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Domain-Specific Languages *Pearson Education* When carefully selected and used, Domain-Specific Languages (DSLs) may simplify complex code, promote effective communication with customers, improve productivity, and unclog development bottlenecks. In *Domain-Specific Languages*, noted software development expert Martin Fowler first provides the information software professionals need to decide if and when to utilize DSLs. Then, where DSLs prove suitable, Fowler presents effective techniques for building them, and guides software engineers in choosing the right approaches for their applications. This book's techniques may be utilized with most modern object-oriented languages; the author provides numerous examples in Java and C#, as well as selected examples in Ruby. Wherever possible, chapters are organized to be self-standing, and most reference topics are presented in a familiar patterns format. Armed with this wide-ranging book, developers will have the knowledge they need to make important decisions about DSLs—and, where appropriate, gain the significant technical and business benefits they offer. The topics covered include: How DSLs compare to frameworks and libraries, and when those alternatives are sufficient Using parsers and parser generators, and parsing external DSLs Understanding, comparing, and choosing DSL language constructs Determining whether to use code generation, and comparing code generation strategies Previewing new language workbench tools for creating DSLs DSL Engineering Designing, Implementing and Using Domain-specific Languages *Createspace Independent Pub* The definitive resource on domain-specific languages: based on years of real-world experience, relying on modern language workbenches and full of examples. Domain-Specific Languages are programming languages specialized for a particular application domain. By incorporating knowledge about that domain, DSLs can lead to more concise and more analyzable programs, better code quality and increased development speed. This book provides a thorough introduction to DSL, relying on today's state of the art language workbenches. The book has four parts: introduction, DSL design, DSL implementation as well as the role of DSLs in various aspects of software engineering. Part I Introduction: This part introduces DSLs in general and discusses their advantages and drawbacks. It also defines important terms and concepts and introduces the case studies used in the most of the remainder of the book. Part II DSL Design: This part discusses the design of DSLs - independent of implementation techniques. It reviews seven design dimensions, explains a number of reusable language paradigms and points out a number of process-related issues. Part III DSL Implementation: This part provides details about the implementation of DSLs with lots of code. It uses three state-of-the-art but quite different language workbenches: JetBrains MPS, Eclipse Xtext and TU Delft's Spoofox. Part IV DSLs and Software Engineering: This part discusses the use of DSLs for requirements, architecture, implementation and product line engineering, as well as their roles as a developer utility and for implementing business logic. The book is available as a printed version (the one you are looking at) and as a PDF. For details see the book's companion website at <http://dslbook.org> Implementing Domain-Specific Languages with Xtext and Xtend *Packt Publishing Ltd* Learn how to implement a DSL with Xtext and Xtend using easy-to-understand examples and best practices About This Book Leverage the latest features of Xtext and Xtend to develop a domain-specific language. Integrate Xtext with popular third party IDEs and get the best out of both worlds. Discover how to test a DSL implementation and how to customize runtime and IDE aspects of the DSL Who This Book Is For This book is targeted at programmers and developers who want to create a domain-specific language with Xtext. They should have a basic familiarity with Eclipse and its functionality. Previous experience with compiler implementation can be helpful but is not necessary since this book will explain all the development stages of a DSL. What You Will Learn Write Xtext grammar for a DSL; Use Xtend as an alternative to Java to write cleaner, easier-to-read, and more maintainable code; Build your Xtext DSLs easily with Maven/Tycho and Gradle; Write a code generator and an interpreter for a DSL; Explore the Xtext scoping mechanism for symbol resolution; Test most aspects of the DSL implementation with JUnit; Understand best practices in DSL implementations with Xtext and Xtend; Develop your Xtext DSLs using Continuous Integration mechanisms; Use an Xtext editor in a web application In Detail Xtext is an open source Eclipse framework for implementing domain-specific languages together with IDE functionalities. It lets you implement languages really quickly; most of all, it covers all aspects of a complete language infrastructure, including the parser, code generator, interpreter, and more. This book will enable you to implement Domain Specific Languages (DSL) efficiently, together with their IDE tooling, with Xtext and Xtend. Opening with brief coverage of Xtext features involved in DSL implementation, including integration in an IDE, the book will then introduce you to Xtend as this language will be used in all the examples throughout the book. You will then explore the typical programming development workflow with Xtext when we modify the grammar of the DSL. Further, the Xtend programming language (a fully-featured Java-like language tightly integrated with Java) will be introduced. We then explain the main concepts of Xtext, such as validation, code generation, and customizations of runtime and UI aspects. You will have learned how to test a DSL implemented in Xtext with JUnit and will progress to advanced concepts such as type checking and scoping. You will then integrate the typical Continuous Integration systems built in to Xtext DSLs and familiarize yourself with Xbase. By the end of the book, you will manually maintain the EMF model for an Xtext DSL and will see how an Xtext DSL can also be used in IntelliJ. Style and approach A step-by-step tutorial with illustrative examples that will let you master using Xtext and implementing DSLs with its custom language, Xtend. **Language Design Patterns** Create Your Own Domain-Specific and General Programming Languages *Pragmatic Bookshelf* Learn to build configuration file readers, data readers, model-driven code generators, source-to-source translators, source analyzers, and interpreters. You don't need a background in computer science--ANTLR creator Terence Parr demystifies language implementation by breaking it down into the most common design patterns. Pattern by pattern, you'll learn the key skills you need to implement your own computer languages. Knowing how to create domain-specific languages (DSLs) can give you a huge productivity boost. Instead of writing code in a general-purpose programming language, you can first build a custom language tailored to make you efficient in a particular domain. The key is understanding the common patterns found across language implementations. **Language Design Patterns** identifies and condenses the most common design patterns, providing sample implementations of each. The pattern implementations use Java, but the patterns themselves are completely general. Some of the implementations use the well-known ANTLR parser generator, so readers will find this book an excellent source of ANTLR examples as well. But this book will benefit anyone interested in implementing languages, regardless of their tool of choice. Other language implementation books focus on compilers, which you rarely need in your daily life. Instead, **Language Design Patterns** shows you patterns you can use for all kinds of language applications. You'll learn to create configuration file readers, data readers, model-driven code generators, source-to-source translators, source analyzers, and interpreters. Each chapter groups related design patterns and, in each pattern, you'll get hands-on experience by building a complete sample implementation. By the time you finish the book, you'll know how to solve most common language implementation problems. **Refactoring Improving the Design of Existing Code** *Addison-Wesley Professional* Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step. **Fowler Pattern Enterprise Application Architecture** *Addison-Wesley* The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. **Patterns of Enterprise Application Architecture** is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces Intelligent Information and Database Systems 10th Asian Conference, ACIIDS 2018, Dong Hoi City, Vietnam, March 19-21, 2018, Proceedings, Part II *Springer* The two-volume set LNAI 10751 and 10752 constitutes the refereed proceedings of the 10th Asian Conference on Intelligent Information and Database Systems, ACIIDS 2018, held in Dong Hoi City, Vietnam, in March 2018. The total of 133 full papers accepted for publication in these proceedings was carefully reviewed and selected from 423 submissions. They were organized in topical sections named: Knowledge Engineering and Semantic Web; Social Networks and Recommender Systems; Text Processing and Information Retrieval; Machine Learning and Data Mining; Decision Support and Control Systems; Computer Vision Techniques; Advanced Data Mining Techniques and Applications; Multiple Model Approach to Machine Learning; Sensor Networks and Internet of Things; Intelligent Information Systems; Data Structures Modeling for Knowledge Representation; Modeling, Storing, and Querying of Graph Data; Data Science and Computational Intelligence; Design Thinking Based R&D, Development Technique, and Project Based Learning; Intelligent and Contextual Systems; Intelligent Systems and Algorithms in Information Sciences; Intelligent Applications of Internet of Thing and Data Analysis Technologies; Intelligent Systems and Methods in Biomedicine; Intelligent Biomarkers of Neurodegenerative Processes in Brain; Analysis of Image, Video and Motion Data in Life Sciences; Computational Imaging and Vision; Computer Vision and Robotics; Intelligent Computer Vision Systems and Applications; Intelligent Systems for Optimization of Logistics and Industrial Applications. Intelligent Data Engineering and Automated Learning -- IDEAL 2011 12th International Conference, Norwich, UK, September 7-9, 2011. Proceedings *Springer* This book constitutes the refereed proceedings of the 12th International Conference on Intelligent Data Engineering and Automated Learning, IDEAL 2011, held in Norwich, UK, in September 2011. The 59 revised full papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book and present the latest theoretical advances and real-world applications in computational intelligence. Software Quality: Methods and Tools for Better Software and Systems 10th International Conference, SWQD 2018, Vienna, Austria, January 16-19, 2018, Proceedings *Springer* This book constitutes the refereed proceedings of the 10th Software Quality Days Conference, SWQD 2018, held in Vienna, Austria, in January 2018. The Software Quality Days (SWQD) conference started in 2009 and has grown to the biggest conferences on software quality in Europe with a strong community. The program of the SWQD conference is designed to encompass a stimulating mixture of practical presentations and new research topics in scientific presentations. The guiding conference topic of the SWQD 2018 is "Software Quality 4.0: Methods and Tools for better Software and Systems", as novel technologies include new challenges and might require new and adapted methods and tools to support quality assurance activities early. The 6 full papers and 2 short papers presented in this volume were carefully reviewed and selected from 16 submissions. The volume also

contains 2 invited talks. The contributions were organized in topical sections named: safety and security; requirements engineering and requirements-based testing; crowdsourcing in software engineering; software and systems architecture; experimentation in software engineering; and smart environments. Service Design Patterns Fundamental Design Solutions for SOAP/WSDL and RESTful Web Services *Addison-Wesley* Web services have been used for many years. In this time, developers and architects have encountered a number of recurring design challenges related to their usage, and have learned that certain service design approaches work better than others to solve certain problems. In Service Design Patterns, Rob Daigneau codifies proven design solutions for web services that follow the REST architectural style or leverage the SOAP/WSDL specifications. This catalogue identifies the fundamental topics in web service design and lists the common design patterns for each topic. All patterns identify the context in which they may be used, explain the constituent design elements, and explore the relative strengths and trade-offs. Code examples are provided to help you better understand how the patterns work but are kept general so that you can see how the solutions may be applied to disparate technologies that will inevitably change in the years to come. This book will help readers answer the following questions: How do you create a web service API, what are the common API styles, and when should a particular style be used? How can clients and web services communicate, and what are the foundations for creating complex conversations in which multiple parties exchange data over extended periods of time? What are the options for implementing web service logic, and when should a particular approach be used? How can clients become less coupled to the underlying systems used by a service? How can information about a web service be discovered? How can generic functions like authentication, validation, caching, and logging be supported on the client or service? What changes to a service cause clients to break? What are the common ways to version a service? How can web services be designed to support the continuing evolution of business logic without forcing clients to constantly upgrade? This book is an invaluable resource for enterprise architects, solution architects, and developers who use web services to create enterprise IT applications, commercial or open source products, and Software as a Service (SaaS) products that leverage emerging Cloud platforms. NoSQL Distilled A Brief Guide to the Emerging World of Polyglot Persistence *Addison-Wesley* The need to handle increasingly larger data volumes is one factor driving the adoption of a new class of nonrelational "NoSQL" databases. Advocates of NoSQL databases claim they can be used to build systems that are more performant, scale better, and are easier to program. NoSQL Distilled is a concise but thorough introduction to this rapidly emerging technology. Pramod J. Sadalage and Martin Fowler explain how NoSQL databases work and the ways that they may be a superior alternative to a traditional RDBMS. The authors provide a fast-paced guide to the concepts you need to know in order to evaluate whether NoSQL databases are right for your needs and, if so, which technologies you should explore further. The first part of the book concentrates on core concepts, including schemaless data models, aggregates, new distribution models, the CAP theorem, and map-reduce. In the second part, the authors explore architectural and design issues associated with implementing NoSQL. They also present realistic use cases that demonstrate NoSQL databases at work and feature representative examples using Riak, MongoDB, Cassandra, and Neo4j. In addition, by drawing on Pramod Sadalage's pioneering work, NoSQL Distilled shows how to implement evolutionary design with schema migration: an essential technique for applying NoSQL databases. The book concludes by describing how NoSQL is ushering in a new age of Polyglot Persistence, where multiple data-storage worlds coexist, and architects can choose the technology best optimized for each type of data access. Collaborative Networks of Cognitive Systems 19th IFIP WG 5.5 Working Conference on Virtual Enterprises, PRO-VE 2018, Cardiff, UK, September 17-19, 2018, Proceedings *Springer* This book constitutes the refereed proceedings of the 19th IFIP WG 5.5 Working Conference on Virtual Enterprises, PRO-VE 2018, held in Cardiff, UK, in September 2018. The 57 revised full papers were carefully reviewed and selected from 143 submissions. They provide a comprehensive overview of identified challenges and recent advances in various collaborative network (CN) domains and their applications, with a strong focus on the following areas: blockchain in collaborative networks, industry transformation and innovation, semantics in networks of cognitive systems, cognitive systems for resilience management, collaborative energy services in smart cities, cognitive systems in agribusiness, building information modeling, industry 4.0 support frameworks, health and social welfare services, risk, privacy and security, collaboration platform issues, sensing, smart and sustainable enterprises, information systems integration, dynamic logistics networks, collaborative business processes, value creation in networks, users and organizations profiling, and collaborative business strategies. Coaching Basketball's Red-dog Defenses *Addison-Wesley Professional* When carefully selected and used, Domain-Specific Languages (DSLs) may simplify complex code, promote effective communication with customers, improve productivity, and unclog development bottlenecks. In Domain-Specific Languages, noted software development expert Martin Fowler first provides the information software professionals need to decide if and when to utilize DSLs. Then, where DSLs prove suitable, Fowler presents effective techniques for building them, and guides software engineers in choosing the right approaches for their applications. This book's techniques may be utilized with most modern object-oriented languages; the author provides numerous examples in Java and C#, as well as selected examples in Ruby. Wherever possible, chapters are organized to be self-standing, and most reference topics are presented in a familiar patterns format. Armed with this wide-ranging book, developers will have the knowledge they need to make important decisions about DSLs--and, where appropriate, gain the significant technical and business benefits they offer. The topics covered include: How DSLs compare to frameworks and libraries, and when those alternatives are sufficient Using parsers and parser generators, and parsing external DSLs Understanding, comparing, and choosing DSL language constructs Determining whether to use code generation, and comparing code generation strategies Previewing new language workbench tools for creating DSLs ATDD by Example A Practical Guide to Acceptance Test-Driven Development *Addison-Wesley* With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gärtner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gärtner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gärtner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now--and it will help you reap even more value as you gain experience. Refactoring to Patterns *Pearson Education* In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, Refactoring revolutionized design by introducing an effective process for improving code. With the highly anticipated Refactoring to Patterns, Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples Descriptions of twelve design smells that indicate the need for this book's refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns Multiple ways to implement the same pattern--and when to use each Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you're focused on legacy or "greenfield" development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively. Advances in Databases and Information Systems 18th East European Conference, ADBIS 2014, Ohrid, Macedonia, September 7-10, 2014. Proceedings *Springer* This book constitutes the thoroughly refereed proceedings of the 18th East European Conference on Advances in Databases and Information Systems, ADBIS 2014, held in Ohrid, Macedonia, in September 2014. The 26 revised full papers presented together with one invited talk were carefully selected and reviewed from 82 submissions. The papers are organized in topical sections on data models and query languages; data warehousing; query and data-flow optimization; information extraction and integration; spatial, temporal and streaming data; data mining and knowledge discovery; data organization and physical issues; and data and business processes. Leveraging Applications of Formal Methods, Verification and Validation: Engineering Principles 9th International Symposium on Leveraging Applications of Formal Methods, ISO/FASE 2020, Rhodes, Greece, October 20-30, 2020, Proceedings, Part II *Springer Nature* The three-volume set LNCS 12476 - 12478 constitutes the refereed proceedings of the 9th International Symposium on Leveraging Applications of Formal Methods, ISO/FASE 2020, which was planned to take place during October 20-30, 2020, on Rhodes, Greece. The event itself was postponed to 2021 due to the COVID-19 pandemic. The papers presented were carefully reviewed and selected for inclusion in the proceedings. Each volume focusses on an individual topic with topical section headings within the volume: Part I, Verification Principles: Modularity and (De-)Composition in Verification; X-by-Construction: Correctness meets Probability; 30 Years of Statistical Model Checking; Verification and Validation of Concurrent and Distributed Systems. Part II, Engineering Principles: Automating Software Re-Engineering; Rigorous Engineering of Collective Adaptive Systems. Part III, Applications: Reliable Smart Contracts: State-of-the-art, Applications, Challenges and Future Directions; Automated Verification of Embedded Control Software; Formal methods for DIStributed COmputing in future RAILway systems. Domain-Specific Development with Visual Studio DSL Tools *Pearson Education* Domain-Specific Languages (DSLs)--languages geared to specific vertical or horizontal areas of interest--are generating growing excitement from software engineers and architects. DSLs bring new agility to the creation and evolution of software, allowing selected design aspects to be expressed in terms much closer to the system requirements than standard program code, significantly reducing development costs in large-scale projects and product lines. In this breakthrough book, four leading experts reveal exactly how DSLs work, and how you can make the most of them in your environment. With Domain-Specific Development with Visual Studio DSL Tools, you'll begin by mastering DSL concepts and techniques that apply to all platforms. Next, you'll discover how to create and use DSLs with the powerful new Microsoft DSL Tools--a toolset designed by this book's authors. Learn how the DSL Tools integrate into Visual Studio--and how to define DSLs and generate Visual Designers using Visual Studio's built-in modeling technology. In-depth coverage includes Determining whether DSLs will work for you Comparing DSLs with other approaches to model-driven development Defining, tuning, and evolving DSLs: models, presentation, creation, updates, serialization, constraints, validation, and more Creating Visual Designers for new DSLs with little or no coding Multiplying productivity by generating application code from your models with easy-to-use text templates Automatically generating configuration files, resources, and other artifacts Deploying Visual Designers across the organization, quickly and easily Customizing Visual Designers for specialized process needs List of Figures List of Tables Foreword Preface About the Authors Chapter 1 Domain-Specific Development Chapter 2 Creating and Using DSLs Chapter 3 Domain Model Definition Chapter 4 Presentation Chapter 5 Creation, Deletion, and Update Behavior Chapter 6 Serialization Chapter 7 Constraints and Validation Chapter 8 Generating Artifacts Chapter 9 Deploying a DSL Chapter 10 Advanced DSL Customization Chapter 11 Designing a DSL Index Advancing Technology Industrialization Through Intelligent Software Methodologies, Tools and Techniques Proceedings of the 18th International Conference on New Trends in Intelligent Software Methodologies, Tools and Techniques (SoMeT_19) *IOS Press* Software has become ever more crucial as an enabler, from daily routines to important national decisions. But from time to time, as society adapts to frequent and rapid changes in technology, software development fails to come up to expectations due to issues with efficiency, reliability and security, and with the robustness of methodologies, tools and techniques not keeping pace with the rapidly evolving market. This book presents the proceedings of SoMeT_19, the 18th International Conference on New Trends in Intelligent Software Methodologies, Tools and Techniques, held in Kuching, Malaysia, from 23-25 September 2019.

The book explores new trends and theories that highlight the direction and development of software methodologies, tools and techniques, and aims to capture the essence of a new state of the art in software science and its supporting technology, and to identify the challenges that such a technology will have to master. The book also investigates other comparable theories and practices in software science, including emerging technologies, from their computational foundations in terms of models, methodologies, and tools. The 56 papers included here are divided into 5 chapters: Intelligent software systems design and techniques in software engineering; Machine learning techniques for software systems; Requirements engineering, software design and development techniques; Software methodologies, tools and techniques for industry; and Knowledge science and intelligent computing. This comprehensive overview of information systems and research projects will be invaluable to all those whose work involves the assessment and solution of real-world software problems. Human Factors in Computing and Informatics First International Conference, SouthCHI 2013, Maribor, Slovenia, July 1-3, 2013, Proceedings *Springer* This book constitutes the refereed proceedings of the First International Conference on Human Factors in Computing and Informatics, SouthCHI 2013, held in Maribor, Slovenia, in July 2013. SouthCHI is the successor of the USAB Conference series and promotes all aspects of human-computer interaction. The 38 revised full papers presented together with 12 short papers, 4 posters and 3 doctoral thesis papers were carefully reviewed and selected from 169 submissions. The papers are organized in the following topical sections: measurement and usability evaluation; usability evaluation - medical environments; accessibility methodologies; game-based methodologies; Web-based systems and attribution research; virtual environments; design culture for ageing well: designing for "situated elderliness"; input devices; adaptive systems and intelligent agents; and assessing the state of HCI research and practice in South-Eastern Europe. State of the Art Applications of Social Network Analysis *Springer* Social network analysis increasingly bridges the discovery of patterns in diverse areas of study as more data becomes available and complex. Yet the construction of huge networks from large data often requires entirely different approaches for analysis including; graph theory, statistics, machine learning and data mining. This work covers frontier studies on social network analysis and mining from different perspectives such as social network sites, financial data, e-mails, forums, academic research funds, XML technology, blog content, community detection and clique finding, prediction of user's- behavior, privacy in social network analysis, mobility from spatio-temporal point of view, agent technology and political parties in parliament. These topics will be of interest to researchers and practitioners from different disciplines including, but not limited to, social sciences and engineering. A Functional, Comprehensive and Extensible Multi-Platform Querying and Transformation Approach *Logos Verlag Berlin GmbH* This thesis is about a new model querying and transformation approach called FunnyQT which is realized as a set of APIs and embedded domain-specific languages (DSLs) in the JVM-based functional Lisp-dialect Clojure. Founded on a powerful model management API, FunnyQT provides querying services such as comprehensions, quantified expressions, regular path expressions, logic-based, relational model querying, and pattern matching. On the transformation side, it supports the definition of unidirectional model-to-model transformations, of in-place transformations, it supports defining bidirectional transformations, and it supports a new kind of co-evolution transformations that allow for evolving a model together with its metamodel simultaneously. Several properties make FunnyQT unique. Foremost, it is just a Clojure library, thus, FunnyQT queries and transformations are Clojure programs. However, most higher-level services are provided as task-oriented embedded DSLs which use Clojure's powerful macro-system to support the user with tailor-made language constructs important for the task at hand. Since queries and transformations are just Clojure programs, they may use any Clojure or Java library for their own purpose, e.g., they may use some templating library for defining model-to-text transformations. Conversely, like every Clojure program, FunnyQT queries and transformations compile to normal JVM byte-code and can easily be called from other JVM languages. Furthermore, FunnyQT is platform-independent and designed with extensibility in mind. By default, it supports the Eclipse Modeling Framework and JGraLab, and support for other modeling frameworks can be added with minimal effort and without having to modify the respective framework's classes or FunnyQT itself. Lastly, because FunnyQT is embedded in a functional language, it has a functional emphasis itself. Every query and every transformation compiles to a function which can be passed around, given to higher-order functions, or be parametrized with other functions. Domain-driven Design Tackling Complexity in the Heart of Software *Addison-Wesley Professional* Describes ways to incorporate domain modeling into software development. Eclipse Modeling Project A Domain-Specific Language (DSL) Toolkit *Pearson Education* Achieve Breakthrough Productivity and Quality with MDD and Eclipse-Based DSLs Domain-specific languages (DSLs) and model-driven development (MDD) offer software engineers powerful new ways to improve productivity, enhance quality, and insulate systems from rapid technological change. Now, there's a pragmatic, start-to-finish guide to creating DSLs and using MDD techniques with the powerful open source Eclipse platform. In Eclipse Modeling Project, Richard C. Gronback illuminates both the principles and techniques software professionals need to master, offering insights that will be invaluable to developers working with any tool or platform. As coleader of the Eclipse Modeling Project, Gronback is singularly well-positioned to demonstrate DSLs and MDD at work in Eclipse. Gronback systematically introduces each of the Eclipse technologies that can be used in DSL and MDD development. Throughout, he introduces key concepts and technologies in the context of a complete worked example and presents new best practices and never-before published techniques. He also covers Eclipse projects discussed in no other book, including Query/View/Transformation (QVT) and the Graphical Modeling Framework (GMF)—a project the author personally leads. Eclipse Modeling Project gives software practitioners all the knowledge they need to explore the remarkable potential of DSLs and MDD—and includes coverage of Why a model-based approach enables the rapid customization of high-quality solutions within the product line paradigm How the Eclipse Modeling Project's capabilities can be used to efficiently create new DSLs Powerful techniques for developing DSL abstract syntax, graphical notation, and textual syntax How to build Model-to-Model (M2M) and Model-to-Text (M2T) transformations—including a powerful new M2M implementation of the Object Management Group's QVT Operational Mapping Language (OML) Efficiently packaging and deploying DSLs with Eclipse Complete reference sections for the Graphical Editing Framework (GEF), GMF runtime and tooling, QVT OML, Xpand, and more Growing Object-Oriented Software, Guided by Tests *Pearson Education* Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency Specification, Algebra, and Software Essays Dedicated to Kokichi Futatsugi *Springer* This Festschrift volume, published in honor of Kokichi Futatsugi, contains 31 invited contributions from internationally leading researchers in formal methods and software engineering. Prof. Futatsugi is one of the founding fathers of the field of algebraic specification and verification and is a leading researcher in formal methods and software engineering. He has pioneered and advanced novel algebraic methods and languages supporting them such as OBJ and CafeOBJ and has worked tirelessly over the years to bring such methods and tools in contact with software engineering practice. This volume contains contributions from internationally leading researchers in formal methods and software engineering. Handbook of Research on Computational Science and Engineering: Theory and Practice *IGI Global* By using computer simulations in research and development, computational science and engineering (CSE) allows empirical inquiry where traditional experimentation and methods of inquiry are difficult, inefficient, or prohibitively expensive. The Handbook of Research on Computational Science and Engineering: Theory and Practice is a reference for interested researchers and decision-makers who want a timely introduction to the possibilities in CSE to advance their ongoing research and applications or to discover new resources and cutting edge developments. Rather than reporting results obtained using CSE models, this comprehensive survey captures the architecture of the cross-disciplinary field, explores the long term implications of technology choices, alerts readers to the hurdles facing CSE, and identifies trends in future development. .NET Design Patterns *Packt Publishing Ltd* Explore the world of .NET design patterns and bring the benefits that the right patterns can offer to your toolkit today About This Book Dive into the powerful fundamentals of .NET framework for software development The code is explained piece by piece and the application of the pattern is also showcased. This fast-paced guide shows you how to implement the patterns into your existing applications Who This Book Is For This book is for those with familiarity with .NET development who would like to take their skills to the next level and be in the driver's seat when it comes to modern development techniques. Basic object-oriented C# programming experience and an elementary familiarity with the .NET framework library is required. What You Will Learn Put patterns and pattern catalogs into the right perspective Apply patterns for software development under C#.NET Use GoF and other patterns in real-life development scenarios Be able to enrich your design vocabulary and well articulate your design thoughts Leverage object/functional programming by mixing OOP and FP Understand the reactive programming model using Rx and RxJs Writing compositional code using C# LINQ constructs Be able to implement concurrent/parallel programming techniques using idioms under .NET Avoiding pitfalls when creating compositional, readable, and maintainable code using imperative, functional, and reactive code. In Detail Knowing about design patterns enables developers to improve their code base, promoting code reuse and making their design more robust. This book focuses on the practical aspects of programming in .NET. You will learn about some of the relevant design patterns (and their application) that are most widely used. We start with classic object-oriented programming (OOP) techniques, evaluate parallel programming and concurrency models, enhance implementations by mixing OOP and functional programming, and finally to the reactive programming model where functional programming and OOP are used in synergy to write better code. Throughout this book, we'll show you how to deal with architecture/design techniques, GoF patterns, relevant patterns from other catalogs, functional programming, and reactive programming techniques. After reading this book, you will be able to convincingly leverage these design patterns (factory pattern, builder pattern, prototype pattern, adapter pattern, facade pattern, decorator pattern, observer pattern and so on) for your programs. You will also be able to write fluid functional code in .NET that would leverage concurrency and parallelism! Style and approach This tutorial-based book takes a step-by-step approach. It covers the major patterns and explains them in a detailed manner along with code examples. Continuous Integration *Pearson Education India* Managed Software Evolution *Springer* This open access book presents the outcomes of the "Design for Future - Managed Software Evolution" priority program 1593, which was launched by the German Research Foundation ("Deutsche Forschungsgemeinschaft (DFG)") to develop new approaches to software engineering with a specific focus on long-lived software systems. The different lifecycles of software and hardware platforms lead to interoperability problems in such systems. Instead of separating the development, adaptation and evolution of software and its platforms, as well as aspects like operation, monitoring and maintenance, they should all be integrated into one overarching process. Accordingly, the book is split into three major parts, the first of which includes an introduction to the nature of software evolution, followed by an overview of the specific challenges and a general introduction to the case studies used in the project. The second part of the book consists of the main chapters on knowledge carrying software, and cover tacit knowledge in software evolution, continuous design decision support, model-based round-trip engineering for software product lines, performance analysis strategies, maintaining security in software evolution, learning from evolution for evolution, and formal verification of evolutionary changes. In turn, the last part of the book presents key findings and spin-offs. The individual chapters there describe various case studies, along with their benefits, deliverables and the respective lessons learned. An overview of future research topics rounds out the coverage. The book was mainly written for scientific researchers and advanced professionals with an academic background. They will benefit from its comprehensive treatment of various topics related to problems that are now gaining in importance, given the higher costs for maintenance and evolution in comparison to the initial development, and the fact that today, most software is not developed from scratch, but as part of a continuum of former and future releases. The Pragmatic Programmer From Journeyman to Master *Addison-Wesley Professional* What others in the trenches say about

The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of *Extreme Programming Explained: Embrace Change* "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of *Refactoring and UML Distilled* "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of *Large-Scale C++ Software Design* "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process—taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. *Domain-Specific Languages in Practice with JetBrains MPS* *Springer Nature* This book covers several topics related to domain-specific language (DSL) engineering in general and how they can be handled by means of the JetBrains Meta Programming System (MPS), an open source language workbench developed by JetBrains over the last 15 years. The book begins with an overview of the domain of language workbenches, which provides perspectives and motivations underpinning the creation of MPS. Moreover, technical details of the language underneath MPS together with the definition of the tool's main features are discussed. The remaining ten chapters are then organized in three parts, each dedicated to a specific aspect of the topic. Part I "MPS in Industrial Applications" deals with the challenges and inadequacies of general-purpose languages used in companies, as opposed to the reasons why DSLs are essential, together with their benefits and efficiency, and summarizes lessons learnt by using MPS. Part II about "MPS in Research Projects" covers the benefits of text-based languages, the design and development of gamification applications, and research fields with generally low expertise in language engineering. Eventually, Part III focuses on "Teaching and Learning with MPS" by discussing the organization of both commercial and academic courses on MPS. MPS is used to implement languages for real-world use. Its distinguishing feature is projectional editing, which supports practically unlimited language extension and composition possibilities as well as a flexible mix of a wide range of textual, tabular, mathematical and graphical notations. The number and diversity of the presented use-cases demonstrate the strength and malleability of the DSLs defined using MPS. The selected contributions represent the current state of the art and practice in using JetBrains MPS to implement languages for real-world applications. *User Stories Applied For Agile Software Development* *Addison-Wesley Professional* Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. *User role modeling: understanding what users have in common, and where they differ* *Gathering stories: user interviewing, questionnaires, observation, and workshops* *Working with managers, trainers, salespeople and other "proxies"* *Writing user stories for acceptance testing* *Using stories to prioritize, set schedules, and estimate release costs* *Includes end-of-chapter practice questions and exercises* *User Stories Applied* will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach. *Generic Tools, Specific Languages* *Createspace Independent Pub* *Generic Tools, Specific Languages (GTSL)* is an approach for developing tools and applications in a way that supports easier and more meaningful adaptation to specific domains. To achieve this goal, GTSL generalizes programming language IDEs to domains traditionally not addressed by languages and IDEs. At its core, GTSL represents applications as documents/programs/models expressed with suitable languages. Application functionality is provided through an IDE that is aware of the languages and their semantics. The IDE provides editing support, and also directly integrates domain-specific analyses and execution services. Applications and their languages can be adapted to increasingly specific domains using language engineering; this includes developing incremental extensions to existing languages or creating additional, tightly integrated languages. Language workbenches act as the foundation on which such applications are built. *mbeddr* is an extensible set of integrated languages for embedded software development built using the *Generic Tools, Specific Languages* approach. *Refactoring HTML Improving the Design of Existing Web Applications* *Addison-Wesley Professional* Like any other software system, Web sites gradually accumulate "cruft" over time. They slow down. Links break. Security and compatibility problems mysteriously appear. New features don't integrate seamlessly. Things just don't work as well. In an ideal world, you'd rebuild from scratch. But you can't: there's no time or money for that. Fortunately, there's a solution: You can refactor your Web code using easy, proven techniques, tools, and recipes adapted from the world of software development. In *Refactoring HTML*, Eliotte Rusty Harold explains how to use refactoring to improve virtually any Web site or application. Writing for programmers and non-programmers alike, Harold shows how to refactor for better reliability, performance, usability, security, accessibility, compatibility, and even search engine placement. Step by step, he shows how to migrate obsolete code to today's stable Web standards, including XHTML, CSS, and REST—and eliminate chronic problems like presentation-based markup, stateful applications, and "tag soup." The book's extensive catalog of detailed refactorings and practical "recipes for success" are organized to help you find specific solutions fast, and get maximum benefit for minimum effort. Using this book, you can quickly improve site performance now—and make your site far easier to enhance, maintain, and scale for years to come. Topics covered include • Recognizing the "smells" of Web code that should be refactored • Transforming old HTML into well-formed, valid XHTML, one step at a time • Modernizing existing layouts with CSS • Updating old Web applications: replacing POST with GET, replacing old contact forms, and refactoring JavaScript • Systematically refactoring content and links • Restructuring sites without changing the URLs your users rely upon This book will be an indispensable resource for Web designers, developers, project managers, and anyone who maintains or updates existing sites. It will be especially helpful to Web professionals who learned HTML years ago, and want to refresh their knowledge with today's standards-compliant best practices. This book will be an indispensable resource for Web designers, developers, project managers, and anyone who maintains or updates existing sites. It will be especially helpful to Web professionals who learned HTML years ago, and want to refresh their knowledge with today's standards-compliant best practices. *Eloquent Ruby* *Addison-Wesley Professional* It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In *Eloquent Ruby*, Russ Olsen helps you write Ruby like true Rubyists do—so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. *Eloquent Ruby* starts small, answering tactical questions focused on a single statement, method, test, or bug. You'll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code—and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned *Addison-Wesley Professional Ruby Series*, *Eloquent Ruby* will help you "put on your Ruby-colored glasses" and get results that make you a true believer. *Refactoring Databases Evolutionary Database Design* (paperback) *Pearson Education* Refactoring has proven its value in a wide range of development projects—helping software professionals improve system designs, maintainability, extensibility, and performance. Now, for the first time, leading agile methodologist Scott Ambler and renowned consultant Pramodkumar Sadalage introduce powerful refactoring techniques specifically designed for database systems. Ambler and Sadalage demonstrate how small changes to table structures, data, stored procedures, and triggers can significantly enhance virtually any database design—without changing semantics. You'll learn how to evolve database schemas in step with source code—and become far more effective in projects relying on iterative, agile methodologies. This comprehensive guide and reference helps you overcome the practical obstacles to refactoring real-world databases by covering every fundamental concept underlying database refactoring. Using start-to-finish examples, the authors walk you through refactoring simple standalone database applications as well as sophisticated multi-application scenarios. You'll master every task involved in refactoring database schemas, and discover best practices for deploying refactorings in even the most complex production environments. The second half of this book systematically covers five major categories of database refactorings. You'll learn how to use refactoring to enhance database structure, data quality, and referential integrity; and how to refactor both architectures and methods. This book provides an extensive set of examples built with Oracle and Java and easily adaptable for other languages, such as C#, C++, or VB.NET, and other databases, such as DB2, SQL Server, MySQL, and Sybase. Using this book's techniques and examples, you can reduce waste, rework, risk, and cost—and build database systems capable of evolving smoothly, far into the future. *Domain-Driven Design Distilled* *Addison-Wesley Professional* *Domain-Driven Design (DDD)* software modeling delivers powerful results in practice, not just in theory, which is why developers worldwide are rapidly moving to adopt it. Now, for the first time, there's an accessible guide to the basics of DDD: What it is, what problems it solves, how it works, and how to quickly gain value from it. Concise, readable, and actionable, *Domain-Driven Design Distilled* never buries you in detail—it focuses on what you need to know to get results. Vaughn Vernon, author of the best-selling *Implementing Domain-Driven Design*, draws on his twenty years of experience applying DDD principles to real-world situations. He is uniquely well-qualified to demystify its complexities, illuminate its subtleties, and help you solve the problems you might encounter. Vernon guides you through each core DDD technique for building better software. You'll learn how to segregate domain models using the powerful Bounded Contexts pattern, to develop a Ubiquitous Language within an explicitly bounded context, and to help domain experts and developers work together to create that language. Vernon shows how to use Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. *Domain-Driven Design Distilled* brings DDD to life. Whether you're a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable power. Coverage includes What DDD can do for you and your organization—and why it's so important *The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language* *Strategic design with Subdomains*

Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence **Software Engineering Aspects of Continuous Development and New Paradigms of Software Production and Deployment** First International Workshop, DEVOPS 2018, Chateau de Villebrumier, France, March 5-6, 2018, Revised Selected Papers *Springer* This book constitutes revised selected papers from the First International Workshop on Software Engineering Aspects of Continuous Development and New Paradigms of Software Production and Deployment, DEVOPS 2018, held at the Chateau de Villebrumier, France, in March 2018. The 17 papers presented in this volume were carefully reviewed and selected from 23 submissions. They cover a wide range of problems arising from Devops and related approaches, current tools, rapid development-deployment processes, effects on team performance, analytics, trustworthiness, microservices and related topics. **Domain Storytelling A Collaborative, Visual, and Agile Way to Build Domain-Driven Software** *Addison-Wesley Signature Serie* Storytelling is at the heart of human communication--why not use it to overcome costly misunderstandings when designing software? By telling and visualising stories, domain experts and team members make business processes and domain knowledge tangible. Domain Storytelling enables everyone to understand the relevant people, activities, and work items. With this guide, the method's inventors explain how domain experts and teams can work together to capture insights with simple pictographs, show their work, solicit feedback, and get everyone on the same page. Stefan Hofer and Henning Schwenner introduce the methods easy pictographic language, scenario-based modeling techniques, workshop format, and relationship to other modeling methods. Using step-by-step case studies, they guide you through solving many common problems: Fully align all project participants and stakeholders, both technical and business-focused Master a simple set of symbols and rules for modeling any process or workflow Use workshop-based collaborative modeling to find better solutions faster Draw clear boundaries to organise your domain, software, and teams Transform domain knowledge into requirements, embedded naturally into an agile process Move your models from diagrams and sticky notes to code Gain better visibility into your IT landscape so you can consolidate or optimise it This guide is for everyone who wants more effective software--from developers, architects, and team leads to the domain experts, product owners, and executives who rely on it every day.