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Software Engineering Pearson Education SOMMERVILLE Software Engineering 8 The eighth edition of the best-selling introduction to software engineering is now updated with three new chapters on state-of-the-art topics. New chapters in the 8th edition O Security engineering, showing youhow you can design software to resist attacks and recover from damage; O Service-oriented software engineering, explainginghow reusable web services can be used to develop new applications; O Aspect-oriented software development, introducing new techniques based on the separation of concerns. Key features O Includes the latest developments in software engineering theory and practice, integrated with relevant aspects of systems engineering. O Extensive coverage ofagile methods andreuse. O Integrated coverage of system safety, security and reliability - illustrating best practice in developing critical systems. O Two running case studies (an information system and a control system) illuminate different stages of thesoftware lifecycle. Online resources Visit www.pearsoned.co.uk/sommerville to access a full range of resources for students and instructors. In addition, a rich collection of resources including links to other web sites, teaching material on related courses and additional chapters is available at http: //www.software-engin.com. IAN SOMMERVILLE is Professor of Software Engineering at the University of St. Andrews in Scotland. Software Engineering Pearson Higher Ed This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering. The ninth edition of Software Engineering presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering, gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Software Engineering Management Software Engineering Addison-Wesley This book discusses a comprehensive spectrum of software engineering techniques and shows how they can be applied in practical software projects. This edition features updated chapters on critical systems, project management and software requirements. Object-Oriented and Classical Software Engineering McGraw-Hill Science, Engineering & Mathematics Classical and Object-Oriented Software Engineering, 5/e is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques.Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details.In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programmming.The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study. Software Engineering, Global Edition For courses in computer science and software engineering The Fundamental Practice of Software Engineering Software Engineering introduces students to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The Tenth Edition contains new information that highlights various technological updates of recent years, providing students with highly relevant and current information. Sommerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live. Guide to the Software Engineering Body of Knowledge (Swebok(r)) Version 3.0 In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)). Encyclopedia of Software Engineering Three-Volume Set (Print) CRC Press Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk Essentials of Software Engineering Jones & Bartlett Learning Computer Architecture/Software Engineering Software Engineering A Practitioners Approach For almost four decades, Software Engineering: A Practitioner's Approach (SEPA) has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. Software Engineering: A Practitioner's Approach McGraw-Hill Education For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of Software Engineering: A Practitioner's Approach has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices. Software Testing and Quality Assurance Theory and Practice John Wiley & Sons A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering. Introduction to Software Testing Cambridge University Press Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website. Loose Leaf for Software Engineering McGraw-Hill Education For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. 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SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices. Collaborative Software Engineering Springer Science & Business Media Collaboration among individuals – from users to developers – is central to modern software engineering. It takes many forms: joint activity to solve common problems, negotiation to resolve conflicts, creation of shared definitions, and both social and technical perspectives impacting all software development activity. The difficulties of collaboration are also well documented. The grand challenge is not only to ensure that developers in a team deliver effectively as individuals, but that the whole team delivers more than just the sum of its parts. The editors of this book have assembled an impressive selection of authors, who have contributed to an authoritative body of work tackling a wide range of issues in the field of collaborative software engineering. The resulting volume is divided into four parts, preceded by a general editorial chapter providing a more detailed review of the domain of collaborative software engineering. Part 1 is on "Characterizing Collaborative Software Engineering", Part 2 examines various "Tools and Techniques", Part 3 addresses organizational issues, and finally Part 4 contains four examples of "Emerging Issues in Collaborative Software Engineering". As a result, this book delivers a comprehensive state-of-the-art overview and empirical results for researchers in academia and industry in areas like software process management, empirical software engineering, and global software development. Practitioners working in this area will also appreciate the detailed descriptions and reports which can often be used as guidelines to improve their daily work. Experimentation in Software Engineering Springer Science & Business Media Like other sciences and engineering disciplines, software engineering requires a cycle of model building, experimentation, and learning. Experiments are valuable tools for all software engineers who are involved in evaluating and choosing between different methods, techniques, languages and tools. The purpose of Experimentation in Software Engineering is to introduce students, teachers, researchers, and practitioners to empirical studies in software engineering, using controlled experiments. The introduction to experimentation is provided through a process perspective, and the focus is on the steps that we have to go through to perform an experiment. The book is divided into three parts. The first part provides a background of theories and methods used in experimentation. Part II then devotes one chapter to each of the five experiment steps: scoping, planning, execution, analysis, and result presentation. Part III completes the presentation with two examples. Assignments and statistical material are provided in appendixes. Overall the book provides indispensable information regarding empirical studies in particular for experiments, but also for case studies, systematic literature reviews, and surveys. It is a revision of the authors' book, which was published in 2000. In addition, substantial new material, e.g. concerning systematic literature reviews and case study research, is introduced. The book is self-contained and it is suitable as a course book in undergraduate or graduate studies where the need for empirical studies in software engineering is stressed. Exercises and assignments are included to combine the more theoretical material with practical aspects. Researchers will also benefit from the book, learning more about how to conduct empirical studies, and likewise practitioners may use it as a "cookbook" when evaluating new methods or techniques before implementing them in their organization. Object-oriented Software Engineering Practical Software Development Using UML and Java McGraw-Hill College This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java. Systems Analysis and Design in a Changing World Cengage Learning Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Software Engineering: For VTU, 8/e Pearson Education India System Configuration Management 9th International Symposium, SCM-9 Toulouse, France, September 5-7, 1999 Proceedings Springer This workshop series is now over ten years old, which is a pretty long time for a very focussed topic: Configuration Management. The first conference took place in 1988 (Grassau, Germany) and the topics were focussed on version control and rebuilding. Many people consider that SCM is one of the few areas of software engineering that can be considered to be really successful. Products, that more or less fulfill their p- pose, exist, and everybody agrees that they are now mandatory for a successful so- ware project. Indeed, during the second half of the nineties, SCM has entered a maturation phase, in which good commercial products have been incorporating many of the features - signed and discussed at previous conferences of this workshop. With the generali- tion of commercial products, the question now is: What are the objectives of a sci- tific workshop on this topic? Is there any more research to be done in SCM today? This ninth volume in the series reflects pretty well the current state and mood in the CM community. There are an unprecedented number of papers discussing the current state of the art and trying to identify research directions (session 6). On some core topics, like versioning (session 3), and following SCM8 tracks, papers present work on unified models. Versioning models, after years of raging discussions, now seem to have found a consensus. Secure Software Development A Security Programmer's Guide Delmar Pub Leads readers through the tasks and activities that successful computer programmers navigate on a daily basis. Knowledge-Based Processes in Software Development IGI Global Recent growth in knowledge management concepts has played a vital role in the improvement of organizational performance. These knowledge management approaches have been influential in achieving the goal of efficient production of software development processes. Knowledge-Based Processes in Software Development focuses on the inherent issues to help practitioners in gaining understanding of software development processes. The best practices highlighted in this publication will be essential to software professionals working in the industry as well as students and researchers in the domain of software engineering in order to successfully employ knowledge management procedures. Parentology Everything You Wanted to Know about the Science of Raising Children but Were Too Exhausted to Ask Simon and Schuster An award-winning scientist offers his unorthodox approach to childrearing: "Parentology is brilliant, jaw-droppingly funny, and full of wisdom…bound to change your thinking about parenting and its conventions" (Amy Chua, author of Battle Hymn of the Tiger Mother). If you're like many parents, you might ask family and friends for advice when faced with important choices about how to raise your kids. You might turn to parenting books or simply rely on timeworn religious or cultural traditions. But when Dalton Conley, a dual-doctorate scientist and full-blown nerd, needed childrearing advice, he turned to scientific research to make the big decisions. In Parentology, Conley hilariously reports the results of those experiments, from bribing his kids to do math (since studies show conditional cash transfers improved educational and health outcomes for kids) to teaching them impulse control by giving them weird names (because evidence shows kids with unique names learn not to react when their peers tease them) to getting a vasectomy (because fewer kids in a family mean smarter kids). Conley encourages parents to draw on the latest data to rear children, if only because that level of engagement with kids will produce solid and happy ones. Ultimately these experiments are very loving, and the outcomes are redemptive—even when Conley's sassy kids show him the limits of his profession. Parentology teaches you everything you need to know about the latest literature on parenting—with lessons that go down easy. You'll be laughing and learning at the same time. Understanding Operating Systems Brooks/Cole Publishing Company UNDERSTANDING OPERATING SYSTEMS provides a basic understanding of operating systems theory, a comparison of the major operating systems in use, and a description of the technical and operational tradeoffs inherent in each. The effective two-part organization covers the theory of operating systems, their historical roots, and their conceptual basis (which does not change substantially), culminating with how these theories are applied in the specifics of five operating systems (which evolve constantly). The authors explain this technical subject in a not-so-technical manner, providing enough detail to illustrate the complexities of stand-alone and networked operating systems. UNDERSTANDING OPERATING SYSTEMS is written in a clear, conversational style with concrete examples and illustrations that readers easily grasp. Software Quality Concepts and Practice John Wiley & Sons The book presents a comprehensive discussion on software quality issues and software quality assurance (SQA) principles and practices, and lays special emphasis on implementing and managing SQA. Primarily designed to serve three audiences; universities and college students, vocational training participants, and software engineers and software development managers, the book may be applicable to all personnel engaged in a software projects Features: A broad view of SQA. The book delves into SQA issues, going beyond the classic boundaries of custom-made software development to also cover in-house software development, subcontractors, and readymade software. An up-to-date wide-range coverage of SQA and SQA related topics. Providing comprehensive coverage on multifarious SQA subjects, including topics, hardly explored till in SQA texts. A systematic presentation of the SQA function and its tasks: establishing the SQA processes, planning, coordinating, follow-up, review and evaluation of SQA processes. Focus on SQA implementation issues. Specialized chapter sections, examples, implementation tips, and topics for discussion. Pedagogical support: Each chapter includes a real-life mini case study, examples, a summary, selected bibliography, review questions and topics for discussion. The book is also supported by an Instructor's Guide. Adoption of Virtual Technologies for Business, Educational, and Governmental Advancements IGI Global "This book provides a wide range of coverage on the adoption of technology, providing a better understanding of the topics, research and discoveries in this significant field"-- Concepts Of Programming Languages Pearson Education India Computer Graphics for Java Programmers Springer This third edition covers fundamental concepts in creating and manipulating 2D and 3D graphical objects, including topics from classic graphics algorithms to color and shading models. It maintains the style of the two previous editions, teaching each graphics topic in a sequence of concepts, mathematics, algorithms, optimization techniques, and Java coding. Completely revised and updated according to years of classroom teaching, the third edition of this highly popular textbook contains a large number of ready-to-run Java programs and an algorithm animation and demonstration open-source software also in Java. It includes exercises and examples making it ideal for classroom use or self-study, and provides a perfect foundation for programming computer graphics using Java. Undergraduate and graduate students majoring specifically in computer science, computer engineering, electronic engineering, information systems, and related disciplines will use this textbook for their courses. Professionals and industrial practitioners who wish to learn and explore basic computer graphics techniques will also find this book a valuable resource. Why Programs Fail A Guide to Systematic Debugging Morgan Kaufmann This fully updated second edition includes 100+ pages of new material, including new chapters on Verifying Code, Predicting Errors, and Preventing Errors. Cutting-edge tools such as FindBUGS and AGITAR are explained, techniques from integrated environments like Jazz.net are highlighted, and all-new demos with ESC/Java and Spec#, Eclipse and Mozilla are included. This complete and pragmatic overview of debugging is authored by Andreas Zeller, the talented researcher who developed the GNU Data Display Debugger(DDD), a tool that over 250,000 professionals use to visualize the data structures of programs while they are running. Unlike other books on debugging, Zeller's text is product agnostic, appropriate for all programming languages and skill levels. Why Programs Fail explains best practices ranging from systematically tracking error reports, to observing symptoms, reproducing errors, and correcting defects. It covers a wide range of tools and techniques from hands-on observation to fully automated diagnoses, and also explores the author's innovative techniques for isolating minimal input to reproduce an error and for tracking cause and effect through a program. It even

includes instructions on how to create automated debugging tools. The new edition of this award-winning productivity-booster is for any developer who has ever been frustrated by elusive bugs. Brand new chapters demonstrate cutting-edge debugging techniques and tools, enabling readers to put the latest time-saving developments to work for them. Learn by doing. New exercises and detailed examples focus on emerging tools, languages and environments, including AGITAR, FindBUGS, Python and Eclipse. The text includes exercises and extensive references for further study, and a companion website with source code for all examples and additional debugging resources. Engineering Effective Decision Support Technologies: New Models and Applications New Models and Applications IGI Global In modern, information-centric business environments, Decision Making Support Systems (DMSS) present a critical consideration for any organization serious about maintaining competitive advantage. Advances in information systems, knowledge management technologies, and other decision support systems necessitate a critical understanding of the latest trends and research. Engineering Effective Decision Support Technologies: New Models and Applications presents a collection of the latest research in DMSS and applies those theoretical considerations to best practices in the field. This reference includes empirical case studies and an analysis of new models and perspectives in knowledge management, promoting discussion of DMSS strategies among managers, researchers, and students of information science. Agile Software Engineering Springer Science & Business Media Overview and Goals The agile approach for software development has been applied more and more extensively since the mid nineties of the 20th century. Though there are only about ten years of accumulated experience using the agile approach, it is currently conceived as one of the mainstream approaches for software development. This book presents a complete software engineering course from the agile angle. Our intention is to present the agile approach in a holistic and compreh- sive learning environment that fits both industry and academia and inspires the spirit of agile software development. Agile software engineering is reviewed in this book through the following three perspectives: l The Human perspective, which includes cognitive and social aspects, and refers to learning and interpersonal processes between teammates, customers, and management. l The Organizational perspective, which includes managerial and cultural aspects, and refers to software project management and control. l The Technological perspective, which includes practical and technical aspects, and refers to design, testing, and coding, as well as to integration, delivery, and maintenance of software products. Specifically, we explain and analyze how the explicit attention that agile software development gives these perspectives and their interconnections, helps viii Preface it cope with the challenges of software projects. This multifaceted perspective on software development processes is reflected in this book, among other ways, by the chapter titles, which specify dimensions of software development projects such as quality, time, abstraction, and management, rather than specific project stages, phases, or practices. Rapid Development Taming Wild Software Schedules Pearson Education Project managers, technical leads, and Windows programmers throughout the industry share an important concern--how to get their development schedules under control. Rapid Development addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The style is friendly and conversational--and the content is impressive. Foundations of Empirical Software Engineering The Legacy of Victor R. Basili Springer Science & Business Media Although software engineering can trace its beginnings to a NATO conf- ence in 1968, it cannot be said to have become an empirical science until the 1970s with the advent of the work of Prof. Victor Robert Basili of the University of Maryland. In addition to the need to engineer software was the need to understand software. Much like other sciences, such as physics, chemistry, and biology, software engineering needed a discipline of obs- vation, theory formation, experimentation, and feedback. By applying the scientific method to the software engineering domain, Basili developed concepts like the Goal-Question-Metric method, the Quality-Improvement- Paradigm, and the Experience Factory to help bring a sense of order to the ad hoc developments so prevalent in the software engineering field. On the occasion of Basili’s 65th birthday, we present this book c- taining reprints of 20 papers that defined much of his work. We divided the 20 papers into 6 sections, each describing a different facet of his work, and asked several individuals to write an introduction to each section. Instead of describing the scope of this book in this preface, we decided to let one of his papers, the keynote paper he gave at the International C- ference on Software Engineering in 1996 in Berlin, Germany to lead off this book. He, better than we, can best describe his views on what is - perimental software engineering. Real-Time Systems Design and Analysis An Engineer's Handbook Wiley-IEEE Press Acknowledgments. Basic Real-Time Concepts. Computer Hardware. Languages Issues. The Software Life Cycle. Real-Time Specification and Design Techniques. Real-Time Kernels. Intertask Communication and Synchronization. Real-Time Memory Management. System Performance Analysis and Optimization. Queuing Models. Reliability, Testing, and Fault Tolerance. Multiprocessing Systems. Hardware/Software Integration. Real-Time Applications. Glossary. Bibliography. Index. Project Management for IT-Related Projects BCS, The Chartered Institute Annotation Written by the team who created the syllabus and exam papers, this textbook encompasses the entire syllabus of the ISEB Foundation Certificate in IS Project Management. Perspectives on Free and Open Source Software MIT Press Leading Free and Open Source software researchers and analysts consider the status of the open source revolution and its effect on industry and society. Software Quality Concepts and Practice John Wiley & Sons The book presents a comprehensive discussion on software quality issues and software quality assurance (SQA) principles and practices, and lays special emphasis on implementing and managing SQA. Primarily designed to serve three audiences; universities and college students, vocational training participants, and software engineers and software development managers, the book may be applicable to all personnel engaged in a software projects Features: A broad view of SQA. The book delves into SQA issues, going beyond the classic boundaries of custom-made software development to also cover in-house software development, subcontractors, and readymade software. An up-to-date wide-range coverage of SQA and SQA related topics. Providing comprehensive coverage on multifarious SQA subjects, including topics, hardly explored till in SQA texts. A systematic presentation of the SQA function and its tasks: establishing the SQA processes, planning, coordinating, follow-up, review and evaluation of SQA processes. Focus on SQA implementation issues. Specialized chapter sections, examples, implementation tips, and topics for discussion. Pedagogical support: Each chapter includes a real-life mini case study, examples, a summary, selected bibliography, review questions and topics for discussion. The book is also supported by an Instructor’s Guide. Iterative Software Engineering for Multiagent Systems The MASSIVE Method Springer The agent metaphor and the agent-based approach to systems design constitute a promising new paradigm for building complex distributed systems. However, until now, the majority of the agent-based applications available have been built by researchers who specialize in agent-based computing and distributed artificial intelligence. If agent-based computing is to become anything more than a niche technology practiced by the few, then the base of people who can successfully apply the approach needs to be broadened dramatically. A major step in this broadening endeavor is the development of methodologies for agent-oriented software engineering accessible to and attractive for professional software engineers in their daily work. Against this background, this book presents one of the first coherent attempts to develop such a methodology for a broad class of agent-based systems. The author provides a clear introduction to the key issues in the field of agent-oriented software engineering. Data Structures and Other Objects Using Java Prentice Hall Data Structures and Other Objects Using Java is a gradual, "just-in-time" introduction to Data Structures for a CS2 course. Each chapter provides a review of the key aspects of object-oriented programming and a syntax review, giving students the foundation for understanding significant programming concepts. With this framework they are able to accomplish writing functional data structures by using a five-step method for working with data types; understanding the data type abstractly, writing a specification, using the data type, designing and implementing the data type, and analyzing the implementation. Students learn to think analytically about the efficiency and efficacy of design while gaining exposure to useful Java classes libraries. Introduction to Software Engineering (Custom Edition) This custom edition is published for the University of Southern Queensland. Writing Effective Use Cases Pearson Education This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.