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Handbook of Walkthroughs, Inspections, and Technical Reviews Evaluating Programs, Projects, and Products

Dorset House *Partial ContentsPart A: IntroductionPart B: The Review Environment1: Selecting Reviewers2: Management Participation3: Allocating Time and Facilities for ReviewsPart C: Conducting the Review1: The Review Leader2: The Recorder3: Helpful Rules and Customs for Reviewers4: Helpful Rules for Management5: The User and the ReviewPart D: Reporting the Results of the Review1: Functions of Reporting2: The Technical Review Summary Report3: The Technical Review Issues List4: Technical Review Related Issue Report5: System History6: Writing IssuesPart E: Varieties of Review Disciplines1: Why There Are So Many Review Variations2: The Walkthrough3: Inspections4: Round-Robin Reviews5: Review Teams6: A Collection of Review Tactics7: Informal ReviewsPart F: Types of Materials Reviewed1: Varieties of Reviews and Their Origins2: Functional Specification Reviews3: Design Reviews4: Code Reviews5: Documentation Reviews6: Test Plan Reviews7: Tool and Package Reviews8: Reviews of Training Materials and Plans9: Reviews of Procedures and Standards10: Operations and Maintenance Reviews11: Reviews in an Academic Environment12: Implementation of StructuredWalkthroughs in the ClassroomPart G: BibliographyPart H: Index*

Handbook of Walkthroughs, Inspections and Technical Reviews

Scott Foresman & Company

Practical Insight Into CMMI

Artech House *Taking you beyond the Capability Maturity Model- to the integrated world of systems and software, this comprehensive resource presents CMMI- Version 1.2 in a manner that is easy to comprehend by higher-level managers and practitioners alike. Written by a world-renowned expert in the field, the book offers a clear picture of the activities an organization would be engaged in if their systems and software engineering processes were based on CMMI-."*

Productive Objects

An Applied Software Project Management Framework

Morgan Kaufmann *Introduces, in simple text and photographs, the characteristics of some of the animals and plants that can be found in the forest. Includes a chipmunk, box turtle, fern, bull moose, moth, ermine, and white birch.*

Handbook of Software Engineering and Knowledge Engineering

World Scientific *This is the first handbook to cover comprehensively both software engineering and knowledge engineering OCo two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic. The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering. Sample Chapter(s). Chapter 1.1: Introduction (97k). Chapter 1.2: Theoretical Language Research (97k). Chapter 1.3: Experimental Science (96k). Chapter 1.4: Evolutionary Versus Revolutionary (108k). Chapter 1.5: Concurrency and Parallelisms (232k). Chapter 1.6: Summary (123k). Contents: Computer Language Advances (D E Cooke et al.); Software Maintenance (G Canfora & A Cimitile); Requirements Engineering (A T Berztiss); Software Engineering Standards: Review and Perspectives (Y-X Wang); A Large Scale Neural Network and Its Applications (D Graupe & H Kordylewski); Software Configuration Management in Software and Hypermedia Engineering: A Survey (L Bendix et al.); The Knowledge Modeling Paradigm in Knowledge Engineering (E Motta); Software Engineering and Knowledge Engineering Issues in Bioinformatics (J T L Wang et al.); Conceptual Modeling in Software Engineering and Knowledge Engineering: Concepts, Techniques and Trends (O Dieste et al.); Rationale Management in Software Engineering (A H Dutoit & B Paech); Exploring Ontologies (Y Kalfoglou), and other papers. Readership: Graduate students, researchers, programmers, managers and academics in software engineering and knowledge engineering."*

Systematic Software Testing

Artech House *Gain an in-depth understanding of software testing management and process issues that are critical for delivering high-quality software on time and within budget. Written by leading experts in the field, this book offers those involved in building and maintaining complex, mission-critical software systems a flexible, risk-based process to improve their software testing capabilities. Whether your organization currently has a well-defined testing process or almost no process, Systematic Software Testing provides unique insights into better ways to test your software.This book describes how to use a preventive method of testing, which parallels the software development lifecycle, and explains how to create and subsequently use test plans, test design, and test metrics. Detailed instructions are presented to help you decide what to test, how to prioritize tests, and when testing is complete. Learn how to conduct risk analysis and measure test effectiveness to maximize the efficiency of your testing efforts. Because organizational structure, the right people, and management are keys to better software testing, Systematic Software Testing explains these issues with the insight of the authorsOCO more than 25 years of experience."*

Handbook of Software Engineering & Knowledge Engineering: Fundamentals

World Scientific This is the first handbook to cover comprehensively both software engineering and knowledge engineering -- two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic. The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

Handbook of Software Engineering and Knowledge Engineering

Volume I: Fundamentals

World Scientific This is the first handbook to cover comprehensively both software engineering and knowledge engineering — two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic. The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

The Information System Consultant's Handbook

Systems Analysis and Design

CRC Press The Information System Consultant's Handbook familiarizes systems analysts, systems designers, and information systems consultants with underlying principles, specific documentation, and methodologies. Corresponding to the primary stages in the systems development life cycle, the book divides into eight sections: Principles Information Gathering and Problem Definition Project Planning and Project Management Systems Analysis Identifying Alternatives Component Design Testing and Implementation Operation and Maintenance Eighty-two chapters comprise the book, and each chapter covers a single tool, technique, set of principles, or methodology. The clear, concise narrative, supplemented with numerous illustrations and diagrams, makes the material accessible for readers - effectively outlining new and unfamiliar analysis and design topics.

Handbook of Software Engineering & Knowledge Engineering

World Scientific This is the first handbook to cover comprehensively both software engineering and knowledge engineering -- two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic. The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

Software Quality and Productivity

Theory, practice, education and training

Springer As the world becomes increasingly dependent on the use of computers, the need for quality software which can be produced at reasonable cost increases. This IFIP proceedings brings together the work of leading researchers and practitioners who are concerned with the efficient production of quality software.

Empirical Methods and Studies in Software Engineering

Experiences from ESERNET

Springer Science & Business Media Nowadays, societies crucially depend on high-quality software for a large part of their functionalities and activities. Therefore, software professionals, researchers, managers, and practitioners alike have to competently decide what software technologies and products to choose for which purpose. For various reasons, systematic empirical studies employing strictly scientific methods are hardly practiced in software engineering. Thus there is an unquestioned need for developing improved and better-qualified empirical methods, for their application in practice and for dissemination of the results. This book describes different kinds of empirical studies and methods for performing such studies, e.g., for planning, performing, analyzing, and reporting such studies. Actual studies are presented in detail in various chapters dealing with inspections, testing, object-oriented techniques, and component-based software engineering.

Code Complete

A Practical Handbook of Software Construction

A practical guide to software design discusses the art and science of constructing software and provides examples in C, Pascal, BASIC, Fortran, and Ada, with a focus on successful programming techniques. Original.

Practical Software Testing

A Process-Oriented Approach

Springer Science & Business Media *Based on the needs of the educational community, and the software professional, this book takes a unique approach to teaching software testing. It introduces testing concepts that are managerial, technical, and process oriented, using the Testing Maturity Model (TMM) as a guiding framework. The TMM levels and goals support a structured presentation of fundamental and advanced test-related concepts to the reader. In this context, the interrelationships between theoretical, technical, and managerial concepts become more apparent. In addition, relationships between the testing process, maturity goals, and such key players as managers, testers and client groups are introduced. Topics and features: - Process/engineering-oriented text - Promotes the growth and value of software testing as a profession - Introduces both technical and managerial aspects of testing in a clear and precise style - Uses the TMM framework to introduce testing concepts in a systematic, evolutionary way to facilitate understanding - Describes the role of testing tools and measurements, and how to integrate them into the testing process Graduate students and industry professionals will benefit from the book, which is designed for a graduate course in software testing, software quality assurance, or software validation and verification Moreover, the number of universities with graduate courses that cover this material will grow, given the evolution in software development as an engineering discipline and the creation of degree programs in software engineering.*

Modern Software Review: Techniques and Technologies

Techniques and Technologies

IGI Global *"This book provides an understanding of the critical factors affecting software review performance and to provide practical guidelines for software reviews"--Provided by publisher.*

Verification, Validation and Testing in Software Engineering

IGI Global *"This book explores different applications in V & V that spawn many areas of software development -including real time applications- where V & V techniques are required, providing in all cases examples of the applications"--Provided by publisher.*

Software Reviews and Audits Handbook

John Wiley & Sons Incorporated *A practical guide to quality evaluations for all types of software projects Software Reviews and Audits Handbook Written for persons responsible for software quality programs, as well as those who schedule and perform reviews and audits, Software Reviews and Audits Handbook offers practical guidance on quality assurance and evaluations for all types of software projects. Packed with process definitions, this handbook describes when to use them and includes sample materials illustrating how to use them. It provides detailed discussions of implementation challenges, specific application needs, and establishes sound starting points for improving communications, the quality of delivered products, and the sense of participation and achievement. Features: A program framework for viewing product realization and process improvement projects A definitive management review process for project reviews, addressing concept closure, project definition and funding, product realization, trial readiness, and general market availability Distinct process definitions for popular product reviews (the technical review, software inspection, and walkthrough processes) An audit process for product, process, project, and program evaluations, respective of a variety of application needs Numerous checklists, forms, letters, and reports for developing documents to meet specific needs Software Reviews and Audits Handbook is the third book in the Wiley Series in Software Engineering Practice.*

Product Focused Software Process Improvement

5th International Conference, PROFES 2004, Kansai Science City, Japan, April 5-8, 2004, Proceedings

Springer *On behalf of the PROFES organizing committee we are proud to present to you the proceedings of the 5th International Conference on Product Focused Software Process Improvement (PROFES 2004), held in Kansai Science City, Japan. Since 1999, PROFES has established itself as one of the recognized international process improvement conferences. In 2004 the conference left Europe for the first time and moved to Japan. Japan and its neighboring countries are intensifying their efforts to improve software engineering excellence, so it was a logical step to select Japan as the venue for PROFES 2004. The purpose of the conference is to bring to light the most recent findings and results in the area and to stimulate discussion between researchers, experienced professionals, and technology providers. The large number of participants coming from industry confirms that the conference provides a variety of up-to-date topics and tackles industry problems. The main theme of PROFES is professional software process improvement (SPI) motivated by product and service quality needs. SPI is facilitated by software process assessment, software measurement, process modeling, and technology transfer. It has become a practical tool for quality software engineering and management. The conference addresses both the solutions found in practice and the relevant research results from academia. This is reflected in the 41 full papers, which are a balanced mix of academic papers as well as industrial experience reports.*

Software Project Survival Guide

Microsoft Press *Equip yourself with SOFTWARE PROJECT SURVIVAL GUIDE. It's for everyone with a stake in the outcome of a development project--and especially for those without formal software project management training. That includes top managers, executives, clients, investors, end-user representatives, project managers, and technical leads. Here you'll find guidance from the acclaimed author of the classics CODE COMPLETE and RAPID DEVELOPMENT. Steve McConnell draws on solid research and a career's worth of hard-won experience to map the surest path to your goal--what he calls "one specific approach to software development that works pretty well most of the time for most projects." Nineteen chapters in four sections cover the concepts and strategies you need for mastering the development process, including planning, design, management, quality assurance, testing, and archiving. For newcomers and seasoned project managers alike, SOFTWARE PROJECT SURVIVAL GUIDE draws on a vast store of techniques to create an elegantly simplified and reliable framework for project management success. So don't worry about wandering among complex sets of project management techniques that require years to sort out and master. SOFTWARE PROJECT SURVIVAL GUIDE goes straight to the heart of the matter to help your projects succeed. And that makes it a required addition to every professional's bookshelf.*

User Interface Inspection Methods

A User-Centered Design Method

Newnes *User Interface Inspection Methods* succinctly covers five inspection methods: heuristic evaluation, perspective-based user interface inspection, cognitive walkthrough, pluralistic walkthrough, and formal usability inspections. Heuristic evaluation is perhaps the best-known inspection method, requiring a group of evaluators to review a product against a set of general principles. The perspective-based user interface inspection is based on the principle that different perspectives will find different problems in a user interface. In the related persona-based inspection, colleagues assume the roles of personas and review the product based on the needs, background, tasks, and pain points of the different personas. The cognitive walkthrough focuses on ease of learning. Most of the inspection methods do not require users; the main exception is the pluralistic walkthrough, in which a user is invited to provide feedback while members of a product team listen, observe the user, and ask questions. After reading this book, you will be able to use these UI inspection methods with confidence and certainty.

Herding Cats

A Primer for Programmers Who Lead Programmers

Apress *This self-help guide is for programmers who need to improve their management and leadership skills.*

Software Testing and Continuous Quality Improvement

CRC Press *This book helps accelerate the development of high quality software using continuous process improvement. The book starts with an overview of basic quality principles and how you can apply the continuous improvement cycle to software testing. It then reviews waterfall life cycle testing, followed by an extensive RAD testing methodology for client/s*

Rapid Development

Microsoft Press *Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In RAPID DEVELOPMENT, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.*

Metrics and Models in Software Quality Engineering

Addison-Wesley Professional *"This is the single best book on software quality engineering and metrics that I've encountered." --Capers Jones, from the Foreword"Metrics and Models in Software Quality Engineering, Second Edition," is the definitive book on this essential topic of software development. Comprehensive in scope with extensive industry examples, it shows how to measure software quality and use measurements to improve the software development process. Four major categories of quality metrics and models are addressed: quality management, software reliability and projection, complexity, and customer view. In addition, the book discusses the fundamentals of measurement theory, specific quality metrics and tools, and methods for applying metrics to the software development process. New chapters bring coverage of critical topics, including: In-process metrics for software testing Metrics for object-oriented software development Availability metrics Methods for conducting in-process quality assessments and software project assessments Dos and Don'ts of Software Process Improvement, by Patrick O'Toole Using Function Point Metrics to Measure Software Process Improvement, by Capers Jones In addition to the excellent balance of theory, techniques, and examples, this book is highly instructive and practical, covering one of the most important topics in software development--quality engineering. 0201729156B08282002*

Software Inspection

Addison-Wesley Professional *The Holy Grail is zero-defect software, and the techniques presented here help software developers get nearer that goal. They are based (with improvements and extensions) on Michael E. Fagan's Inspection method, developed for IBM and first published by him in a Technical Report, December 1974. The benefits are lower defects, higher productivity, better project tracking, and improved documentation. Annotation copyright by Book News, Inc., Portland, OR*

Verification, Validation, and Testing of Engineered Systems

John Wiley & Sons *Systems' Verification Validation and Testing (VVT) are carried out throughout systems' lifetimes. Notably, quality-cost expended on performing VVT activities and correcting system defects consumes about half of the overall engineering cost. Verification, Validation and Testing of Engineered Systems provides a comprehensive compendium of VVT activities and corresponding VVT methods for implementation throughout the entire lifecycle of an engineered system. In addition, the book strives to alleviate the fundamental testing conundrum, namely: What should be tested? How should one test? When should one test? And, when should one stop testing? In other words, how should one select a VVT strategy and how it be optimized? The book is organized in three parts: The first part provides introductory material about systems and VVT concepts. This part presents a comprehensive explanation of the role of VVT in the process of engineered systems (Chapter-1). The second part describes 40 systems' development VVT activities (Chapter-2) and 27 systems' post-development activities (Chapter-3). Corresponding to these activities, this part also describes 17 non-testing systems' VVT methods (Chapter-4) and 33 testing systems' methods (Chapter-5). The third part of the book describes ways to model systems' quality cost, time and risk (Chapter-6), as well as ways to acquire quality data and optimize the VVT strategy in the face of funding, time and other resource limitations as well as different business objectives (Chapter-7). Finally, this part describes the methodology used to validate the quality model along with a case study describing a system's quality improvements (Chapter-8). Fundamentally, this book is written with two categories of audience in mind. The first category is composed of VVT practitioners, including Systems, Test, Production and Maintenance engineers as well as first and second line managers. The second category is composed of students and faculties of Systems, Electrical, Aerospace, Mechanical and Industrial Engineering schools. This book may be fully covered in two to three graduate level semesters; although parts of the book may be covered in one semester. University instructors will most likely use the book to provide engineering students with knowledge about VVT, as well as to give students an introduction to formal modeling and optimization of VVT strategy.*

Discovering Real Business Requirements for Software Project Success

Artech House *While a number of books on the market deal with software requirements, this is the first resource to offer you a methodology for discovering and testing the real business requirements that software products must meet in order to provide value. The book provides you with practical techniques that help prevent the main causes of requirements creep, which in turn enhances software development success and satisfaction among the organizations that apply these approaches. Complementing discovery methods, you also learn more than 21 ways to test business requirements from the perspectives of assessing suitability of form, identifying overlooked requirements, and evaluating substance and content. The powerful techniques and methods presented are applied to a real business case from a company recognized for world-class excellence. You are introduced to the innovative*

Problem Pyramid technique which helps you more reliably identify the real problem and requirements content. From an examination of key methods for gathering and understanding information about requirements, to seven guidelines for documenting and communicating requirements, while avoiding analysis paralysis, this book is a comprehensive, single source for uncovering the real business requirements for your software development projects.

Proceedings of the Third European Conference on Computer-Supported Cooperative Work 13–17 September 1993, Milan, Italy ECSCW '93

Springer Science & Business Media *Computer-Supported Cooperative Work (CSCW) is an interdisciplinary research area devoted to exploring the issues of designing computer-based systems that enhance the abilities of cooperating workers to coordinate and integrate their activities in an efficient, effective, and flexible manner. This rigorously selected volume represents both practical and theoretical approaches from many of the leading researchers in the field. As an interdisciplinary area of research, CSCW is characterized by bringing together widely disparate research traditions and perspectives into an arena of collaboration and contention. The selected papers reflect the diverse approaches and cultures of this multi-disciplinary field. This collection will be of interest to a wide audience - because of the huge practical import of the issues and because of the interdisciplinary nature of the problems and the solutions proposed. In particular, the volume will be of interest to researchers and professionals in computing, sociology, cognitive science, and human factors.*

Software Project Management in Practice

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Mission-Critical and Safety-Critical Systems Handbook

Design and Development for Embedded Applications

Newnes *This handbook provides a consolidated, comprehensive information resource for engineers working with mission and safety critical systems. Principles, regulations, and processes common to all critical design projects are introduced in the opening chapters. Expert contributors then offer development models, process templates, and documentation guidelines from their own core critical applications fields: medical, aerospace, and military. Readers will gain in-depth knowledge of how to avoid common pitfalls and meet even the strictest certification standards. Particular emphasis is placed on best practices, design tradeoffs, and testing procedures. *Comprehensive coverage of all key concerns for designers of critical systems including standards compliance, verification and validation, and design tradeoffs *Real-world case studies contained within these pages provide insight from experience*

PDCA/Test

CRC Press *Most manuals assume software testing is being performed as part of a well-defined, structured development cycle based on clearly stated requirements and standards. Unfortunately, this is not often the case in the real world. Indeed, the one true constant in software development is change. PDCA/TEST presents a continuous quality framework bas*

Encyclopedia of Computer Science and Technology

Volume 36 - Supplement 21: Artificial Intelligence in Economics and Management to Requirements Engineering

CRC Press *Artificial Intelligence in Economics and Managemetrn to Requirements Engineering*

Software Engineering

A Practitioner's Approach

Palgrave Macmillan *For over 20 years, Software Engineering: A Practitioner's Approach has been the best selling guide to software engineering for students and industry professionals alike. The sixth edition continues to lead the way in software engineering. A new Part 4 on Web Engineering presents a complete engineering approach for the analysis, design, and testing of Web Applications, increasingly important for today's students. Additionally, the UML coverage has been enhanced and significantly increased in this new edition. The pedagogy has also been improved in the new edition to include sidebars. They provide information on relevant softare tools, specific work flow for specific kinds of projects, and additional information on various topics. Additionally, Pressman provides a running case study called "Safe Home" throughout the book, which provides the application of software engineering to an industry project. New additions to the book also include chapters on the Agile Process Models, Requirements Engineering, and Design Engineering. The book has been completely updated and contains hundreds of new references to software tools that address all important topics in the book. The ancillary material for the book includes an expansion of the case study, which illustrates it with UML diagrams. The On-Line Learning Center includes resources for both instructors and students such as checklists, 700 categorized web references, Powerpoints, a test bank, and a software engineering library-containing over 500 software engineering papers.TAKEAWY HERE IS THE FOLLOWING:1. AGILE PROCESS METHODS ARE COVERED EARLY IN CH. 42. NEW PART ON WEB APPLICATIONS --5 CHAPTERS*

Software Development and Professional Practice

Apress *Software Development and Professional Practice reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.*

Cryptographic Security Architecture

Design and Verification

Springer Science & Business Media *Presents a novel design that allows for a great deal of customization, which many current methods fail to include; Details a flexible, comprehensive design that can be easily extended when necessary; Proven results: the versatility of the design has been effectively tested in implementations ranging from microcontrollers to supercomputers*

Systems Approach to Engineering Design

Artech House *This guide empowers small teams with systems engineering techniques that once were the exclusive domain of large organizations employing hundreds of engineers to develop complex, tightly integrated systems designs.*

CMM in Practice

Processes for Executing Software Projects at Infosys

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

Software Engineer's Pocket Book

Elsevier *Software Engineer's Pocket Book provides a concise discussion on various aspects of software engineering. The book is comprised of six chapters that tackle various areas of concerns in software engineering. Chapter 1 discusses software development, and Chapter 2 covers programming languages. Chapter 3 deals with operating systems. The book also tackles discrete mathematics and numerical computation. Data structures and algorithms are also explained. The text will be of great use to individuals involved in the specification, design, development, implementation, testing, maintenance, and quality assurance of software.*

Database Administration

The Complete Guide to Practices and Procedures

Addison-Wesley Professional *A thorough reference on database administration outlines a variety of DBA roles and responsibilities and discusses such topics as data modeling and normalization, database/application design, change management, database security and data integrity, performance issues, disaster planning, and other essentials. Original. (Advanced)*

Software Process and Product Measurement

International Conferences IWSM 2008, Metrikon 2008, and Mensura 2008 Munich, Germany, November 18-19, 2008.

Proceedings

Springer *This book constitutes the refereed proceedings of three joint events - the International Workshop on Software Measurement, IWSM 2008, the DASMA Metrik Kongress, Metrikon 2008, and the International Conference on Software Process and Product Measurement, Mensura 2008, held in Munich, Germany, in November 2008. The 30 revised full papers presented were carefully reviewed and selected from over 50 submissions for inclusion in the book. The papers are organized in topical sections on estimation models, measurement methodology, effort estimation, measurement programs, new approaches, prozessbewertung, size measurement, education, measurement in software lifecycle, and product measurement.*