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**Engineering Long-lasting Software An Agile Approach Using SaaS and Cloud Computing** **Engineering Long-lasting Software An Agile Approach Using SaaS and Cloud Computing** **Engineering Software as a Service An Agile Approach Using Cloud Computing** A one-semester college course in software engineering focusing on cloud computing, software as a service (SaaS), and Agile development using Extreme Programming (XP). This book is neither a step-by-step tutorial nor a reference book. Instead, our goal is to bring a diverse set of software engineering topics together into a single narrative, help readers understand the most important ideas through concrete examples and a learn-by-doing approach, and teach readers enough about each topic to get them started in the field. Courseware for doing the work in the book is available as a virtual machine image that can be downloaded or deployed in the cloud. A free MOOC (massively open online course) at [saas-class.org](http://saasbook.info) follows the book's content and adds programming assignments and quizzes. See <http://saasbook.info> for details. The Technical and Social History of Software Engineering [Pearson Education](#) Pioneering software engineer Capers Jones has written the first and only definitive history of the entire software engineering industry. Drawing on his extraordinary vantage point as a leading practitioner for several decades, Jones reviews the entire history of IT and software engineering, assesses its impact on society, and previews its future. One decade at a time, Jones assesses emerging trends and companies, winners and losers, new technologies, methods, tools, languages, productivity/quality benchmarks, challenges, risks, professional societies, and more. He quantifies both beneficial and harmful software inventions; accurately estimates the size of both the US and global software industries; and takes on "unexplained mysteries" such as why and how programming languages gain and lose popularity. Head First Software Development ["O'Reilly Media, Inc."](#) Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs. Handbook of Cloud Computing [Springer Science & Business Media](#) Cloud computing has become a significant technology trend. Experts believe cloud computing is currently reshaping information technology and the IT marketplace. The advantages of using cloud computing include cost savings, speed to market, access to greater computing resources, high availability, and scalability. Handbook of Cloud Computing includes contributions from world experts in the field of cloud computing from academia, research laboratories and private industry. This book presents the systems, tools, and services of the leading providers of cloud computing; including Google, Yahoo, Amazon, IBM, and Microsoft. The basic concepts of cloud computing and cloud computing applications are also introduced. Current and future technologies applied in cloud computing are also discussed. Case studies, examples, and exercises are provided throughout. Handbook of Cloud Computing is intended for advanced-level students and researchers in computer science and electrical engineering as a reference book. This handbook is also beneficial to computer and system infrastructure designers, developers, business managers, entrepreneurs and investors within the cloud computing related industry. Software Engineering [Pearson Education India](#) I'm Still Here Selected Memoirs 1957-1986 [Createspace Independent Publishing Platform](#) Selected personal memoirs and vignettes of Maria Martorell Fox and her family in Cuba and the USA, from 1957 to 1986. The Rails 3 Way [Pearson Education](#) The Rails™ 3 Way is a comprehensive resource that digs into the new features in Rails 3 and perhaps more importantly, the rationale behind them. —Yehuda Katz, Rails Core The Bible for Ruby on Rails Application Development Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value via clean and maintainable code. The Rails™ 3 Way is the only comprehensive, authoritative guide to delivering production-quality code with Rails 3. Pioneering Rails expert Obie Fernandez and a team of leading experts illuminate the entire Rails 3 API, along with the idioms, design approaches, and libraries that make developing applications with Rails so powerful. Drawing on their unsurpassed experience and track record, they address the real challenges development teams face, showing how to use Rails 3 to maximize your productivity. Using numerous detailed code examples, the author systematically covers Rails 3 key capabilities and subsystems, making this book a reference that you will turn to again and again. He presents advanced Rails programming techniques that have been proven effective in day-to-day usage on dozens of production Rails systems and offers important insights into behavior-driven development and production considerations such as scalability. Dive deep into the Rails 3 codebase and discover why Rails is designed the way it is—and how to make it do what you want it to do. This book will help you Learn what's new in Rails 3 Increase your productivity as a web application developer Realize the overall joy in programming with Rails Leverage Rails' powerful capabilities for building REST-compliant APIs Drive implementation and protect long-term maintainability using RSpec Design and manipulate your domain layer using Active Record Understand and program complex program flows using Action Controller Master sophisticated URL routing concepts Use Ajax techniques via Rails 3 support for unobtrusive JavaScript Learn to extend Rails with popular gems and plugins, and how to write your own Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with Action Mailer Improve application responsiveness with background processing Create your own non-Active Record domain classes using Active Model Master Rails' utility classes and extensions in Active Support Modern Software Engineering The collection of instructions which tell a computer how to work is known as software. The branch of computer science which deals with the application of engineering to develop software in a systematic method is referred to as software engineering. It involves the designing and implementation of complex computer programs. It is also concerned with the maintenance of such computer programs. Software engineering is an umbrella field that has various sub-disciplines. The most common of them include software design, software development and software testing. This book attempts to understand the multiple branches that fall under the discipline of software engineering and how such concepts have practical applications. Most of the topics introduced in this book cover new techniques and the applications of this field. It will provide comprehensive knowledge to the readers. Trends and Applications in Information Systems and Technologies Volume 2 [Springer Nature](#) This book is composed of a selection of articles from The 2021 World Conference on Information Systems and Technologies (WorldCIST'21), held online between 30 and 31 of March and 1 and 2 of April 2021 at Hangra de Heroismo, Terceira Island, Azores, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern information systems and technologies research, together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human-Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications. Software Engineering for Robotics [Springer Nature](#) The topics covered in this book range from modeling and programming languages and environments, via approaches for design and verification, to issues of ethics and regulation. In terms of techniques, there are results on model-based engineering, product lines, mission specification, component-based development, simulation, testing, and proof. Applications range from manufacturing to service robots, to autonomous vehicles, and even robots than evolve in the real world. A final chapter summarizes issues on ethics and regulation based on discussions from a panel of experts. The origin of this book is a two-day event, entitled RoboSoft, that took place in November 2019, in London. Organized with the generous support of the Royal Academy of Engineering and the University of York, UK, RoboSoft brought together more than 100 scientists, engineers and practitioners from all over the world, representing 70 international institutions. The intended readership includes researchers and practitioners with all levels of experience interested in working in the area of robotics, and software engineering more generally. The chapters are all self-contained, include explanations of the core concepts, and finish with a discussion of directions for further work. Chapters 'Towards Autonomous Robot Evolution', 'Composition, Separation of Roles and Model-Driven Approaches as Enabler of a Robotics Software Ecosystem' and 'Verifiable Autonomy and Responsible Robotics' are available open access under a Creative Commons Attribution 4.0 International License via [link.springer.com](http://link.springer.com). A Thread Across the Ocean The Heroic Story of the Transatlantic Cable [Bloomsbury Publishing USA](#) Describes the successful laying of a cable across the Atlantic Ocean in 1866, exploring the physical, financial, and technological challenges of the project and assessing the impact of the cable on the course of twentieth-century history. Good Economics for Hard Times [PublicAffairs](#) The winners of the Nobel Prize show how economics, when done right, can help us solve the thorniest social and political problems of our day. Figuring out how to deal with today's critical economic problems is perhaps the great challenge of our time. Much greater than space travel or perhaps even the next revolutionary medical breakthrough, what is at stake is the whole idea of the good life as we have known it. Immigration and inequality, globalization and technological disruption, slowing growth and accelerating climate change--these are sources of great anxiety across the world, from New Delhi and Dakar to Paris and Washington, DC. The resources to address these challenges are there--what we lack are ideas that will help us jump the wall of disagreement and distrust that divides us. If we succeed, history will remember our era with gratitude; if we fail, the potential losses are incalculable. In this revolutionary book, renowned MIT economists Abhijit V. Banerjee and Esther Duflo take on this challenge, building on cutting-edge research in economics explained with lucidity and grace. Original, provocative, and urgent, Good Economics for Hard Times makes a persuasive case for an intelligent interventionism and a society built on compassion and respect. It is an extraordinary achievement, one that shines a light to help us appreciate and understand our precariously balanced world. Conference on Software Engineering Education and Training [IEEE](#) This volume originated from the 15th Conference on Software Engineering Education and Training and examines software design and development. It is aimed at researchers, professors, practitioners and students. Frontiers of Engineering Reports on Leading-Edge Engineering from the 2008 Symposium [National Academies Press](#) Every year at the U.S. Frontiers of Engineering Symposium, 100 of this country's best and brightest engineers, ages 30 to 45, have an opportunity to learn from their peers about pioneering work being done in many areas of engineering. The symposium gives early career engineers working in academia, industry, and government in many different engineering disciplines an opportunity to make contacts with and learn from individuals they would not meet in the usual round of professional meetings. This networking may lead to collaborative work and facilitate the transfer of new techniques and approaches. It is hoped that the exchange of information on current developments in many

fields of engineering will lead to insights that may be applicable in specific disciplines and thereby build U.S. innovative capacity. Different topics are covered each year, and, with a few exceptions, different individuals participate. The four general topics covered at the 2008 meeting were: drug delivery systems, emerging nanoelectronic devices, cognitive engineering, and countering the proliferation of weapons of mass destruction. The intent of this book is to convey the excitement of this unique meeting and to highlight cutting-edge developments in engineering research and technical work. Practical Linear Algebra A Geometry Toolbox [CRC Press](#) Linear algebra is growing in importance. 3D entertainment, animations in movies and video games are developed using linear algebra. Animated characters are generated using equations straight out of this book. Linear algebra is used to extract knowledge from the massive amounts of data generated from modern technology. The Fourth Edition of this popular text introduces linear algebra in a comprehensive, geometric, and algorithmic way. The authors start with the fundamentals in 2D and 3D, then move on to higher dimensions, expanding on the fundamentals and introducing new topics, which are necessary for many real-life applications and the development of abstract thought. Applications are introduced to motivate topics. The subtitle, A Geometry Toolbox, hints at the book's geometric approach, which is supported by many sketches and figures. Furthermore, the book covers applications of triangles, polygons, conics, and curves. Examples demonstrate each topic in action. This practical approach to a linear algebra course, whether through classroom instruction or self-study, is unique to this book. New to the Fourth Edition: Ten new application sections. A new section on change of basis. This concept now appears in several places. Chapters 14-16 on higher dimensions are notably revised. A deeper look at polynomials in the gallery of spaces. Introduces the QR decomposition and its relevance to least squares. Similarity and diagonalization are given more attention, as are eigenfunctions. A longer thread on least squares, running from orthogonal projections to a solution via SVD and the pseudoinverse. More applications for PCA have been added. More examples, exercises, and more on the kernel and general linear spaces. A list of applications has been added in Appendix A. The book gives instructors the option of tailoring the course for the primary interests of their students: mathematics, engineering, science, computer graphics, and geometric modeling. Turing (A Novel about Computation) [MIT Press](#) The world of computation according to Turing, an interactive tutoring program, as told to star-crossed lovers: a novel. Our hero is Turing, an interactive tutoring program and namesake (or virtual emanation?) of Alan Turing, World War II code breaker and father of computer science. In this unusual novel, Turing's idiosyncratic version of intellectual history from a computational point of view unfolds in tandem with the story of a love affair involving Ethel, a successful computer executive, Alexandros, a melancholy archaeologist, and Ian, a charismatic hacker. After Ethel (who shares her first name with Alan Turing's mother) abandons Alexandros following a sundrenched idyll on Corfu, Turing appears on Alexandros's computer screen to unfurl a tutorial on the history of ideas. He begins with the philosopher-mathematicians of ancient Greece—"discourse, dialogue, argument, proof... can only thrive in an egalitarian society"—and the Arab scholar in ninth-century Baghdad who invented algorithms; he moves on to many other topics, including cryptography and artificial intelligence, even economics and developmental biology. (These lessons are later critiqued amusingly and developed further in postings by a fictional newsgroup in the book's afterword.) As Turing's lectures progress, the lives of Alexandros, Ethel, and Ian converge in dramatic fashion, and the story takes us from Corfu to Hong Kong, from Athens to San Francisco—and of course to the Internet, the disruptive technological and social force that emerges as the main locale and protagonist of the novel. Alternately pedagogical and romantic, Turing (A Novel about Computation) should appeal both to students and professionals who want a clear and entertaining account of the development of computation and to the general reader who enjoys novels of ideas. Rails AntiPatterns Best Practice Ruby on Rails Refactoring [Addison-Wesley Professional](#) The Complete Guide to Avoiding and Fixing Common Rails 3 Code and Design Problems As developers worldwide have adopted the powerful Ruby on Rails web framework, many have fallen victim to common mistakes that reduce code quality, performance, reliability, stability, scalability, and maintainability. Rails™ AntiPatterns identifies these widespread Rails code and design problems, explains why they're bad and why they happen—and shows exactly what to do instead. The book is organized into concise, modular chapters—each outlines a single common AntiPattern and offers detailed, cookbook-style code solutions that were previously difficult or impossible to find. Leading Rails developers Chad Pytel and Tammer Saleh also offer specific guidance for refactoring existing bad code or design to reflect sound object-oriented principles and established Rails best practices. With their help, developers, architects, and testers can dramatically improve new and existing applications, avoid future problems, and establish superior Rails coding standards throughout their organizations. This book will help you understand, avoid, and solve problems with Model layer code, from general object-oriented programming violations to complex SQL and excessive redundancy Domain modeling, including schema and database issues such as normalization and serialization View layer tools and conventions Controller-layer code, including RESTful code Service-related APIs, including timeouts, exceptions, backgrounding, and response codes Third-party code, including plug-ins and gems Testing, from test suites to test-driven development processes Scaling and deployment Database issues, including migrations and validations System design for “graceful degradation” in the real world Middleware'98 IFIP International Conference on Distributed Systems Platforms and Open Distributed Processing [Springer](#) Welcome to Middleware'98 and to one of England's most beautiful regions. In recent years the distributed systems community has witnessed a growth in the number of conferences, leading to difficulties in tracking the literature and a consequent loss of awareness of work done by others in this important field. The aim of Middleware'98 is to synthesise many of the smaller workshops and conferences in this area, bringing together research communities which were becoming fragmented. The conference has been designed to maximise the experience for attendees. This is reflected in the choice of a resort venue (rather than a big city) to ensure a strong focus on interaction with other distributed systems researchers. The programme format incorporates a question-and-answer panel in each session, enabling significant issues to be discussed in the context of related papers and presentations. The invited speakers and tutorials are intended to not only inform the attendees, but also to stimulate discussion and debate. Advances in Information Systems Development Information Systems Beyond 2020 [Springer Nature](#) This volume features a collection of papers on emerging concepts, significant insights, novel approaches and ideas in information systems development (ISD). It examines advances in ISD in general and investigates emerging trends that will shape the ISD research agenda beyond 2020. The book gathers selected papers from the 28th International Conference on Information Systems Development held in Toulon, France on August 28-30, 2019. The revised and extended papers explore the mutual influences between information systems and organizational structures, processes and people, and promote research into methodological issues and ways in which the IS designers and developers are transforming organizations and society through information systems. Chapter "Smart Grid Challenges through the lens of the European General Data Protection Regulation" is available open access under a Creative Commons Attribution 4.0 International License via [link.springer.com](http://link.springer.com) Computer Games and Software Engineering [CRC Press](#) Computer games represent a significant software application domain for innovative research in software engineering techniques and technologies. Game developers, whether focusing on entertainment-market opportunities or game-based applications in non-entertainment domains, thus share a common interest with software engineers and developers on how to best engineer game software. Featuring contributions from leading experts in software engineering, the book provides a comprehensive introduction to computer game software development that includes its history as well as emerging research on the interaction between these two traditionally distinct fields. An ideal reference for software engineers, developers, and researchers, this book explores game programming and development from a software engineering perspective. It introduces the latest research in computer game software engineering (CGSE) and covers topics such as HALO (Highly Addictive, socialLy Optimized) software engineering, multi-player outdoor smartphone games, gamifying sports software, and artificial intelligence in games. The book explores the use of games in software engineering education extensively. It also covers game software requirements engineering, game software architecture and design approaches, game software testing and usability assessment, game development frameworks and reusability techniques, and game scalability infrastructure, including support for mobile devices and web-based services. Philosophy and Computing An Introduction [Routledge](#) Philosophy and Computing explores each of the following areas of technology: the digital revolution; the computer; the Internet and the Web; CD-ROMs and Multimedia; databases, textbases, and hypertexts; Artificial Intelligence; the future of computing. Luciano Floridi shows us how the relationship between philosophy and computing provokes a wide range of philosophical questions: is there a philosophy of information? What can be achieved by a classic computer? How can we define complexity? What are the limits of quantum computers? Is the Internet an intellectual space or a polluted environment? What is the paradox in the Strong Artificial Intelligence program? Philosophy and Computing is essential reading for anyone wishing to fully understand both the development and history of information and communication technology as well as the philosophical issues it ultimately raises. Encyclopedia of Information Science and Technology [IGI Global Snippet](#) "This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"—Provided by publisher. Code Complete, 2nd Edition Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. The Rails Way [Pearson Education](#) The expert guide to building Ruby on Rails applications Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does—and how to make it behave the way you want it to. This book will help you increase your productivity as a web developer Realize the overall joy of programming with Ruby on Rails Learn what's new in Rails 2.0 Drive design and protect long-term maintainability with TestUnit and RSpec Understand and manage complex program flow in Rails controllers Leverage Rails' support for designing REST-compliant APIs Master sophisticated Rails routing concepts and techniques Examine and troubleshoot Rails routing Make the most of ActiveRecord object-relational mapping Utilize Ajax within your Rails applications Incorporate logins and authentication into your application Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with ActionMailer Choose the right Rails production configurations Streamline deployment with Capistrano Software Engineering for Experimental Robotics [Springer Science & Business Media](#) This book reports on the concepts and ideas discussed at the well attended ICRA2005 Workshop on "Principles and Practice of Software Development in Robotics", held in Barcelona, Spain, April 18 2005. It collects contributions that describe the state of the art in software development for the Robotics domain. It also reports a number of practical applications to real systems and discuss possible future developments. Piano/Conductor So They Talked You Into Being Music Director [Pogo Press](#) A field guide/survival guide/cheat sheet/quo vadis for music directors and music-directors-to-be, filled with tips, war stories, and tales from the pit. The Cambridge Handbook of Consumer Privacy [Cambridge University Press](#) Businesses are rushing to collect personal data to fuel surging demand. Data enthusiasts claim personal information that's obtained from the commercial internet, including mobile platforms, social networks, cloud computing, and connected devices, will unlock path-breaking innovation, including advanced data security. By contrast, regulators and activists

contend that corporate data practices too often disempower consumers by creating privacy harms and related problems. As the Internet of Things matures and facial recognition, predictive analytics, big data, and wearable tracking grow in power, scale, and scope, a controversial ecosystem will exacerbate the acrimony over commercial data capture and analysis. The only productive way forward is to get a grip on the key problems right now and change the conversation. That's exactly what Jules Polonetsky, Omer Tene, and Evan Selinger do. They bring together diverse views from leading academics, business leaders, and policymakers to discuss the opportunities and challenges of the new data economy. *Frontiers of Engineering Reports on Leading-Edge Engineering from the 2010 Symposium National Academies Press* This volume highlights the papers presented at the National Academy of Engineering's 2010 U.S. Frontiers of Engineering Symposium. Every year, the symposium brings together 100 outstanding young leaders in engineering to share their cutting-edge research and technical work. The 2010 symposium was held September 23 - 25, and hosted by IBM at the IBM Learning Center in Armonk, New York. Speakers were asked to prepare extended summaries of their presentations, which are reprinted here. The intent of this book is to convey the excitement of this unique meeting and to highlight cutting-edge developments in engineering research and technical work. *A History of Modern Computing, second edition MIT Press* From the first digital computer to the dot-com crash—a story of individuals, institutions, and the forces that led to a series of dramatic transformations. This engaging history covers modern computing from the development of the first electronic digital computer through the dot-com crash. The author concentrates on five key moments of transition: the transformation of the computer in the late 1940s from a specialized scientific instrument to a commercial product; the emergence of small systems in the late 1960s; the beginning of personal computing in the 1970s; the spread of networking after 1985; and, in a chapter written for this edition, the period 1995-2001. The new material focuses on the Microsoft antitrust suit, the rise and fall of the dot-coms, and the advent of open source software, particularly Linux. Within the chronological narrative, the book traces several overlapping threads: the evolution of the computer's internal design; the effect of economic trends and the Cold War; the long-term role of IBM as a player and as a target for upstart entrepreneurs; the growth of software from a hidden element to a major character in the story of computing; and the recurring issue of the place of information and computing in a democratic society. The focus is on the United States (though Europe and Japan enter the story at crucial points), on computing per se rather than on applications such as artificial intelligence, and on systems that were sold commercially and installed in quantities. *Radical Innovations of Software and Systems Engineering in the Future 9th International Workshop, RISSEF 2002, Venice, Italy, October 7-11, 2002, Revised Papers Springer Science & Business Media* This book constitutes the thoroughly refereed post-proceedings of the 9th International Workshop on Radical Innovations of Software and Systems Engineering in the Future, RISSEF 2002, held in Venice, Italy, in October 2002. The 24 revised full papers presented were carefully reviewed and selected from the 36 invited workshop presentations. The authors evaluate all major paradigms and conceptual issues in software and systems design and analysis, especially regarding their potential for modifications to cope with future needs. *The Ruby on Rails 3 Tutorial and Reference Collection (Collection) Addison-Wesley* The Ruby on Rails 3 Tutorial and Reference Collection consists of two bestselling Rails eBooks: *Ruby on Rails 3 Tutorial: Learn Rails by Example* by Michael Hartl *The Rails 3 Way* by Obie Fernandez *In Ruby on Rails 3 Tutorial* leading Rails developer Michael Hartl teaches Rails 3 by guiding you through the development of your own complete sample application using the latest techniques in Rails Web development. Drawing on his experience building RailsSpace, Insoshi, and other sophisticated Rails applications, Hartl illuminates all facets of design and implementation—including powerful new techniques that simplify and accelerate development. Hartl explains how each new technique solves a real-world problem and demonstrates this with bite-sized code that's simple enough to understand, yet novel enough to be useful. *The Rails 3 Way* is the only comprehensive, authoritative guide to delivering production-quality code with Rails 3. Pioneering Rails expert Obie Fernandez and a team of leading experts illuminate the entire Rails 3 API, along with the idioms, design approaches, and libraries that make developing applications with Rails so powerful. You learn advanced Rails programming techniques that have been proven effective in day-to-day usage on dozens of production Rails systems. Dive deep into the Rails 3 codebase and discover why Rails is designed the way it is—and how to make it do what you want it to do. This collection helps you install and set up your Rails development environment Go beyond generated code to truly understand how to build Rails applications from scratch Learn Test Driven Development (TDD) with RSpec Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Define high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Add social features and microblogging, including an introduction to Ajax Record version changes with Git and share code at GitHub Simplify application deployment with Heroku Learn what's new in Rails 3 Increase your productivity as a Web application developer Realize the overall joy in programming with Rails Leverage Rails' powerful capabilities for building REST-compliant APIs Drive implementation and protect long-term maintainability using RSpec Design and manipulate your domain layer using Active Record Understand and program complex program flows using Action Controller Master sophisticated URL routing concepts Use Ajax techniques via Rails 3 support for unobtrusive JavaScript Learn to extend Rails with popular gems and plugins and how to write your own Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with Action Mailer Improve application responsiveness with background processing Create your own non-Active Record domain classes using Active Model Master Rails' utility classes and extensions in Active Support Engineering Self-Organising Systems Methodologies and Applications Springer Self-organisation, self-regulation, self-repair, and self-maintenance are promising conceptual approaches to deal with the ever increasing complexity of distributed interacting software and information handling systems. Self-organising applications are able to dynamically change their functionality and structure without direct user intervention to respond to changes in requirements and the environment. This book comprises revised and extended papers presented at the International Workshop on Engineering Self-Organising Applications, ESOA 2004, held in New York, NY, USA in July 2004 at AAMAS as well as invited papers from leading researchers. The papers are organized in topical sections on state of the art, synthesis and design methods, self-assembly and robots, stigmergy and related topics, and industrial applications. *The History of Project Management Kozak-Holland* takes a hard look at the history of project management and how it evolved over the past 4,500 years. Examining archaeological evidence, artwork, and surviving manuscripts, he provides evidence of how each of the nine knowledge areas of project management have been practiced throughout the ages. *20th ISPE International Conference on Concurrent Engineering Proceedings IOS Press* As a concept, Concurrent Engineering (CE) initiates processes with the goal of improving product quality, production efficiency and overall customer satisfaction. Services are becoming increasingly important to the economy, with more than 60% of the GDP in Japan, the USA, Germany and Russia deriving from service-based activities. The definition of a product has evolved from the manufacturing and supplying of goods only, to providing goods with added value, to eventually promoting a complete service business solution, with support from introduction into service and from operations to decommissioning. This book presents the proceedings of the 20th ISPE International Conference on Concurrent Engineering, held in Melbourne, Australia, in September 2013. The conference had as its theme *Product and Service Engineering in a Dynamic World*, and the papers explore research results, new concepts and insights covering a number of topics, including service engineering, cloud computing and digital manufacturing, knowledge-based engineering and sustainability in concurrent engineering. *Software Engineering Modern Approaches Wiley* Presenting the most comprehensive and practical introduction to the principles of software engineering and how to apply them, this updated edition follows an object-oriented perspective Includes new and expanded material on agile and emerging methods, metrics, quality assurance security, real-world case studies, refactoring, test-driving development, and testing Case studies help readers learn the importance of quality factors, appropriate design, and project management techniques *2019 IEEE/ACM 41st International Conference on Software Engineering: New Ideas and Emerging Results ICSE-NIER 2019 : 25-31 May 2019, Montréal, Canada : Proceedings MOOCs and Their Afterlives Experiments in Scale and Access in Higher Education University of Chicago Press* A trio of headlines in the *Chronicle of Higher Education* seem to say it all: in 2013, “A Bold Move Toward MOOCs Sends Shock Waves;” in 2014, “Doubts About MOOCs Continue to Rise,” and in 2015, “The MOOC Hype Fades.” At the beginning of the 2010s, MOOCs, or Massive Open Online Courses, seemed poised to completely revolutionize higher education. But now, just a few years into the revolution, educators' enthusiasm seems to have cooled. As advocates and critics try to make sense of the rise and fall of these courses, both groups are united by one question: Where do we go from here? Elizabeth Losh has gathered experts from across disciplines—education, rhetoric, philosophy, literary studies, history, computer science, and journalism—to tease out lessons and chart a course into the future of open, online education. Instructors talk about what worked and what didn't. Students share their experiences as participants. And scholars consider the ethics of this education. The collection goes beyond MOOCs to cover variants such as hybrid or blended courses, SPOCs (Small Personalized Online Courses), and DOCCs (Distributed Open Collaborative Course). Together, these essays provide a unique, even-handed look at the MOOC movement and will serve as a thoughtful guide to those shaping the next steps for open education. *Value-Based Software Engineering Springer Science & Business Media* The IT community has always struggled with questions concerning the value of an organization's investment in software and hardware. It is the goal of value-based software engineering (VBSE) to develop models and measures of value which are of use for managers, developers and users as they make tradeoff decisions between, for example, quality and cost or functionality and schedule - such decisions must be economically feasible and comprehensible to the stakeholders with differing value perspectives. VBSE has its roots in work on software engineering economics, pioneered by Barry Boehm in the early 1980s. However, the emergence of a wider scope that defines VBSE is more recent. VBSE extends the merely technical ISO software engineering definition with elements not only from economics, but also from cognitive science, finance, management science, behavioral sciences, and decision sciences, giving rise to a truly multi-disciplinary framework. Biffi and his co-editors invited leading researchers and structured their contributions into three parts, following an introduction into the area by Boehm himself. They first detail the foundations of VBSE, followed by a presentation of state-of-the-art methods and techniques. The third part demonstrates the benefits of VBSE through concrete examples and case studies. This book deviates from the more anecdotal style of many management-oriented software engineering books and so appeals particularly to all readers who are interested in solid foundations for high-level aspects of software engineering decision making, i.e., to product or project managers driven by economics and to software engineering researchers and students.