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AN INTEGRATED APPROACH TO SOFTWARE ENGINEERING

Springer Science & Business Media This textbook provides an introduction to software engineering for undergraduate students of computer science. Its emphasis is on a case study approach in which a project is developed through the course of the book illustrating the different activities of software development. The sequence of chapters is essentially the same as the sequence of activities performed during a typical software project. All activities, including quality assurance and control activities, are described in each chapter as integral activities for that phase of the development process. Similarly, the author carefully introduces appropriate metrics for controlling and assessing the software process. This book is intended for students who have had no previous training in software engineering and is suitable for a one semester course. In this new edition two trends are clearly highlighted: software processes and object orientation. From reviews of the first edition "I can recommend this book for classroom adoption or individual study..." Computing Reviews "Overall, the book is very readable and exceptionally well organized ... exposes the reader to many current sophistictaed formal and quantitative methods." American Scientist

PANKAJ JALOTE'S SOFTWARE ENGINEERING: A PRECISE APPROACH

John Wiley & Sons The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: Teach the student the skills needed to execute a smallish commercial project. Provide the students necessary conceptual background for undertaking advanced studies in software engineering, through organized courses or on their own. This book focuses on key tasks in two dimensions - engineering and project management - and discusses concepts and techniques that can be applied to effectively execute these tasks. The book is organized in a simple manner, with one chapter for each of the key tasks in a project. For engineering, these tasks are requirements analysis and specification, architecture design, module level design, coding and unit testing, and testing. For project management, the key tasks are project planning and project monitoring and control, but both are discussed together in one chapter on project planning as even monitoring has to be planned. In addition, one chapter clearly defines the problem domain of Software Engineering, and another Chapter discusses the central concept of software process which integrates the different tasks executed in a project. Each chapter opens with some introduction and clearly lists the chapter goals, or what the reader can expect to learn from the chapter. For the task covered in the chapter, the important concepts are first discussed, followed by a discussion of the output of the task, the desired quality properties of the output, and some practical methods and notations for performing the task. The explanations are supported by examples, and the key learnings are summarized in the end for the reader. The chapter ends with some self-assessment exercises. Finally, the book contains a question bank at the end which lists out questions with answers from major universities.

AN INTEGRATED APPROACH TO SOFTWARE ENGINEERING

Springer Science & Business Media It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project.

SOFTWARE PROJECT MANAGEMENT IN PRACTICE

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A CONCISE INTRODUCTION TO SOFTWARE ENGINEERING

Springer An introductory course on Software Engineering remains one of the hardest subjects to teach largely because of the wide range of topics the area enc- passes. I have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on application of these concepts. And Software Engineering is ?nally about application of concepts to e?ciently engineer good software solutions. Goals I believe that an introductory course on Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person-months e?ort while employing proper practices and techniques. It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope—executed by a small team over a few months. I also believe that by carefully selecting the concepts and topics, we can, in the course of a semester, achieve this. This is the motivation of this book. The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: – Teach the student the skills needed to execute a smallish commercial project.

CYBER SECURITY ENGINEERING

A PRACTICAL APPROACH FOR SYSTEMS AND SOFTWARE ASSURANCE

Addison-Wesley Professional Cyber Security Engineering is the definitive modern reference and tutorial on the full range of capabilities associated with modern cyber security engineering. Pioneering software assurance experts Dr. Nancy R. Mead and Dr. Carol C. Woody bring together comprehensive best practices for building software systems that exhibit superior operational security, and for considering security throughout your full system development and acquisition lifecycles. Drawing on their pioneering work at the Software Engineering Institute (SEI) and Carnegie Mellon University, Mead and Woody introduce seven core principles of software assurance, and show how to apply them coherently and systematically. Using these principles, they help you prioritize the wide range of possible security actions available to you, and justify the required investments. Cyber Security Engineering guides you through risk analysis, planning to manage secure software development, building organizational models, identifying required and missing competencies, and defining and structuring metrics. Mead and Woody address important topics, including the use of standards, engineering security requirements for acquiring COTS software, applying DevOps, analyzing malware to anticipate future vulnerabilities, and planning ongoing improvements. This book will be valuable to wide audiences of practitioners and managers with responsibility for systems, software, or quality engineering, reliability, security, acquisition, or operations. Whatever your role, it can help you reduce operational problems, eliminate excessive patching, and deliver software that is more resilient and secure.

SOFTWARE ENGINEERING

New Age International

SOFTWARE QUALITY APPROACHES: TESTING, VERIFICATION, AND VALIDATION

SOFTWARE BEST PRACTICE 1

Springer Science & Business Media C. Amting Directorate General Information Society, European Commission, Brussels th Under the 4 Framework of European Research, the European Systems and Soft ware Initiative (ESSI) was part ofthe ESPRIT Programme. This initiative funded more than 470 projects in the area ofsoftware and system process improvements. The majority of these projects were process improvement experiments carrying out and taking up new development processes, methods and technology within the software development process ofa company. In addition, nodes (centres ofexper tise), European networks (organisations managing local activities), training and dissemination actions complemented the process improvementexperiments. ESSI aimed at improving the software development capabilities of European enterprises. It focused on best practice and helped European companies to develop world class skills and associated technologies to build the increasingly complex and varied systems needed to compete in the marketplace. The dissemination activities were designed to build a forum, at European level, to exchange information and knowledge gained within process improvement ex periments. Their major objective was to spread the message and the results of experiments to awider audience, through a variety ofdifferent channels. The European Experience Exchange ~UR~X) project has been one ofthese dis semination activities within the European Systems and Software Initiative.~UR~)(has collected the results of practitioner reports from numerous workshops in Europe and presents, in this series of books, the results of Best Practice achieve ments in European Companies over the last few years.

AN INTEGRATED APPROACH TO SW ENG

PRACTICAL JAVA

PROGRAMMING LANGUAGE GUIDE

Addison-Wesley Professional Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

SOFTWARE REQUIREMENTS

OBJECTS, FUNCTIONS, AND STATES

Prentice Hall This revision of the bestselling software requirements book reflects the new way of categorizing software requirements techniques--objects, functions, and states. The author takes an analytical approach by helping the reader analyze which technique is best, rather than imposing one specific technique.

CMM IN PRACTICE

PROCESSES FOR EXECUTING SOFTWARE PROJECTS AT INFOSYS

Addison-Wesley Professional Project initiation; Project planning; Project execution and termination.

SOFTWARE ENGINEERING WITH REUSABLE COMPONENTS

Springer Science & Business Media The book provides a clear understanding of what software reuse is, where the problems are, what benefits to expect, the activities, and its different forms. The reader is also given an overview of what sofware components are, different kinds of components and compositions, a taxonomy thereof, and examples of successful component reuse. An introduction to software engineering and software process models is also provided.

SOFTWARE PROJECT MANAGEMENT IN PRACTICE

Addison-Wesley Professional This text provides information on core software project management practices. It includes extensive examples and a running, start-to-finish case study. It is aimed at all project managers and software professionals who may manage projects.

A CONCISE INTRODUCTION TO SOFTWARE ENGINEERING

Springer Science & Business Media An introductory course on Software Engineering remains one of the hardest subjects to teach largely because of the wide range of topics the area enc- passes. I have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on application of these concepts. And Software Engineering is ?nally about application of concepts to e?ciently engineer good software solutions. Goals I believe that an introductory course on Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person-months e?ort while employing proper practices and techniques. It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope—executed by a small team over a few months. I also believe that by carefully selecting the concepts and topics, we can, in the course of a semester, achieve this. This is the motivation of this book. The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: – Teach the student the skills needed to execute a smallish commercial project.

WRITING COMPILERS AND INTERPRETERS

A SOFTWARE ENGINEERING APPROACH

John Wiley & Sons Long-awaited revision to a unique guide that covers both compilers and interpreters Revised, updated, and now focusing on Java instead of C++, this long-awaited, latest edition of this popular book teaches programmers and software engineering students how to write compilers and interpreters using Java. You?ll write compilers and interpreters as case studies, generating general assembly code for a Java Virtual Machine that takes advantage of the Java Collections Framework to shorten and simplify the code. In addition, coverage includes Java Collections Framework, UML modeling, object-oriented programming with design patterns, working with XML intermediate code, and more.

SOFTWARE QUALITY ENGINEERING

TESTING, QUALITY ASSURANCE, AND QUANTIFIABLE IMPROVEMENT

John Wiley & Sons The one resource needed to create reliable software This text offers a comprehensive and integrated approach tosoftware quality engineering. By following the author's clearguidance, readers learn how to master the techniques to producehigh-quality, reliable software, regardless of the softwaresystem's level of complexity. The first part of the publication introduces major topics insoftware quality engineering and presents quality planning as anintegral part of the process. Providing readers with a solidfoundation in key concepts and practices, the book moves on tooffer in-depth coverage of software testing as a primary means toensure software quality; alternatives for quality assurance,including defect prevention, process improvement, inspection,formal verification, fault tolerance, safety assurance, and damagecontrol; and measurement and analysis to close the feedback loopfor quality assessment and quantifiable improvement. The text's approach and style evolved from the author's hands-onexperience in the classroom. All the pedagogical tools needed tofacilitate quick learning are provided: * Figures and tables that clarify concepts and provide quick topicsummaries * Examples that illustrate how theory is applied in real-worldsituations * Comprehensive bibliography that leads to in-depth discussion ofspecialized topics * Problem sets at the end of each chapter that test readers'knowledge This is a superior textbook for software engineering, computerscience, information systems, and electrical engineering students,and a dependable reference for software and computer professionalsand engineers.

SOFTWARE DESIGN, ARCHITECTURE AND ENGINEERING

CONCEPTS AND PRACTICE

PHI Learning Pvt. Ltd. This textbook aims to prepare students, as well as, practitioners for software design and production. Keeping in mind theory and practice, the book keeps a balance between theoretical foundations and practical considerations. The book by and large meets the requirements of students at all levels of computer science and engineering/information technology for their Software design and Software engineering courses. The book begins with concepts of data and object. This helps in exploring the rationale that guide high level programming language (HLL) design and object oriented frameworks. Once past this post, the book moves on to expand on software design concerns. The book emphasizes the centrality of Parnas's separation of concerns in evolving software designs and architecture. The book extensively explores modelling frameworks such as Unified Modelling Language (UML) and Petri net based methods. Next, the book covers architectural principles and software engineering practices such as Agile – emphasizing software testing during development. It winds up with case studies demonstrating how systems evolve from basic concepts to final products for quality software designs. TARGET AUDIENCE • Undergraduate/postgraduate students of Computer Science and Engineering, and Information Technology • Postgraduate students of Software Engineering/Software Systems

SOFTWARE PROCESS DEFINITION AND MANAGEMENT

Springer Science & Business Media The concept of processes is at the heart of software and systems engineering. Software process models integrate software engineering methods and techniques and are the basis for managing large-scale software and IT projects. High product quality routinely results from high process quality. Software process management deals with getting and maintaining control over processes and their evolution. Becoming acquainted with existing software process models is not enough, though. It is important to understand how to select, define, manage, deploy, evaluate, and systematically evolve software process models so that they suitably address the problems, applications, and environments to which they are applied. Providing basic knowledge for these important tasks is the main goal of this textbook. Münch and his co-authors aim at providing knowledge that enables readers to develop useful process models that are suitable for their own purposes. They start with the basic concepts. Subsequently, existing representative process models are introduced, followed by a description of how to create individual models and the necessary means for doing so (i.e., notations and tools). Lastly, different possible usage scenarios for process management are highlighted (e.g. process improvement and software process simulation). Their book is aimed at students and researchers working on software project management, software quality assurance, and software measurement; and at practitioners who are interested in process definition and management for developing, maintaining, and operating software-intensive systems and services.

REAL-TIME SYSTEMS

THEORY AND PRACTICE

Pearson Education India The presence and use of real-time systems is becoming increasingly common. Examples of such systems range from nuclear reactors, to automotive controllers, and also entertainment software such as games and graphics animation. The growing importance of rea.

PRINCIPLED SOFTWARE DEVELOPMENT

ESSAYS DEDICATED TO ARND POETZSCH-HEFFTER ON THE OCCASION OF HIS 60TH BIRTHDAY

Springer This book presents a collection of research papers that address the challenge of how to develop software in a principled way that, in particular, enables reasoning. The individual papers approach this challenge from various perspectives including programming languages, program verification, and the systematic variation of software. Topics covered include programming abstractions for concurrent and distributed software, specification and verification techniques for imperative programs, and development techniques for software product lines. With this book the editors and authors wish to acknowledge – on the occasion of his 60th birthday – the work of Arnd Poetzsch-Heffter, who has made major contributions to software technology throughout his career. It features articles on Arnd’s broad research interests including, among others, the implementation of programming languages, formal semantics, specification and verification of object-oriented and concurrent programs, programming language design, distributed systems, software modeling, and software product lines. All contributing authors are leading experts in programming languages and software engineering who have collaborated with Arnd in the course of his career. Overall, the book offers a collection of high-quality articles, presenting original research results, major case studies, and inspiring visions. Some of the work included here was presented at a symposium in honor of Arnd Poetzsch-Heffter, held in Kaiserslautern, Germany, in November 2018.

ENGINEERING BIOSTATISTICS

AN INTRODUCTION USING MATLAB AND WINBUGS

John Wiley & Sons Provides a one-stop resource for engineers learning biostatistics using MATLAB® and WinBUGS Through its scope and depth of coverage, this book addresses the needs of the vibrant and rapidly growing bio-oriented engineering fields while implementing software packages that are familiar to engineers. The book is heavily oriented to computation and hands-on approaches so readers understand each step of the programming. Another dimension of this book is in parallel coverage of both Bayesian and frequentist approaches to statistical inference. It avoids taking sides on the classical vs. Bayesian paradigms, and many examples in this book are solved using both methods. The results are then compared and commented upon. Readers have the choice of MATLAB® for classical data analysis and WinBUGS/OpenBUGS for Bayesian data analysis. Every chapter starts with a box highlighting what is covered in that chapter and ends with exercises, a list of software scripts, datasets, and references. Engineering Biostatistics: An Introduction using MATLAB® and WinBUGS also includes: parallel coverage of classical and Bayesian approaches, where appropriate substantial coverage of Bayesian approaches to statistical inference material that has been classroom-tested in an introductory statistics course in bioengineering over several years exercises at the end of each chapter and an accompanying website with full solutions and hints to some exercises, as well as additional materials and examples Engineering Biostatistics: An Introduction using MATLAB® and WinBUGS can serve as a textbook for introductory-to-intermediate applied statistics courses, as well as a useful reference for engineers interested in biostatistical approaches.

FAULT-TOLERANT COMPUTER SYSTEM DESIGN

Prentice Hall In the ten years since the publication of the first edition of this book, the field of fault-tolerant design has broadened in appeal, particularly with its emerging application in distributed computing. This new edition specifically deals with this dynamically changing computing environment, incorporating new topics such as fault-tolerance in multiprocessor and distributed systems.

COMPUTER, NETWORK, SOFTWARE, AND HARDWARE ENGINEERING WITH APPLICATIONS

John Wiley & Sons There are many books on computers, networks, and software engineering but none that integrate the three with applications. Integration is important because, increasingly, software dominates the performance, reliability, maintainability, and availability of complex computer and systems. Books on software engineering typically portray software as if it exists in a vacuum with no relationship to the wider system. This is wrong because a system is more than software. It is comprised of people, organizations, processes, hardware, and software. All of these components must be considered in an integrative fashion when designing systems. On the other hand, books on computers and networks do not demonstrate a deep understanding of the intricacies of developing software. In this book you will learn, for example, how to quantitatively analyze the performance, reliability, maintainability, and availability of computers, networks, and software in relation to the total system. Furthermore, you will learn how to evaluate and mitigate the risk of deploying integrated systems. You will learn how to apply many models dealing with the optimization of systems. Numerous quantitative examples are provided to help you understand and interpret model results. This book can be used as a first year graduate course in computer, network, and software engineering; as an on-the-job reference for computer, network, and software engineers; and as a reference for these disciplines.

ENCYCLOPEDIA OF INFORMATION SCIENCE AND TECHNOLOGY

IGI Global Snippet "This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

SOFTWARE AND MIND

THE MECHANISTIC MYTH AND ITS CONSEQUENCES

Andsor Books Addressing general readers as well as software practitioners, "Software and Mind" discusses the fallacies of the mechanistic ideology and the degradation of minds caused by these fallacies. Mechanism holds that every aspect of the world can be represented as a simple hierarchical structure of entities. But, while useful in fields like mathematics and manufacturing, this idea is generally worthless, because most aspects of the world are too complex to be reduced to simple hierarchical structures. Our software-related affairs, in particular, cannot be represented in this fashion. And yet, all programming theories and development systems, and all software applications, attempt to reduce real-world problems to neat hierarchical structures of data, operations, and features. Using Karl Popper's famous principles of demarcation between science and pseudoscience, the book shows that the mechanistic ideology has turned most of our software-related activities into pseudoscientific pursuits. Using mechanism as warrant, the software elites are promoting invalid, even fraudulent, software notions. They force us to depend on generic, inferior systems, instead of allowing us to develop software skills and to create our own systems. Software mechanism emulates the methods of manufacturing, and thereby restricts us to high levels of abstraction and simple, isolated structures. The benefits of software, however, can be attained only if we start with low-level elements and learn to create complex, interacting structures. Software, the book argues, is a non-mechanistic phenomenon. So it is akin to language, not to physical objects. Like language, it permits us to mirror the world in our minds and to communicate with it. Moreover, we increasingly depend on software in everything we do, in the same way that we depend on language. Thus, being restricted to mechanistic software is like thinking and communicating while being restricted to some ready-made sentences supplied by an elite. Ultimately, by impoverishing software, our elites are achieving what the totalitarian elite described by George Orwell in "Nineteen Eighty-Four" achieves by impoverishing language: they are degrading our minds.

COMPONENT-BASED SOFTWARE ENGINEERING

8TH INTERNATIONAL SYMPOSIUM, CBSE 2005, ST. LOUIS, MO, USA, MAY 14-15, 2005

Springer Science & Business Media On behalf of the Organizing Committee I am pleased to present the proceedings of the 2005 Symposium on Component-Based Software Engineering (CBSE). CBSE is concerned with the development of software-intensive systems from reusable parts (components), the development of reusable parts, and system maintenance and improvement by means of component replacement and c- tomization. CBSE 2005, “Software Components at Work,” was the eighth in a series of events that promote a science and technology foundation for achieving predictable quality in software systems through the use of software component technology and its associated software engineering practices. We were fortunate to have a dedicated Program Committee comprised of 30 internationally recognized researchers and industrial practitioners. We received 91 submissions andeach paper wasreviewedby at least three ProgramComm- tee members (four for papers with an author on the Program Committee). The entirereviewingprocesswassupportedbyCyberChairPro,theWeb-basedpaper submissionandreviewsystemdevelopedandsupportedbyRichardvandeStadt of Borbala Online Conference Services. After a two-day virtual Program C- mittee meeting, 21 submissions were accepted as long papers and 2 submissions were accepted as short papers.

DECRYPTED SECRETS

METHODS AND MAXIMS OF CRYPTOLOGY

Springer Science & Business Media In today's extensively wired world, cryptology is vital for guarding communication channels, databases, and software from intruders. Increased processing and communications speed, rapidly broadening access and multiplying storage capacity tend to make systems less secure over time, and security becomes a race against the relentless creativity of the unscrupulous. The revised and extended third edition of this classic reference work on cryptology offers a wealth of new technical and biographical details. The book presupposes only elementary mathematical knowledge. Spiced with exciting, amusing, and sometimes personal accounts from the history of cryptology, it will interest general a broad readership.

BLAND FANATICS

LIBERALS, RACE, AND EMPIRE

Farrar, Straus and Giroux A wide-ranging, controversial collection of critical essays on the political mania plaguing the West by one of the most important public intellectuals of our time. In America and in England, faltering economies at home and failed wars abroad have generated a political and intellectual hysteria. It is a derangement manifested in a number of ways: nostalgia for imperialism, xenophobic paranoia, and denunciations of an allegedly intolerant left. These symptoms can be found even among the most informed of Anglo-America. In Bland Fanatics, Pankaj Mishra examines the politics and culture of this hysteria, challenging the dominant establishment discourses of our times. In essays that grapple with the meaning and content of Anglo-American liberalism and its relations with colonialism, the global South, Islam, and “humanitarian” war, Mishra confronts writers

such as Jordan Peterson, Niall Ferguson, and Salman Rushdie. He describes the doubling down of an intelligentsia against a background of weakening Anglo-American hegemony, and he explores the commitments of Ta-Nehisi Coates and the ideological determinations of The Economist. These essays provide a vantage point from which to understand the current crisis and its deep origins.

FUNDAMENTALS OF SOFTWARE ENGINEERING

PHI Learning Pvt. Ltd.

SOFTWARE ENGINEERING

A CONCISE STUDY

PHI Learning Pvt. Ltd. A decade ago nobody could have imagined the crucial role that software would play in our everyday life. The artificial boundaries between hardware, software, telecommunication, and many other disciplines are getting blurred very rapidly. This book presents the essentials of theory and practice of software engineering in an abstracted form. Presenting the information based on software development life cycle, the text guides the students through all the stages of software production—Requirements, Designing, Construction, Testing and Maintenance. Key Features : Emphasizes on non-coding areas Includes appendices on “need to know” basis Makes the learning easier as organized by software development life cycle This text is well suited for academic courses on Software Engineering or for conducting training programmes for software professionals. This book will be equally useful to the instructors of software engineering as well as busy professionals who wish to grasp the essentials of software engineering without attending a formal instructional course.

OBJECT-ORIENTED SOFTWARE ENGINEERING USING UML, PATTERNS, AND JAVA

PEARSON NEW INTERNATIONAL EDITION

Pearson Higher Ed For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

SOFTWARE ENGINEERING CONCEPTS

McGraw-Hill College

INSTRUMENT ENGINEERS' HANDBOOK, VOLUME 3

PROCESS SOFTWARE AND DIGITAL NETWORKS, FOURTH EDITION

CRC Press Instrument Engineers' Handbook – Volume 3: Process Software and Digital Networks, Fourth Edition is the latest addition to an enduring collection that industrial automation (AT) professionals often refer to as the "bible." First published in 1970, the entire handbook is approximately 5,000 pages, designed as standalone volumes that cover the measurement (Volume 1), control (Volume 2), and software (Volume 3) aspects of automation. This fourth edition of the third volume provides an in-depth, state-of-the-art review of control software packages used in plant optimization, control, maintenance, and safety. Each updated volume of this renowned reference requires about ten years to prepare, so revised installments have been issued every decade, taking into account the numerous developments that occur from one publication to the next. Assessing the rapid evolution of automation and optimization in control systems used in all types of industrial plants, this book details the wired/wireless communications and software used. This includes the ever-increasing number of applications for intelligent instruments, enhanced networks, Internet use, virtual private networks, and integration of control systems with the main networks used by management, all of which operate in a linked global environment. Topics covered include: Advances in new displays, which help operators to more quickly assess and respond to plant conditions Software and networks that help monitor, control, and optimize industrial processes, to determine the efficiency, energy consumption, and profitability of operations Strategies to counteract changes in market conditions and energy and raw material costs Techniques to fortify the safety of plant operations and the security of digital communications systems This volume explores why the holistic approach to integrating process and enterprise networks is convenient and efficient, despite associated problems involving cyber and local network security, energy conservation, and other issues. It shows how firewalls must separate the business (IT) and the operation (automation technology, or AT) domains to guarantee the safe function of all industrial plants. This book illustrates how these concerns must be addressed using effective technical solutions and proper management policies and practices. Reinforcing the fact that all industrial control systems are, in general, critically interdependent, this handbook provides a wide range of software application examples from industries including: automotive, mining, renewable energy, steel, dairy, pharmaceutical, mineral processing, oil, gas, electric power, utility, and nuclear power.

FITNESS FOR DUMMIES

For Dummies In the exercise world, there's something new in equipment, research, gadgets, videos, and Web sites just about every day. Health clubs are offering innovative new classes like cardio kickboxing and firefighter boot camp, and nifty new machines, like the elliptical trainer. Meanwhile, scientists have published scores of new studies suggesting that exercise may, among other things, improve memory, reduce the risk of breast cancer, and give you a mood boost. Fitness For Dummies, 2nd Edition, updates you on all the latest – the good, the bad, and the totally weird. But the central mission of this book is to tackle your fears, whether you worry that operating a stairclimber requires a degree in mechanical engineering or fret that no matter what exercise routine you start, sooner or later you'll end up back in the recliner. This book is for anyone who wants to Set realistic fitness goals Analyze your eating habits Maximize your cardio workout Demystify strength equipment C hoose a health club This down-to-earth guide tells you the stuff you really want to know, such as: Will you burn more fat if you exercise at a slower pace? Which brands of home exercise equipment are most reliable? Can you actually become "Rock Solid in 6 Weeks," like the magazines say? Which weight training exercises are best for beginners? What the heck is Pilates, and how do you pronounce it? How many days a week do you really need to work out? How can you tell if a fitness trainer is qualified? Will exercise ever be fun? Don't become a fitness statistic. The fact is, among people who start an exercise program, half quit within eight weeks. Fitness For Dummies, 2nd Edition, presents strategies for making exercise a habit and explains the basics of healthy eating so that you steer clear of fad diets and useless supplements. This book gives you the knowledge and motivation to stick with fitness for the rest of your life.

SOFTWARE ENGINEERING

A PRACTITIONER'S APPROACH

McGraw-Hill College This work has been updated to include chapters on Web engineering and component-based software engineering. It provides a greater emphasis on UML, in-depth coverage of testing and metrics for object-orientated systems and discussion about management and tehcnical topics in software engineering.

SOFTWARE ENGINEERING

METHODS AND MANAGEMENT

This book is a solid introduction to the field of software engineering, covering a wide range of topics. It is intended as a primary textbook for a two-semester course sequence on software engineering in a computer science curriculum. The first course teaches methods and techniques for developing software, and the second introduces the student to the management of software engineering projects. While intended for courses at the upper-undergraduate or first-year graduate level, this book is also a reliable handbook of software engineering for the practicing professional.

A BEGINNERS GUIDE TO PYTHON 3 PROGRAMMING

Springer This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

DEDUCTIVE SOFTWARE VERIFICATION – THE KEY BOOK

FROM THEORY TO PRACTICE

Springer Static analysis of software with deductive methods is a highly dynamic field of research on the verge of becoming a mainstream technology in software engineering. It consists of a large portfolio of - mostly fully automated - analyses: formal verification, test generation, security analysis, visualization, and debugging. All of them are realized in the state-of-art deductive verification framework KeY. This book is the definitive guide to KeY that lets you explore the full potential of deductive software verification in practice. It contains the complete theory behind KeY for active researchers who want to understand it in depth or use it in their own work. But the book also features fully self-contained

chapters on the Java Modeling Language and on Using KeY that require nothing else than familiarity with Java. All other chapters are accessible for graduate students (M.Sc. level and beyond). The KeY framework is free and open software, downloadable from the book companion website which contains also all code examples mentioned in this book.

SOFTWARE ENGINEERING

Pearson Education India