Software Introduction

A Practical Introduction to Hardware/Software Codesign

This is a practical book for computer engineers who want to understand or implement hardware/software systems. It focuses on problems that require one to combine hardware design with software design – such problems can be solved with hardware/software codesign. When used properly, hardware/software co- sign works better than hardware design or software design alone: it can improve the overall performance of digital systems, and it can shorten their design time. Hardware/software codesign can help a designer to make trade-offs between the ?exibility and the performanceof a digital system. To achieve this, a designer needs to combine two radically different ways of design: the sequential way of dec- position in time, using software, with the parallel way of decomposition in space, using hardware. Intended Audience This book assumes that you have a basic understandingof hardware that you are - miliar with standard digital hardware componentssuch as registers, logic gates, and components such as multiplexers and arithmetic operators. The book also assumes that you know how to write a program in C. These topics are usually covered in an introductory course on computer engineering or in a combination of courses on digital design and software engineering.

An Introduction To Component-based Software Development

The book provides a comprehensive coverage of the widely accepted desiderata of component-based software development, as well as the foundations that these desiderata necessitate. Its unique focus is on component models, the cornerstone of component-based software development. In addition, it presents and analyses existing approaches according to these desiderata.This compendium is an indispensable textbook for an advance undergraduate or postgraduate course unit. Researchers will also find this volume an essential reference material.

Introduction to Software Engineering

Software engineering lies at the heart of the computer revolution. Software is used in automobiles, airplanes, and many home appliances. As the boundaries between the telecommunications, entertainment, and computer industries continue to blur in multimedia and networking, the need for software will only increase, and software will become increasingly complex. Introduction to Software Engineering gives your students the fundamentals of this growing and rapidly changing field. The book highlights the goals of software engineering, namely to write programs that have all the following attributes: efficient, reliable, usable, modifiable, portable, testable, reusable, maintainable, compatible and correct. The nine chapters cover topics that include project management, defining requirements, software design, coding, testing and integration, delivery and installation, documentation, maintenance, and research issues. The author uses a hybrid approach, combining object-oriented technology and classical programming techniques to solve computing problems. He also places a strong emphasis on Internet technology and resources. A simple, but non-trivial, running example illustrates all stages of the software engineering process. In addition, where applicable, he covers the impact of Internet technology. Introduction to Software Engineering presents the basics of software engineering in a concise and direct format. With emphasis on Internet technology, software tools for programming, and hands-on learning, this book effectively prepares students to move from an educational situation towards applying their knowledge to the complex projects faced in the professional arena. Features

Introduction to Software Process Improvement

This textbook is a systematic guide to the steps in setting up a Capability Maturity Model Integration (CMMI) improvement initiative. Readers will learn the project management practices necessary to deliver high-quality software solutions to the customer on time and on budget. The text also highlights how software process improvement can achieve specific business goals to provide a tangible return on investment. Topics and features: supplies review questions, summaries and key topics for each chapter, as well as a glossary of acronyms; describes the CMMI model thoroughly, detailing the five maturity levels; provides a broad overview of software engineering; reviews the activities and teams required to set up a CMMI improvement initiative; examines in detail the implementation of CMMI in a typical organization at each of the maturity levels; investigates the various tools that support organizations in improving their software engineering maturity; discusses the SCAMPI appraisal methodology.

A Concise Introduction to Software Engineering

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.

System Software

Although software development is one of the most complex activities carried out by man, sound development processes and proper project management can help ensure your software projects are delivered on time and under budget. Providing the know-how to manage software projects effectively, Introduction to Software Project Management supplies an acces

Introduction to Software Project Management

The use of mathematical methods in the development of software is essential when reliable systems are sought; in particular they are now strongly recommended by the official norms adopted in the production of critical software. Program Verification is the area of computer science that studies mathematical methods for checking that a program conforms to its specification. This text is a self-contained introduction to program verification using logic-based methods, presented in the broader context of formal methods for software engineering. The idea of specifying the behaviour of individual software components by attaching contracts to them is now a widely followed approach in program development, which has given rise notably to the development of a number of behavioural interface specification languages and program verification tools. A foundation for the static verification of programs based on contract-annotated routines is laid out in the book. These can be independently verified, which provides a modular approach to the verification of software. The text assumes only basic knowledge of standard mathematical concepts that should be familiar to any computer science student. It includes a self-contained introduction to propositional logic and first-order reasoning with theories, followed by a study of program verification that combines theoretical and practical aspects - from a program logic (a variant of Hoare logic for programs containing user-provided annotations) to the use of a realistic tool for the verification of C programs (annotated using the ACSL specification language), through the generation of verification conditions and the static verification of runtime errors.

Rigorous Software Development

Like other sciences and engineering disciplines, software engineering requires a cycle of model building, experimentation, and learning. Experiments are valuable tools for all software engineers who are involved in evaluating and choosing between different methods, techniques, languages and tools. The purpose of Experimentation in Software Engineering is to introduce students, teachers, researchers, and practitioners to empirical studies in software engineering, using controlled experiments. The introduction to experimentation is provided through a process perspective, and the focus is on the steps that we have to go through to perform an experiment. The book is divided into three parts. The first part provides a background of theories and methods used in experimentation. Part II then devotes one chapter to each of the five experiment steps: scoping, planning, execution, analysis, and result presentation. Part III completes the presentation with two examples. Assignments and statistical material are provided in appendixes. Overall the book provides indispensable information regarding empirical studies in particular for experiments, but also for case studies, systematic literature reviews, and surveys. It is a revision of the authors’ book, which was published in 2000. In addition, substantial new material, e.g. concerning systematic literature reviews and case study research, is introduced. The book is self-contained and it is suitable as a course book in undergraduate or graduate studies where the need for empirical studies in software engineering is stressed. Exercises and assignments are included to combine the more theoretical material with practical aspects. Researchers will also benefit from the book, learning more about how to conduct empirical studies, and likewise practitioners may use it as a “cookbook” when evaluating new methods or techniques before implementing them in their organization.

Experimentation in Software Engineering

A concise and accessible overview of the design, implementation and management of medical software.

Introduction to Medical Software

Introduction to Computers and Application Software provides a complete survey of the computer technologies necessary for achieving basic technology literacy and sets you on the path to career success. This helpful resource covers: - Computer Hardware - The Microsoft Windows 7 Operating System - The Internet - Microsoft Word 2010 - Microsoft Excel 2010 - Microsoft PowerPoint 2010

Introduction to Computers and Application Software

- First book of its kind (case studies in CBD) - Covers different kinds of components - Covers different component models/technologies - Includes a wide scope of CBD topics - Covers both theoretical and practical work - Includes both formal and informal approaches - Provides a snapshot of current concerns and pointers to future trends

Component-based Software Development

This book is designed for use as an introductory software engineering course or as a reference for programmers. Up-to-date text uses both theory applications to design reliable, error-free software. Includes a companion CD-ROM with source code third-party software engineering applications.

Engineering Software Products

This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.

Software Engineering and Testing

This newest book from Watts Humphrey is a hands-on introduction to basic disciplines of software engineering. Designed as a workbook companion to any introductory programming or software-engineering text, Humphrey provides here the practical means to integrate his highly regarded Personal Software Process (PSP) into college and university curricula. The book may also be adapted for use in industrial training or for self-improvement by practicing software engineers. Applying the book's exercises to their course assignments, students learn both to manage their time effectively and to monitor the quality of their work, good practices they will need to be successful in their future careers. The book is supported by its own electronic supplement, which includes spreadsheets for data entry and analysis. A complete instructor's package is also available. By mastering PSP techniques early in their studies, students can avoid--or overcome--the popular \"hacker\" ethic that leads to so many bad habits. Employers will appreciate new hires prepared to do competent professional work without, as now is common, expensive retraining and years of experience.

Software Modeling and Design

Introduction to Computers is an effort made with an interactive and hands on approach to communicate the essential aspects of computers. The book targets children of all ages. Interesting fun characters make the learning a fun process for readers.Features of the Book:Assessment Exercises: Each unit of the book contains interesting lesson-end assessment exercise to assess and examine your understanding and grasp over the subject.Computer Trivia: This part of the book gives an interesting outlook of the vast computer worldand some factual knowledge regarding computers.Did you know: This portion provides information related to historical aspects of computerworld. Developmental features of computers are also highlighted.Hands on Activity: Learning is made a fun process through incorporating hands on activitybetween lessons.Let's dwell: At the lesson end this section deals with more inquisitive information related to theworld of computers and gives you scope of further though process.More to Learn: This additional feature is an add-on knowledge regarding the text being taught.Special Feature: It's an extension to the topic dealt with the lesson.What is Means? Some special terms in the text are defined systematically for betterunderstanding.Introduction to Computers will help children to make computers a handy companion in all real-lif #v&spublishers

Introduction to the Personal Software Process(sm)

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

Introduction To Computers

EduGorilla Publication is a trusted name in the education sector, committed to empowering learners with high-quality study materials and resources. Specializing in competitive exams and academic support, EduGorilla provides comprehensive and well-structured content tailored to meet the needs of students across various streams and levels.

Introduction to Software Testing

This book introduces the concept of software architecture as one of the cornerstones of software in modern cars. Following a historical overview of the evolution of software in modern cars and a discussion of the main challenges driving that evolution, Chapter 2 describes the main architectural styles of automotive software and their use in cars' software. Chapter 3 details this further by presenting two modern architectural styles, i.e. centralized and federated software architectures. In Chapter 4, readers will find a description of the software development processes used to develop software on the car manufacturers' side. Chapter 5 then introduces AUTOSAR – an important standard in automotive software. Chapter 6 goes beyond simple architecture and describes the detailed design process for automotive software using Simulink, helping readers to understand how detailed design links to high-level design. The new chapter 7 reports on how machine learning is exploited in automotive software e.g. for image recognition and how both on-board and off-board learning are applied. Next, Chapter 8 presents a method for assessing the quality of the architecture – ATAM (Architecture Trade-off Analysis Method) – and provides a sample assessment, while Chapter 9 presents an alternative way of assessing the architecture, namely by using quantitative measures and indicators. Subsequently Chapter 10 dives deeper into one of the specific properties discussed in Chapter 8 – safety – and details an important standard in that area, the ISO/IEC 26262 norm. Lastly, Chapter 11 presents a set of future trends that are currently emerging and have the potential to shape automotive software engineering in the coming years. This book explores the concept of software architecture for modern cars and is intended for both beginning and advanced software designers. It mainly aims at two different groups of audience – professionals working with automotive software who need to understand concepts related to automotive architectures, and students of software engineering or related fields who need to understand the specifics of automotive software to be able to construct cars or their components. Accordingly, the book also contains a wealth of real-world examples illustrating the concepts discussed and requires no prior background in the automotive domain. Compared to the first edition, besides the two new chapters 3 and 7 there are considerable updates in chapters 5 and 8 especially.

Introduction to Computers and the Internet

Market_Desc: · Information Technology Professionals · Students and Instructors of Computer Science. Special Features: · Offers concise coverage and shorter chapters to make the material more accessible· Provides What s in IT for me section and IT s About Business boxes that emphasize business rather than technology· Incorporates material from four Tech Guides into the book· Covers unique and diversified examples from different disciplines, industries, and companies· Shows how IT facilitates exporting and importing, managing multinational companies, and electronic trading around the globe About The Book: This streamlined, easy-to-read book provides readers with the basics of information technology (IT). It is based on the fundamental premise that the major role of IT is to support employees, regardless of their functional area or level in the organization. The authors take a hands-on approach with the help of a case study that actually shows how to apply the material in an organization. They also present strong coverage of e-commerce and wireless technologies, an excellent variety of examples, and a website with additional real-world applications and cases.

Automotive Software Architectures

This book provides a comprehensive overview of the field of software processes, covering in particular the following essential topics: software process modelling, software process and lifecycle models, software process management, deployment and governance, and software process improvement (including assessment and measurement). It does not propose any new processes or methods; rather, it introduces students and software engineers to software processes and life cycle models, covering the different types ranging from “classical”, plan-driven via hybrid to agile approaches. The book is structured as follows: In chapter 1, the fundamentals of the topic are introduced: the basic concepts, a historical overview, and the terminology used. Next, chapter 2 covers the various approaches to modelling software processes and lifecycle models, before chapter 3 discusses the contents of these models, addressing plan-driven, agile and hybrid approaches. The following three chapters address various aspects of using software processes and lifecycle models within organisations, and consider the management of these processes, their assessment and improvement, and the measurement of both software and software processes. Working with software processes normally involves various tools, which are the focus of chapter 7, before a look at current trends in software processes in chapter 8 rounds out the book. This book is mainly intended for graduate students and practicing professionals. It can be used as a textbook for courses and lectures, for self-study, and as a reference guide. When used as a textbook, it may support courses and lectures on software processes, or be used as complementary literature for more basic courses, such as introductory courses on software engineering or project management. To this end, it includes a wealth of examples and case studies, and each chapter is complemented by exercises that help readers gain a better command of the concepts discussed.

INTRODUCTION TO INFORMATION SYSTEMS: SUPPORTING AND TRANSFORMING BUSINESS

After describing the functions of the PC and the role of computers in local and global networks, the authors explain the fundamentals of data management, as well as the support of firms' functions and processes through information processing. The concepts utilized are deployed in a multitude of modern and integrated application systems in manufacturing and service industries. These application examples make up the core of the book. Many application examples illustrate the methodologies addressed.

Introduction to the Team Software Process

This textbook describes the approaches used by software engineers to build quality into their software. The fundamental principles of software quality management and software process improvement are discussed in detail, with a particular focus on the CMMI framework. Features: includes review questions at the end of each chapter; covers both theory and practice, and provides guidance on applying the theory in an industrial environment; examines all aspects of the software development process, including project planning and tracking, software lifecycles, software inspections and testing, configuration management, and software quality assurance; provides detailed coverage of software metrics and problem solving; describes SCAMPI appraisals and how they form part of the continuous improvement cycle; presents an introduction to formal methods and the Z specification language; discusses UML, which is used to describe the architecture of the system; reviews the history of the field of software quality.

An introduction to system software

Market_Desc: · Ideal for those new to networking, as the Intro exam is considered less intimidating to the all-in-one CCNA exam 640-801.· CCNAs have an understanding of networking for the small office/home office market. They can install, configure, and operate LAN, WAN, and dial-access services for small networks and have a working familiarity with these protocols: IP, IGRP, Serial, Frame Relay, IP RIP, VLANs, RIP, Ethernet and Access Lists.· Job roles include Network Engineer, System Administrator, Consultant, and IT Engineer. Special Features: · Written by Leading Authority Todd Lammle--Author, speaker, and trainer, Lammle has been chosen Best Study Guide author 3 out of 4 years by CertCities.com readers.· Huge Growth Potential--Over 700,000 individuals have achieved a Cisco certification, with CCNA by far those popular of Cisco's certification track. Over 100,000 achieve a Cisco certification a year.· Prestigious Certification--Considered the most respected entry-level certification. CCNAs on average earn $65,000 a year.· Built-In Audience--According to the U.S. Bureau of Labor Statistics, general networking/system administration jobs are expected to increase by nearly 82% by 2010. About The Book: Book is a comprehensive study guide for the CCNA: Introduction to Cisco Networks exam, complete with 100% exam objective coverage. In addition to the standard Sybex Study Guide elements, book focuses on: · Building a Simple Serial Network· Building a Simple Ethernet Network· Expanding the Network· Connecting Networks· Constructing Network Addresses· Ensuring the Reliability of Data Delivery· Connecting to Remote Networks· Operating and Configuring Cisco IOS Devices· Managing Your Network Environment

Software Processes and Life Cycle Models

An Introduction to Client Access License (CAL) is a license system widely used in the IT industry to regulate access to server software. CAL is a type of license that gives a user access permission to connect to a server and thus avail its various services. It is a type of license that comes with every Windows Server purchased. A CAL has to be purchased for every user or every device that requires access to the server. CALs come in various forms such as user CALs, device CALs. These licenses are essential in regulating access to server software such that organizations only use the software to an extent allowed by the license. CALs are usually purchased to enable end-users to be able to connect to a server and avail of its services. They are commonly used in organizations where employees use more than one device to access the server. The CAL system ensures that devices or users access the software according to the allowed limit, ensuring compliance with the license. CALs are especially useful in enterprises that find themselves in need of expanding their current infrastructure. When a company installs a new server or upgrades their current one, it has to purchase additional CALs to accommodate the new needs. The system is especially important in organizations seeking to stay compliant with licensing regulations, which if violated, can result in substantial penalties.

Introduction to Business Information Systems

This overview of software quality assurance testing in a “self-teaching” format contains easy-to- understand chapters with tips and insights about software quality, its basic concepts, applications, and practical case studies. It includes numerous, end-of-chapter questions with answers to test your knowledge and reinforce mastery of the concepts being presented. The book also includes state of the art material on the video-game testing process (Chapter 14) and a game-testing plan template (Chapter 15) and Game Testing by the Numbers (Chapter 16). Features: • Covers important topics such as black, white, and gray box testing, test management, automation, levels of testing, quality models, system and acceptance testing and more • Covers video game testing and effectiveness • Self-teaching method includes software lab experiments, numerous exercises (many with answers), projects, and case studies

Introduction to Software Quality

Special Features: · Embedded Systems Design: A Unified Hardware/Software Introduction provides readers a unified view of hardware design and software design. This view enables readers to build modern embedded systems having both hardware and software. Chapter 7's example uses the methods described earlier in the book to build a combined hardware/software system that meets performance constraints while minimizing costs.· Not specific to any one microprocessor. The reader maintains an open view towards all microprocessors. Chapter 3 talks of features common to most microprocessors.· Provides a simple, yet powerful, new view of hardware design, showing that hardware can be automatically generated from a high-level programming language. Presents unified view of hardware and software; both are described using a programming language, both get derived from that language, only differing in design metrics. Chapter 2 concisely provides a method for deriving hardware implementations of sequential programs -- something not found in any other book. About The Book: This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors (hardware) and general-purpose processors (software), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

Ccna Intro: Introduction to Cisco Networking Technologies, Study Guide (exam 640-821)

A comprehensive, up-to-date introduction to the foundations of classical safety engineering, with an emphasis on preparing for future challenges. Systems today are orders of magnitude more complex than in the past, and their complexity is increasing exponentially. Preventing accidents and losses in such systems requires a holistic perspective that can accommodate unprecedented types of technology and design. This textbook teaches the foundations of classical safety engineering while incorporating the principles of systems thinking and systems theory. Beginning with the framing and lessons of her classic text, Safeware, Nancy Leveson builds on established knowledge and brings the field up to date, challenging old approaches and introducing new ones. This essential book provides the core information required to build safety-critical systems today and in the future, including coverage of the historical and legal frameworks in which the field operates as well as discussions of risk, ethics, and policy implications. Presents cutting-edge concepts anticipating the safety challenges of the future alongside thorough treatment of historical practices and ideas Provides a comprehensive introduction to the foundations of safety engineering Covers accident analysis, hazard analysis, design for safety, human factors, management, and operations Incorporates extensive examples of real-world accidents and applications Ideal for students new to safety engineering as well as professionals looking to keep pace with a rapidly changing field

Introduction to Client access license

The field of chemical engineering is in constant evolution, and access to information technology is changing the way chemical engineering problems are addressed. Inspired by the need for a user-friendly chemical engineering text that demonstrates the real-world applicability of different computer programs, Introduction to Software for Chemical Engi

Software Quality Assurance

General literature -- Introductory and Survey.

EMBEDDED SYSTEM DESIGN: A UNIFIED HARDWARE/SOFTWARE INTRODUCTION

Developed for the Ultimate Introductory Engineering Course Introduction to Engineering: An Assessment and Problem-Solving Approach incorporates experiential, and problem- and activity-based instruction to engage students and empower them in their own learning. This book compiles the requirements of ABET, (the organization that accredits most US engineering, computer science, and technology programs and equivalency evaluations to international engineering programs) and integrates the educational practices of the Association of American Colleges and Universities (AAC&U). The book provides learning objectives aligned with ABET learning outcomes and AAC&U high-impact educational practices. It also identifies methods for overcoming institutional barriers and challenges to implementing assessment initiatives. The book begins with an overview of the assessment theory, presents examples of real-world applications, and includes key assessment resources throughout. In addition, the book covers six basic themes: Use of assessment to improve student learning and educational programs at both undergraduate and graduate levels Understanding and applying ABET criteria to accomplish differing program and institutional missions Illustration of evaluation/assessment activities that can assist faculty in improving undergraduate and graduate courses and programs Description of tools and methods that have been demonstrated to improve the quality of degree programs and maintain accreditation Using high-impact educational practices to maximize student learning Identification of methods for overcoming institutional barriers and challenges to implementing assessment initiative A practical guide to the field of engineering and engineering technology, Introduction to Engineering: An Assessment and Problem-Solving Approach serves as an aid to both instructor and student in developing competencies and skills required by ABET and AAC&U.

An Introduction to System Safety Engineering

The focus of Introduction to Software Engineering Design is the processes, principles and practices used to design software products. KEY TOPICS: The discipline of design, generic design processes, and managing design are introduced in Part I. Part II covers software product design, use case modeling, and user interface design. Part III of the book is its core and covers enginnering data anyalysis, including conceptual modeling, and both architectural and detailed engineering design. MARKET: This book is for anyone interested in learning software design.

Introduction to Software for Chemical Engineers

Take your first step to CCNA certification From bestselling author Todd Lammle comes the most up-to-date book on CCNA exam 640-821, the first exam in Cisco's popular two-exam Cisco Certified Network Associate (CCNA) certification track. Understand networking for the small or home office market, prepare for the exam, and acquire the skills you need with this comprehensive guide. Inside you'll find: Complete coverage of all exam objectives in a systematic approach, so you can be confident you're getting the instruction you need Practical hands-on exercises to reinforce critical skills Real-world scenarios that show you life beyond the classroom and put what you've learned in the context of actual job roles Challenging review questions in each chapter to prepare you for exam day Exam Essentials, a key feature at the end of each chapter that identifies critical areas you must become proficient in before taking exam 640-821 A handy tear card that maps every official exam objective to the corresponding chapter in the book, so you can track your exam prep objective by objective Look inside for complete coverage of all exam objectives. Featured on the CD SYBEX TEST ENGINE: Test your knowledge with advanced testing software. Includes all chapter review questions and bonus exams. ELECTRONIC FLASHCARDS: Reinforce your understanding with flashcards that can run on your PC, Pocket PC, or Palm handheld. Also on CD, you'll find preview editions of the CCNA Video Series and the CCNA Audio Series from author Todd Lammle, as well as the entire book in searchable and printable PDF. Study anywhere, any time, and approach the exam with confidence.

Computers

\"Information Systems for Business and Beyond introduces the concept of information systems, their use in business, and the larger impact they are having on our world.\"--BC Campus website.

Introduction to Engineering

Have you ever felt frustrated working with someone else’s code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you’ll learn 10 easy-to-follow guidelines for delivering Java software that’s easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding \"code smells\" that indicate deeper problems

Introduction to Software Engineering Design

The book aims to introduce the reader to DEA in the most accessible manner possible. It is specifically aimed at those who have had no prior exposure to DEA and wish to learn its essentials, how it works, its key uses, and the mechanics of using it. The latter will include using DEA software. Students on degree or training courses will find the book especially helpful. The same is true of practitioners engaging in comparative efficiency assessments and performance management within their organisation. Examples are used throughout the book to help the reader consolidate the concepts covered.

Software Engineering, 9/e

CCNA INTRO: Introduction to Cisco Networking Technologies Study Guide

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