 that volume documented a workshop in which educa tors and industrialists explored needs and objectives in software engineering education the second volume software engineering education the educational needs of the software community edited by norm gibbs and richard fairley was published in 1986 the 1986 volume contained the proceedings of a limited attendance workshop held at sei and sponsored by sei and wang institute in contrast to the 1986 workshop which was limited in attendance to 35 participants the 1987 conference attracted approximately 180 participants

Algorithms and Programming *2011-03-23*

tough test questions missed lectures not enough time fortunately for you there s schaum s outlines more than 40 million students have trusted schaum s to help them succeed in the classroom and on exams schaum s is the key to faster learning and higher grades in every subject each outline presents all the essential course information in an easy to follow topic by topic format you also get hundreds of examples solved problems and practice exercises to test your skills this schaum s outline gives you practice problems with full explanations that reinforce knowledge coverage of the most up to date developments in your course field in depth review of practices and applications fully compatible with your classroom text schaum s highlights all the important facts you need to know use schaum s to shorten your study time and get your best test scores schaum s outlines problem solved

Issues in Software Engineering Education *2012-12-06*

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

Schaum's Outline of Software Engineering *2002-06-24*

software engineering is a term which was coined in the late 1960 s as the theme for a workshop on the problems involved in producing software that could be developed economically and would run reliably on real machines even now software engineering is more of a wish than a reality but the last few years have seen an increased awareness of the need to apply an engineering type discipline to the design and construction of software systems many new proposals have been made for the management of software development and maintenance and many methodologies have been suggested for improving the programming process as these problems and solutions become better understood there is a growing need to teach these concepts to students and to practicing professionals as a prelude to the educational process it is necessary to gain an understanding of the software design and development process in industry and government to define the appropriate job categories and to identify the fundamental content areas of soft ware engineering the need for quality education in software engineering is now recognized by practitioners and educators alike and various educational endeavors in this area are now being formulated yet discussions we had had over the past year or so led us to believe that there was insufficient contact between practitioners and educators with the resultant danger that each group would go off in separate ways rather than working together

Software Engineering *2014-12-16*

software engineers are increasingly becoming business people professional issues in software engineering 3rd edition gives them comprehensive coverage of the issues they should know about while most books look at programs related to software engineering rather than the context in which they are used this book covers the major developments that have occured in recent years such as the internet data protection act and changes to the legal status of software engineers this updated edition of a successful textbook is for undergraduate and graduate students as well as for professionals in software engineering and computer science

Software Engineering Education *2012-12-06*

nowadays engineering large scale software systems means dealing with complex systems composed of pervasive software components that move around and adapt to nondeterministic and open environments like the internet in order to achieve systems design goals through the coordination of autonomously distributed services the agent metaphor in particular software agents and multi agent systems mas constitutes a promising approach for covering most of the software development life cycle from conceptual modeling and requirements specification to architectural definition design and implementation this book presents 17 carefully reviewed papers arranged in order to provide a coherent survey of how to exploit agent properties and mas issues in today s software systems the book offers the following topical sections software engineering foundations requirements engineering and software architecture coordination and mobility reuse dependability empirical studies and applications

Professional Issues in Software Engineering 2000-09-21

no matter how much instruction you ve had on managing software requirements there s no substitute for experience too often lessons about requirements engineering processes lack the no nonsense guidance that supports real world solutions complementing the best practices presented in his book software requirements second edition requirements engineering authority karl wiegers tackles even more of the real issues head on in this book with straightforward professional advice and practical solutions based on actual project experiences this book answers many of the tough questions raised by industry professionals from strategies for estimating and working with customers to the nuts and bolts of documenting requirements this essential companion gives developers analysts and managers the cosmic truths that apply to virtually every software development project discover how to make the business case for investing in better requirements practices generate estimates using three specific techniques conduct inquiries to elicit meaningful business and user requirements clearly document project scope implement use cases scenarios and user stories effectively improve inspections and peer reviews write requirements that avoid ambiguity

Software Engineering for Large-Scale Multi-Agent Systems *2003-04-15*

software engineering describes the current state of the art practice of software engineering beginning with an overview of current issues and focusing on the engineering of large complex systems the text illustrates the phases of the software development life cycle requirements design implementation testing and maintenance

More About Software Requirements *2005-12-20*

most organizations have a firewall antivirus software and intrusion detection systems all of which are intended to keep attackers out so why is computer security a bigger problem today than ever before the answer is simple bad software lies at the heart of all computer security problems traditional solutions simply treat the symptoms not the problem and usually do so in a reactive way this book teaches you how to take a proactive approach to computer security building secure software cuts to the heart of computer security to help you get security right the first time if you are serious about computer security you need to read this book which includes essential lessons for both security professionals who have come to realize that software is the problem and software developers who intend to make their code behave written for anyone involved in software development and use from managers to coders this book is your first step toward building more secure software building secure software provides expert perspectives and techniques to help you ensure the security of essential software if you consider threats and vulnerabilities early in the devel opment cycle you can build security into your system with this book you will learn how to determine an acceptable level of risk develop security tests and plug security holes before software is even shipped inside you ll find the ten guiding principles for software security as well as detailed coverage of software risk management for security selecting technologies to make your code more secure security implications of open source and proprietary software how to audit software the dreaded buffer overflow access control and password authentication random number generation applying cryptography trust management and input client side security dealing with firewalls only by building secure software can you defend yourself against security breaches and gain the confidence that comes with knowing you won t have to play the penetrate and patch game anymore get it right the first time let these expert authors show you how to properly design your system save time money and credibility and preserve your customers trust

Software Engineering *1997*

software product lines are emerging as a critical new paradigm for software development product lines are enabling organizations to achieve impressive time to market gains and cost reductions with the increasing number of product lines and product line researchers and practitioners the time is right for a comprehensive examination of the issues surrounding the software product line approach the software engineering institute at carnegie mellon university is proud to sponsor the first conference on this important subject this book comprises the proceedings of the first software product line conference splc1 held august 28 31 2000 in denver colorado usa the twenty seven papers of the conference technical program present research results and experience reports that cover all aspects of software product lines topics include business issues enabling technologies organizational issues and life cycle issues emphasis is placed on experiences in the development and fielding of product lines of complex systems especially those that expose problems in the design development or evolution of software product lines the book will be essential reading for researchers and practitioners alike

Building Secure Software 2001-09-24

this book was written primarily for all those dtp users and programmers who want to keep up with the rapid development of electronic publishing particular those who wish to develop new systems for the output of typefaces in this volume various formats are presented their properties discussed and production requirements analyzed appendices provide readers additional information largely on digital formats for typeface storage

Software Product Lines *2012-12-06*

stereotypes portray software engineers as a reckless lot and stereotypes paint software configuration management scm devotees as inflexible based on these impressions it is no wonder that projects can be riddled with tension the truth probably lies somewhere in between these stereotypes and this book shows how proven scm practices can foster a healthy team oriented culture that produces better software the authors show that workflow when properly managed can avert delays morale problems and cost overruns a patterns approach proven solutions to recurring problems is outlined so that scm can be easily applied and successfully leveraged in small to medium sized organizations the patterns are presented with an emphasis on practicality the results speak for themselves improved processes and a motivated workforce that synergize to produce better quality software

Experimental Software Engineering Issues: *1993-08-30*

aimed at improving a programmers ability for altering code to fit changing requirements and for detecting and correcting errors this book argues for a new way of thinking about maintaining software it proposes the use of a set of human factors principles that govern the programmer software event world interactions and form the core of the maintenance process the book is thus highly valuable for systems analysts and programmers managers seeking to reduce costs researchers looking at solutions to the maintenance problem and students learning to write clear unambiguous programs

Professional Issues in Software Engineering 1995

presents the capabilities and features of new ideas and concepts in the information systems development database and forthcoming technologies provides a representation of topnotch research in all areas of systems analysis and design and databases

Software Configuration Management Patterns 2020-05-21

practical techniques for writing code that is robust reliable and easy for team members to understand and adapt summary in good code bad code you ll learn how to think about code like an effective software engineer write functions that read like well structured sentences ensure code is reliable and bug free effectively unit test code identify code that can cause problems and improve it write code that is reusable and adaptable to new requirements improve your medium and long term productivity save yourself and your team time the difference between good code or bad code often comes down to how you apply the established practices of the software development community in good code bad code you ll learn how to boost your productivity and effectiveness with code development insights normally only learned through careful mentorship and hundreds of code reviews purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology software development is a team sport for an application to succeed your code needs to be robust and easy for others to understand maintain and adapt whether you re working on an enterprise team contributing to an open source project or bootstrapping a startup it pays to know the difference between good code and bad code about the book good code bad code is a clear practical introduction to writing code that s a snap to read apply and remember with dozens of instantly useful techniques you ll find coding insights that normally take years of experience to master in this fast paced guide google software engineer tom long teaches you a host of rules to apply along with advice on when to break them what s inside write functions that read like sentences ensure your code stays bug free how to sniff out bad code save time for yourself and your team about the reader for coders early in their careers who are familiar with an object oriented language such as java or c about the author tom long is a software engineer at google where he works as a tech lead among other tasks he regularly mentors new software engineers in professional coding best practices table of contents part 1 in theory 1 code quality 2 layers of abstraction 3 other engineers and code contracts 4 errors part 2 in practice 5 make code readable 6 avoid surprises 7 make code hard to misuse 8 make code modular 9 make code reusable and generalizable part 3 unit testing 10 unit testing principles 11 unit testing practices

Designing Maintainable Software *1999-05-28*

provides solutions to a variety of problems associated with the software development process

Research Issues in Systems Analysis and Design, Databases and Software Development *2007-04-30*

the world of raspberry pi is evolving quickly with many new interface boards and software libraries becoming available all the time in this cookbook prolific hacker and author simon monk provides more than 200 practical recipes for running this tiny low cost computer with linux programming it with python and hooking up sensors motors and other hardware including arduino you ll also learn basic principles to help you use new technologies with raspberry pi as its ecosystem develops python and other code examples from the book are available on github this cookbook is ideal for programmers and hobbyists familiar with the pi through resources such as getting started with raspberry pi o reilly

Good Code, Bad Code *2021-09-21*

practical handbook to understand the hidden language of computer hardware and software description this book teaches the essentials of software engineering to anyone who wants to become an active and independent software engineer expert it covers all the software engineering fundamentals without forgetting a few vital advanced topics such as software engineering with artificial intelligence ontology and data mining in software engineering the primary goal of the book is to introduce a limited number of concepts and practices which will achieve the following two objectives teach students the skills needed to execute a smallish commercial project provide students with the necessary conceptual background for undertaking advanced studies in software engineering through courses or on their own key features this book contains real time executed examples along with case studies covers advanced technologies that are intersectional with software engineering easy and simple language crystal clear approach and straight forward comprehensible presentation understand what architecture design involves and where it fits in the full software development life cycle learning and optimizing the critical relationships between analysis and design utilizing proven and reusable design primitives and adapting them to specific problems and contexts what will you learn this book includes only those concepts that we believe are foundational as executing a software project requires skills in two dimensionsÑengineering and project managementÑthis book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively Ê who this book is for the book is primarily intended to work as a beginnerÕs guide for software engineering in any undergraduate or postgraduate program it is directed towards students who know the program but have not had formal exposure to software engineering the book can also be used by teachers and trainers who are in a similar stateÑthey know some programming but want to be introduced to the systematic approach of software engineering table of contents 1 introductory concepts of software engineering 2 modelling software development life cycle 3 software requirement analysis and specification 4 software project management framework 5 software project analysis and design 6 object oriented analysis and design 7 designing interfaces dialogues and database design 8 coding and debugging 9 software testing 10 system implementation and maintenance 11 reliability 12 Êsoftware quality 13 case and reuse 14 recent trends and development in software engineering 15 Êmodel questions with answers

More about Software Requirements *2006*

before software engineering builds and installations can be implemented into software and or systems integrations in military and aerospace programs a comprehensive understanding of the software development life cycle is required covering all the development life cycle disciplines effective methods for software and systems integration explains how to select and apply a life cycle that promotes effective and efficient software and systems integration the book defines time tested methods for systems engineering software design software engineering informal formal builds software engineering installations software and systems integration delivery activities and product evaluations explaining how to deal with scheduling issues the text considers the use of ibm rational clearcase and clearquest tools for software and systems integration it also presents methods for planning coordination software loading and testing addresses scheduling issues and explains how to plan to coordinate with customers covers all development life cycle disciplines explains how to select and apply a life cycle that promotes effective and efficient software and systems integration the text includes helpful forms such as an audit checklist a software systems integration plan and a software checklist pca providing you with the understanding to achieve continuous improvements in quality throughout the software life cycle it will help you deliver projects that are on time and within budget constraints in developmental military and aerospace programs as well as the software industry

Raspberry Pi Cookbook *2016-05-18*

this text provides a comprehensive but concise introduction to software engineering it adopts a methodical approach to solving software engineering problems it is based on lecture notes that have been tested and proven over several years with outstanding results the book discusses 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 foster 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 fluff as well as an overkill of theoretical calculations students and entry level software engineers alike should find this approach useful in their respective needs brief contents division a fundamentals 1 introduction to software engineering 2 the role of the software engineer division b software investigation analysis 3 project selection and initial system requirements 4 the requirements specification 5 information gathering 6 communicating via diagram 7 decision models for system logic 8 project management aids division c software design 9 overview of software design 10 database design 11 user interface design 12 operations design 13 other design considerations division d software development 14 software development issues 15 human resource management 16 software economics division e software implementation management 17 software implementation issues 18 software management 19 organizing for effective management division f final preparations 20 sample exercises and examination questions division g appendices appendix 1 introduction object oriented methodologies appendix 2 basic concepts of object oriented methodologies appendix 3 object oriented information engineering appendix 4 basic guidelines for object oriented methodologies appendix 5 categorizing objects appendix 6 specifying object behavior appendix 7 tools for object oriented methodologies appendix 8 isr for a generic inventory management system appendix 9 rs for a generic inventory management system appendix 10 ds for a generic inventory management system

Fundamentals of Software Engineering 2020-01-14

as the technology leader at a small software company you need to focus on people products processes and technology as you bring your software to market while doing your best to put out fires and minimize headaches growing software is your guide to juggling the day to day challenges of running a software company while managing those long term problems and making sure that your business continues to grow with practical hands on advice growing software will teach you how to build and lead an effective team define and sell your products work with everyone from customers to ceos and ensure high quality results instead of learning by trial and error you ll benefit from author louis testa s 20 years of management experience testa combines big picture advice specific solutions and real life anecdotes to teach you how to work effectively with your ceo and executive team improve development team efficiency and enthusiasm evaluate your software methodology to improve effectiveness and safeguard against failure use product prototypes to bridge the gap between marketing and engineering defuse technology time bombs whether you re new to managing software or newly lost growing software will help you and your growing company thrive

Effective Methods for Software and Systems Integration *2012-06-01*

this new volume explores the computational intelligence techniques necessary to carry out different software engineering tasks software undergoes various stages before deployment such as requirements elicitation software designing software project planning software coding and software testing and maintenance every stage is bundled with a number of tasks or activities to be performed due to the large and complex nature of software these tasks can become costly and error prone this volume aims to help meet these challenges by presenting new research and practical applications in intelligent techniques in the field of software engineering computational intelligence applications for software engineering problems discusses techniques and presents case studies to solve engineering challenges using machine learning deep learning fuzzy logic based computation statistical modeling invasive weed meta heuristic algorithms artificial intelligence the devops model time series forecasting models and more

Software Engineering 2010

large and growing opportunity costs are resulting from the inability to produce sophisticated reliable software in a timely manner software engineering presents stubborn problems but in this book a group of experts suggest several constructive directions for research together they support the need for greater interaction between researchers and practitioners and more aggressive efforts to share and reuse software engineering knowledge

Growing Software 2009-03-15

when the pressure is on to resolve an elusive software or hardware glitch what s needed is a cool head courtesy of a set of rules guaranteed to work on any system in any circumstance written in a frank but engaging style this book provides simple foolproof principles guaranteed to help find any bug quickly recognized tech expert and author david agans changes the way you think about debugging making those pesky problems suddenly much easier to find and fix agans identifies nine simple practical rules that are applicable to any software application or hardware system which can help detect any bug no matter how tricky or obscure illustrating the rules with real life bug detection war stories debugging shows you how to understand the system how perceiving the roadmap can hasten your journey quit thinking and look when hands on investigation can t be avoided isolate critical factors why changing one element at a time can be an essential tool keep an audit trail how keeping a record of the debugging process can win the day whether the system or program you re working on has been designed wrong built wrong or used wrong debugging helps you think correctly about bugs so the problems virtually reveal themselves

Computational Intelligence Applications for Software Engineering Problems *2023-02-10*

Scaling Up *1989-02-01*

Debugging 2002-09-23

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