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The contents of The R Software
are presented so as to be both
comprehensive and easy for the
reader to use. Besides its
application as a self-learning
text, this book can support
lectures on R at any level from
beginner to advanced. This
book can serve as a textbook
on R for beginners as well as
more advanced users, working
on Windows, MacOS or Linux

OSes. The first part of the book
deals with the heart of the R
language and its fundamental
concepts, including data
organization, import and
export, various manipulations,
documentation, plots,
programming and
maintenance. The last chapter
in this part deals with oriented
object programming as well as
interfacing R with C/C++ or
Fortran, and contains a section
on debugging techniques. This
is followed by the second part
of the book, which provides
detailed explanations on how to
perform many standard
statistical analyses, mainly in
the Biostatistics field. Topics
from mathematical and
statistical settings that are

included are matrix operations, integration, optimization, descriptive statistics, simulations, confidence intervals and hypothesis testing, simple and multiple linear regression, and analysis of variance. Each statistical chapter in the second part relies on one or more real biomedical data sets, kindly made available by the Bordeaux School of Public Health (Institut de Santé Publique, d'Épidémiologie et de Développement - ISPED) and described at the beginning of the book. Each chapter ends with an assessment section: memorandum of most important terms, followed by a section of theoretical exercises

(to be done on paper), which can be used as questions for a test. Moreover, worksheets enable the reader to check his new abilities in R. Solutions to all exercises and worksheets are included in this book. Requirements engineering is the process of eliciting individual stakeholder requirements and needs and developing them into detailed, agreed requirements documented and specified in such a way that they can serve as the basis for all other system development activities. In this textbook, Klaus Pohl provides a comprehensive and well-structured introduction to the fundamentals, principles, and techniques of requirements

engineering. He presents approved techniques for eliciting, negotiating and documenting as well as validating, and managing requirements for software-intensive systems. The various aspects of the process and the techniques are illustrated using numerous examples based on his extensive teaching experience and his work in industrial collaborations. His presentation aims at professionals, students, and lecturers in systems and software engineering or business applications development. Professionals such as project managers, software architects, systems analysts, and software

engineers will benefit in their daily work from the didactically well-presented combination of validated procedures and industrial experience. Students and lecturers will appreciate the comprehensive description of sound fundamentals, principles, and techniques, which is completed by a huge commented list of references for further reading. Lecturers will find additional teaching material on the book's website, www.requirements-book.com. Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this

thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 12*. Written in an informal yet informative

style, *Programming Language Fundamentals by Example* uses active learning techniques, giving students a professional learning experience based on professional methods applied with professional standards. It provides an understanding of the many languages and notations used in computer science, the formal models Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 13 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.5. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development

tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the life cycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C In this edition, catch up on the latest iOS programming features: Structured concurrency: async/await, tasks, and actors Swift native formatters and attributed strings Lazy locals and throwing getters Enhanced collections with the Swift Algorithms and Collections packages Xcode tweaks:

column breakpoints, package collections, and Info.plist build settings Improvements in Git integration, localization, unit testing, documentation, and distribution And more! This textbook addresses the conceptual and practical aspects of the various phases of the lifecycle of service systems, ranging from service ideation, design, implementation, analysis, improvement and trading associated with service systems engineering. Written by leading experts in the field, this indispensable textbook will enable a new wave of future professionals to think in a service-focused way with the right balance of competencies in computer science,

engineering, and management. Fundamentals of Service Systems is a centerpiece for a course syllabus on service systems. Each chapter includes a summary, a list of learning objectives, an opening case, and a review section with questions, a project description, a list of key terms, and a list of further reading bibliography. All these elements enable students to learn at a faster and more comfortable pace. For researchers, teachers, and students who want to learn about this new emerging science, Fundamentals of Service Systems provides an overview of the core disciplines underlying the study of service

systems. It is aimed at students of information systems, information technology, and business and economics. It also targets business and IT practitioners, especially those who are looking for better ways of innovating, designing, modeling, analyzing, and optimizing service systems. Integration is one of the most critical technical challenges in software today, as well as a difficult topic to generalize because of the many things affecting it — the technologies involved, the timeframe, the number and types of user communities requiring access, regulatory requirements, and so on. For this reason, Hammer and Timmerman have

developed this comprehensive and unique overview of the evolution of software technology, with a particular emphasis on long-standing problems that remain unsolved. Fundamentals of Software Integration builds on this through background, presenting an abstract model of the software application and its environment, along with a methodology for how to use this model to develop an integration strategy that meets both the short- and long-term needs of an organization. This text utilizes an accessible writing style and strategic exercises to help students recognize similarities in the integration challenges faced

across technologies. This book will teach you, the software student, practitioner and/or manager, how to become competitive in the global resource pool in which we reside. In sometimes humorous, mostly direct conversation, this book discusses understanding the customer, serving the customer, and learning to discern what really matters along the way by exploring some difficult and often unpopular subjects: The professional software talent pool is truly global and we are only grains of sand on a world beach There is more value in seeing the forest than worshipping the tree Know when

to solve a problem, when to simplify, and when to be quiet
Delivering a technical solution is a social problem
Overpay the right people for the right reasons
Serve the customer and provide immediate value or someone else will
Appropriate for both undergraduate and graduate introductory software engineering courses found in Computer Science and Computer Engineering departments. This text provides selective, in-depth coverage of the fundamentals of software engineering by stressing principles and methods through rigorous formal and informal approaches. The authors emphasize, identify, and apply fundamental

principles that are applicable throughout the software lifecycle, in contrast to other texts which are based in the lifecycle model of software development. This emphasis enables students to respond to the rapid changes in technology that are common today. Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 12 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 5.3. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Become familiar

with built-in Swift types Dive deep into Swift objects, protocols, and generics
Tour the life cycle of an Xcode project
Learn how nibs are loaded
Understand Cocoa's event-driven design
Communicate with C and Objective-C
In this edition, catch up on the latest iOS programming features:
Multiple trailing closures
Code editor document tabs
New Simulator features
Resources in Swift packages
Logging and testing improvements
And more!
Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, Programming iOS 14. The

highly competitive and globalized software market is creating pressure on software companies. Given the current boundary conditions, it is critical to continuously increase time-to-market and reduce development costs. In parallel, driven by private life experiences with mobile computing devices, the World Wide Web and software-based services, peoples' general expectations with regards to software are growing. They expect software that is simple and joyful to use. In the light of the changes that have taken place in recent years, software companies need to fundamentally reconsider the way they develop and deliver

software to their customers. This book introduces fundamentals, trends and best practices in the software industry from a threefold perspective which equally takes into account design, management, and development of software. It demonstrates how cross-functional integration can be leveraged by software companies to successfully build software for people. Professionals from business and academia give an overview on state-of-the-art knowledge and report on key insights from their real-life experience. They provide guidance and hands-on recommendation on how to create winning products. This

combined perspective fosters the transfer of knowledge between research and practice and offers a high practical value for both sides. The book targets both, practitioners and academics looking for successfully building software in the future. It is directed at Managing Directors of software companies, Software Project Managers, Product Managers and Designers, Software Developers as well as academics and students in the area of Software and Information Systems Engineering, Human Computer Interaction (HCI), and Innovation Management. Discover how to use the next-generation language Red for

full-stack development, from systems coding over user-interfaces to blockchain programming

Key Features

Explore the latest features of Red to build scalable, fast, and secure applications

Learn graphical programming and build highly sophisticated reactive applications

Get familiar with the specific concepts and techniques of Red development, like working with series, viewing code as data, and using dialects.

Book Description

A key problem of software development today is software bloat, where huge toolchains and development environments are needed in software coding and deployment. Red significantly

reduces this bloat by offering a minimalist but complete toolchain. This is the first introductory book about it, and it will get you up and running with Red as quickly as possible. This book shows you how to write effective functions, reduce code redundancies, and improve code reuse. It will be helpful for new programmers who are starting out with Red to explore its wide and ever-growing package ecosystem and also for experienced developers who want to add Red to their skill set. The book presents the fundamentals of programming in Red and in-depth informative examples using a step-by-step approach. You will be taken through

concepts and examples such as doing simple metaprogramming, functions, collections, GUI applications, and more. By the end of the book, you will be fully equipped to start your own projects in Red. What you will learn

Set up your Red environment to achieve the highest productivity

Get grounded in Red, gaining experience and insight through many examples and exercises

Build simple, compact, and portable applications

Analyze streams of data through Parse

Compose GUI applications with View and Draw

Get prepared for smart contract blockchain programming in Red

Who this book is for

This book is for

software developers and architects who want to learn Red because of its conciseness, flexibility, and expressiveness, and more specifically for its possibilities in GUI apps and blockchain / smart contracts programming. Some knowledge of the basic concepts and experience of any programming language is assumed. Whether this is your first experience with Combustion software or you're upgrading to take advantage of the many new features and tools, this guide will serve as your ultimate resource to this all-in-one professional compositing application. Much more than a point-and-click manual, this guide explains the

principles behind the software, serving as an overview of the package and associated techniques. Written by certified Autodesk training specialists for motion graphic designers, animators, and visual effects artists, Combustion 4 Fundamentals Courseware provides expert advice for all skill levels. Practical Handbook to understand the hidden language of computer hardware and software. DESCRIPTION This book teaches the essentials of software engineering to anyone who wants to become an active and independent software engineer expert. It covers all the software engineering fundamentals without

forgetting a few vital advanced topics such as software engineering with artificial intelligence, ontology, and data mining in software engineering. The primary goal of the book is to introduce a limited number of concepts and practices which will achieve the following two objectives: Teach students the skills needed to execute a smallish commercial project. Provide students with the necessary conceptual background for undertaking advanced studies in software engineering through courses or on their own. KEY FEATURE This book contains real-time executed examples along with case studies. Covers

advanced technologies that are intersectional with software engineering. Easy and simple language, crystal clear approach, and straight forward comprehensible presentation. Understand what architecture design involves, and where it fits in the full software development life cycle. Learning and optimizing the critical relationships between analysis and design. Utilizing proven and reusable design primitives and adapting them to specific problems and contexts. WHAT WILL YOU LEARN This book includes only those concepts that we believe are foundational. As executing a software project requires skills

in two dimensions-engineering and project management-this book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively. WHO THIS BOOK IS FOR The book is primarily intended to work as a beginner's guide for Software Engineering in any undergraduate or postgraduate program. It is directed towards students who know the program but have not had formal exposure to software engineering. The book can also be used by teachers and trainers who are in a similar state-they know some programming but want to be

introduced to the systematic approach of software engineering. TABLE OF CONTENTS 1. Introductory Concepts of Software Engineering 2. Modelling Software Development Life Cycle 3. Software Requirement Analysis and Specification 4. Software Project Management Framework 5. Software Project Analysis and Design 6. Object-Oriented Analysis and Design 7. Designing Interfaces & Dialogues and Database Design 8. Coding and Debugging 9. Software Testing 10. System Implementation and Maintenance 11. Reliability 12. Software Quality 13. CASE and Reuse 14. Recent Trends and

Development in Software Engineering15. Model Questions with AnswersABOUT THE AUTHORHitesh Mohapatra received a B.E. degree in Information Technology from Gandhi Institute of Engineering and Technology, Gunupur, Biju Patnaik University of Technology, Odisha in 2006, and an MTech. Degree in CSE from Govt. College of Engineering and Technology, Bhubaneswar, Biju Patnaik University of Technology, Odisha in 2009. He is currently a full-time PhD scholar at Veer Surendra Sai University of Technology, Burla, India since 2017 and expected to complete by August 2020. He has

contributed 10+ research-level papers (SCI/Scopus), eight international/national conferences (Scopus), and a book on C Programming. He has 12+ years of teaching experience both in industry and academia. His current research interests include wireless sensor network, smart city, smart grid, smart transportation, and smart water. Amiya Kumar Rath received a B.E. degree in computer from Dr Babasaheb Ambedkar Marathwada University, Aurangabad, in 1990, and an M.B.A. degree in systems management from Shivaji University in 1993. He also received an MTech. Degree in computer science

from Utkal University in 2001, and a PhD degree in computer science from Utkal University, in 2005, with a focus on embedded systems. He is currently a Professor with the Department of Computer Science and Engineering, Veer Surendra Sai University of Technology, Burla, India. He has contributed over 80 research-level papers to many national and international journals and conferences, authored seven books published by reputed publishers. His research interests include embedded systems, ad hoc networks, sensor network, power minimization, evolutionary computation, and data mining.

Currently, deputed as an adviser to the National Assessment and Accreditation Council (NAAC), Bangalore, India. This book provides key insights into current trends of software product management, software development and user-centered design of software. Includes cross-industry best practice cases from well-known companies. Understand multi-sensor fusion--the most sophisticated way to deliver accurate real-world data to computer systems. Applications include aviation, medicine, military, manufacturing, and transportation. The Sensor Fusion Toolkit on disk contains C programs discussed in the

book and supports each section. This textbook presents a concise introduction to the fundamental principles of software engineering, together with practical guidance on how to apply the theory in a real-world, industrial environment. The wide-ranging coverage encompasses all areas of software design, management, and quality. Topics and features: presents a broad overview of software engineering, including software lifecycles and phases in software development, and project management for software engineering; examines the areas of requirements engineering, software configuration

management, software inspections, software testing, software quality assurance, and process quality; covers topics on software metrics and problem solving, software reliability and dependability, and software design and development, including Agile approaches; explains formal methods, a set of mathematical techniques to specify and derive a program from its specification, introducing the Z specification language; discusses software process improvement, describing the CMMI model, and introduces UML, a visual modelling language for software systems; reviews a range of tools to support various activities in

software engineering, and offers advice on the selection and management of a software supplier; describes such innovations in the field of software as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics, summaries and review questions in each chapter, together with a useful glossary. This practical and easy-to-follow textbook/reference is ideal for computer science students seeking to learn how to build high quality and reliable software on time and on budget. The text also serves as a self-study primer for software

engineers, quality professionals, and software managers. The first course in software engineering is the most critical. Education must start from an understanding of the heart of software development, from familiar ground that is common to all software development endeavors. This book is an in-depth introduction to software engineering that uses a systematic, universal kernel to teach the essential elements of all software engineering methods. This kernel, Essence, is a vocabulary for defining methods and practices. Essence was envisioned and originally created by Ivar Jacobson and his colleagues,

developed by Software Engineering Method and Theory (SEMAT) and approved by The Object Management Group (OMG) as a standard in 2014. Essence is a practice-independent framework for thinking and reasoning about the practices we have and the practices we need. Essence establishes a shared and standard understanding of what is at the heart of software development. Essence is agnostic to any particular method, lifecycle independent, programming language independent, concise, scalable, extensible, and formally specified. Essence frees the practices from their method prisons. The first part of the

book describes Essence, the essential elements to work with, the essential things to do and the essential competencies you need when developing software. The other three parts describe more and more advanced use cases of Essence. Using real but manageable examples, it covers the fundamentals of Essence and the innovative use of serious games to support software engineering. It also explains how current practices such as user stories, use cases, Scrum, and micro-services can be described using Essence, and illustrates how their activities can be represented using the Essence notions of cards and checklists. The fourth part of

the book offers a vision how Essence can be scaled to support large, complex systems engineering. Essence is supported by an ecosystem developed and maintained by a community of experienced people worldwide. From this ecosystem, professors and students can select what they need and create their own way of working, thus learning how to create ONE way of working that matches the particular situation and needs. As the first book about software culture, this book discusses software culture from three perspectives including historical perspective, the classification of software and software applications. This book takes

credit from the view of science and technology development. It analyzed scientific innovations and the social areas promoted following the growth of technology. And according to the fact that information helps to build human cultural form, we proposed the concept and researching method of software culture. The aim of writing this book is to strengthen the connection between software and culture, to replenish knowledge system in the subject of software engineering, and to establish a new area of study that is the culture of software. The latest methodologies for the control of distillation processes Written by an expert with more than 30

years of industry experience, Distillation Control and Optimization: Operation Fundamentals through Software Control is filled with proven solutions to control problems in distillation processes. This authoritative guide discusses regulatory control and the development of advanced control systems such as multivariable predictive control. Realworld examples of commercial units analyzed using the results of rigorous simulation models are included. Detailed diagrams illustrate the proven methods presented in this practical resource. **COVERAGE INCLUDES:** Two-product columns Multiproduct columns Liquid and vapor

sidestream columns Column operating pressure Column capacity and efficiency Two-product column basic control Two-product column quality control Disturbances to the column Multiproduct column control Crude oil fractionators control Multivariable predictive control technology Inferentials in distillation Quality estimators of refinery distillation products The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of

examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C#

language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great

start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other

resources from <http://introprogramming.info>.
Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733)
Author: Svetlin Nakov & Co.
Pages: 1132 Language: English
Published: Sofia, 2013
Publisher: Faber Publishing, Bulgaria
Web site: <http://www.introprogramming.info>
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book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms,

recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and constraints. They ensure the creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software

developers and other parties involved in the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is

designed for self-study and covers the curriculum for the Certified Professional for Software Architecture - Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board (ISAQB). With an interesting mix of theory and practicals, explore Python and its features, and progress from beginner to being skilled in this popular scripting language. Key Features: A comprehensive introduction to the world of Python programming. Paves an easy-to-follow path for you to navigate through concepts. Filled with over 90 practical exercises and activities to reinforce your

learning. Book Description: After a brief history of Python and key differences between Python 2 and Python 3, you'll understand how Python has been used in applications such as YouTube and Google App Engine. As you work with the language, you'll learn about control statements, delve into controlling program flow and gradually work on more structured programs via functions. As you settle into the Python ecosystem, you'll learn about data structures and study ways to correctly store and represent information. By working through specific examples, you'll learn how Python implements object-oriented programming (OOP)

concepts of abstraction, encapsulation of data, inheritance, and polymorphism. You'll be given an overview of how imports, modules, and packages work in Python, how you can handle errors to prevent apps from crashing, as well as file manipulation. By the end of this book, you'll have built up an impressive portfolio of projects and armed yourself with the skills you need to tackle Python projects in the real world. What you will learn

Use control statements
Manipulate primitive and non-primitive data structures
Use loops to iterate over objects or data for accurate results
Write encapsulated and succinct

Python functions
Build Python classes using object-oriented programming
Manipulate files on the file system (open, read, write, and delete)
Who this book is for
Python Fundamentals is great for anyone who wants to start using Python to build anything from simple command-line programs to web applications. Prior knowledge of Python isn't required. Good software design is simple and easy to understand. Unfortunately, the average computer program today is so complex that no one could possibly comprehend how all the code works. This concise guide helps you understand the fundamentals of good design through

scientific laws—principles you can apply to any programming language or project from here to eternity. Whether you're a junior programmer, senior software engineer, or non-technical manager, you'll learn how to create a sound plan for your software project, and make better decisions about the pattern and structure of your system. Discover why good software design has become the missing science
Understand the ultimate purpose of software and the goals of good design
Determine the value of your design now and in the future
Examine real-world examples that demonstrate how a system changes over time
Create

designs that allow for the most change in the environment with the least change in the software. Make easier changes in the future by keeping your code simpler now. Gain better knowledge of your software's behavior with more accurate tests. A highly anticipated book from a world-class authority who has trained on every continent and taught on many corporate campuses, from GTE to Microsoft. First book publication of the two critically acclaimed and widely used testing methodologies developed by the author, known as MITs and S-curves, and more methods and metrics not previously available to the public. Presents practical,

hands-on testing skills that can be used everyday in real-life development tasks. Includes three in-depth case studies that demonstrate how the tests are used. Companion Web site includes sample worksheets, support materials, a discussion group for readers, and links to other resources. Reflecting current industrial applications and programming practice, this book lays a foundation that supports the multi-threaded style of programming and high-reliability requirements of embedded software. Using a non-product specific approach and a programming (versus hardware) perspective, it focuses on the 32-bit protected mode processors and on C as

the dominant programming language--with coverage of Assembly and how it can be used in conjunction with, and support of, C. Features an abundance of examples in C and an accompanying CD-ROM with software tools. Data Representation. Getting the Most Out of C. A Programmer's View of Computer Organization. Mixing C and Assembly. Input/Output Programming. Concurrent Software. Scheduling. Memory Management. Shared Memory. System Initialization. For Computer Scientists, Computer Engineers, and Electrical Engineers involved with embedded software applications. Practical

Handbook to understand the hidden language of computer hardware and software

DESCRIPTION This book teaches the essentials of software engineering to anyone who wants to become an active and independent software engineer expert. It covers all the software engineering fundamentals without forgetting a few vital advanced topics such as software engineering with artificial intelligence, ontology, and data mining in software engineering. The primary goal of the book is to introduce a limited number of concepts and practices which will achieve the following two objectives:

Teach students the skills

needed to execute a smallish commercial project. Provide students with the necessary conceptual background for undertaking advanced studies in software engineering through courses or on their own.

KEY FEATURES - This book contains real-time executed examples along with case studies. - Covers advanced technologies that are intersectional with software engineering. - Easy and simple language, crystal clear approach, and straight forward comprehensible presentation. - Understand what architecture design involves, and where it fits in the full software development life cycle. - Learning and optimizing the

critical relationships between analysis and design. - Utilizing proven and reusable design primitives and adapting them to specific problems and contexts.

WHAT WILL YOU LEARN This book includes only those concepts that we believe are foundational. As executing a software project requires skills in two dimensions—engineering and project management—this book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively.

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Engineering in any undergraduate or postgraduate program. It is directed towards students who know the program but have not had formal exposure to software engineering. The book can also be used by teachers and trainers who are in a similar state—they know some programming but want to be introduced to the systematic approach of software engineering.

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Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing

architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines:

Architecture patterns: The technical basis for many architectural decisions

Components: Identification, coupling, cohesion, partitioning, and granularity
Soft skills: Effective team management, meetings, negotiation, presentations, and more
Modernity: Engineering practices and operational approaches that have changed radically in the past few years
Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture
The testing market is growing at a fast pace and ISTQB certifications are being increasingly requested, with more than 180,000 persons currently certified throughout the world. The ISTQB

Foundations level syllabus was updated in 2011, and this book provides detailed course study material including a glossary and sample questions to help adequately prepare for the certification exam. The fundamental aspects of testing are approached, as is testing in the lifecycles from Waterfall to Agile and iterative lifecycles. Static testing, such as reviews and static analysis, and their benefits are examined as well as techniques such as Equivalence Partitioning, Boundary Value Analysis, Decision Table Testing, State Transitions and use cases, along with selected white box testing techniques. Test management, test progress

monitoring, risk analysis and incident management are covered, as are the methods for successfully introducing tools in an organization. Contents
1. Fundamentals of Testing.
2. Testing Throughout the Software Life Cycle.
3. Static Techniques (FL 3.0).
4. Test Design Techniques (FL 4.0).
5. Test Management (FL 5.0).
6. Tools support for Testing (FL 6.0).
7. Mock Exam.
8. Templates and Models.
9. Answers to the Questions.
In mechanical engineering the trend towards increasingly flexible solutions is leading to changes in control systems. The growth of mechatronic systems and modular functional units is placing high demands

on software and its design. In the coming years, automation technology will experience the same transition that has already taken place in the PC world: a transition to more advanced and reproducible software design, simpler modification, and increasing modularity. This can only be achieved through object-oriented programming. This book is aimed at those who want to familiarize themselves with this development in automation technology. Whether mechanical engineers, technicians, or experienced automation engineers, it can help readers to understand and use object-oriented programming. From version

4.5, SIMOTION provides the option to use OOP in accordance with IEC 61131-3 ED3, the standard for programmable logic controllers. The book supports this way of thinking and programming and offers examples of various object-oriented techniques and their mechanisms. The examples are designed as a step-by-step process that produces a finished, ready-to-use machine module. Contents: Developments in the field of control engineering - General principles of object-oriented programming - Function blocks, methods, classes, interfaces - Modular software concepts - Object-oriented

design, reusable and easy-to-maintain software, organizational and legal aspects, software tests - I/O references, namespaces, general references - Classes in SIMOTION, instantiation of classes and function blocks, compatible and efficient software - Introduction to SIMOTION and SIMOTION SCOUT. Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning

best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems. This book discusses important topics for engineering and managing

software startups, such as how technical and business aspects are related, which complications may arise and how they can be dealt with. It also addresses the use of scientific, engineering, and managerial approaches to successfully develop software products in startup companies. The book covers a wide range of software startup phenomena, and includes the knowledge, skills, and capabilities required for startup product development; team capacity and team roles; technical debt; minimal viable products; startup metrics; common pitfalls and patterns observed; as well as lessons learned from startups in Finland, Norway,

Brazil, Russia and USA. All results are based on empirical findings, and the claims are backed by evidence and concrete observations, measurements and experiments from qualitative and quantitative research, as is common in empirical software engineering. The book helps entrepreneurs and practitioners to become aware of various phenomena, challenges, and practices that occur in real-world startups, and provides insights based on sound research methodologies presented in a simple and easy-to-read manner. It also allows students in business and engineering programs to learn about the important

engineering concepts and technical building blocks of a software startup. It is also suitable for researchers at different levels in areas such as software and systems engineering, or information systems who are studying advanced topics related to software business. This book constitutes the thoroughly refereed post-conference proceedings of the 7th International Conference on Fundamentals of Software Engineering, FSEN 2017, held in Tehran, Iran, in April 2017. The 16 full papers presented in this volume were carefully reviewed and selected from 49 submissions. The topics of interest in FSEN span over all

aspects of formal methods, especially those related to advancing the application of formal methods in software industry and promoting their integration with practical engineering techniques. This title presents 30 papers on software engineering by David L. Parnas. Topics covered include: software design, social responsibility, concurrency, synchronization, scheduling and the Strategic Defence Initiative ("Star Wars"). The present volume contains the proceedings of the Third IPM International Conference on Fundamentals of Software Engineering (FSEN), Kish, Iran, April 15-17, 2009. FSEN 2009 was organized by the

School of Computer Science at the Institute for Studies in Fundamental Sciences (IPM) in Iran, in cooperation with the ACM SIGSOFT and IFIP WG 2.2. This conference brought together around 100 researchers and practitioners working on different aspects of formal methods in software engineering from 15 different countries. The topics of interest in FSEN span over all aspects of formal methods, especially those related to advancing the application of formal methods in software industry and promoting their integration with practical engineering techniques. The Program Committee of FSEN 2009 consisted of top

researchers from 24 different academic institutes in 11 countries. We received a total of 88 submissions from 25 countries out of which the Program Committee selected 22 as regular papers, 5 as short papers, and 7 as poster presentations in the conference program. Each submission was reviewed by at least three independent referees, for its quality, originality, contribution, clarity of presentation, and its relevance to the conference topics. This volume contains the revised versions of the regular and short papers presented at FSEN 2009. Three distinguished keynote speakers delivered their lectures at

FSEN 2009 on models of computation: automata and processes (Jos Baeten), verification, performance analysis and controllers synthesis for real-time systems (Kim Larsen), and theory and tool for component-based model-driven development in rCOS (Zhiming Liu). Our invited speakers also contributed to this volume by submitting their keynote papers, which were accepted after they were reviewed by independent referees. Virtual, hands-on learning labs allow you to apply your technical skills using live hardware and software hosted in the cloud. So Sybex has bundled CompTIA IT Fundamentals labs from

Practice Labs, the IT Competency Hub, with our popular CompTIA IT Fundamentals (ITF+) Study Guide: Exam FC0-U61, 2nd Edition. Working in these labs gives you the same experience you need to prepare for the CompTIA IT Fundamentals FC0-U61 that you would face in a real-life setting. Used in addition to the book, the labs are a proven way to prepare for the certification and for work in the IT field. Information Technology is not just about what applications you can use; it is about the systems you can support. The CompTIA IT Fundamentals certification is an introduction to the skills required to become a

successful systems support professional, progressing onto more advanced certifications and career success. The Sybex CompTIA IT Fundamentals Study Guide covers 100% of the exam objectives in clear and concise language and provides you authoritatively with all you need to know to succeed in the exam. Along with gaining preventative maintenance skills, you will also develop the tools to complete troubleshooting and fault resolution and resolve common issues experienced by the majority of computer systems. The exam focuses on the essential IT skills and knowledge needed to perform tasks commonly performed by

advanced end-users and entry-level IT professionals alike, including: Identifying and explaining computer components Setting up a workstation, including conducting software installations Establishing network connectivity Identifying compatibility issues and identifying and preventing security risks Managing the safety and preventative maintenance of computers Practical examples, exam highlights and review questions provide real-world applications and uses. The book includes Sybex's interactive online learning environment and test bank with an assessment test, chapter tests, flashcards, and a

practice exam. Our study tools can help you prepare for taking the exam--and increase your chances of passing the exam the first time! And with this edition you also get Practice Labs virtual labs that run from your browser. The registration code is included with the book and gives you 6 months unlimited access to Practice Labs CompTIA IT Fundamentals Labs with 32 unique lab modules to practice your skills. Fundamentals of Computers: For Undergraduate Courses in Commerce and Management is specifically designed as per the B.Com and BBA syllabus of different Indian universities. The book follows a student-friendly approach and

is written in a clear, concise and lucid manner.

Fundamentals of Dependable Computing for Software Engineers presents the essential elements of computer system dependability. The book describes a comprehensive dependability-engineering process and explains the roles of software and software engineers in computer system dependability. Readers will learn: Why dependability matters What it means for a system to be dependable How to build a dependable software system How to assess whether a software system is adequately dependable The author focuses on the actions needed to reduce the rate of failure to an

acceptable level, covering material essential for engineers developing systems with extreme consequences of failure, such as safety-critical systems, security-critical systems, and critical infrastructure systems. The text explores the systems engineering aspects of dependability and provides a framework for engineers to reason and make decisions about software and its dependability. It also offers a comprehensive approach to achieve software dependability and includes a bibliography of the most relevant literature. Emphasizing the software engineering elements of dependability, this book helps

software and computer engineers in fields requiring ultra-high levels of dependability, such as avionics, medical devices, automotive electronics, weapon systems, and advanced information systems, construct software systems that are dependable and within budget and time constraints.

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