

Object Oriented Software Development A Practical Guide

Agile Software Development - An Overview
Agile Software Development
Software Engineering in Intelligent Systems
Projektorganisation und Management im Software Engineering
Nachhaltiges Software-Engineering
Machine Learning Applications In Software Engineering
Software Engineering im Unterricht der Hochschulen SEUH '92 und Studienführer Software Engineering
Software Engineering, The Development Process
Software Development and Professional Practice
Software Engineering: A Hands-On Approach
The Digital Guide to Software Development
Software Development, Design, and Coding
Software Development
Software System Development
Professional Android 2 Application Development
An Introduction To Component-based Software Development
Web Application Development with PHP 4.0
Eighth International Conference on Software Engineering for Telecommunication Systems and Services, 30 March-1 April 1992
A Methodology for Client/server and Web Application Development
Your Journey to Software Development: A Step-by-Step Guide for Beginners
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this textbook has been meticulously crafted with a singular purpose offering a comprehensive and practical guide to agile software development in the forthcoming chapters we will delve into the intricacies of agile methodologies explore their underlying principles and investigate the compelling reasons behind their prominence in the software development industry section i introduction to iterative development evolutionary and adaptive development our journey begins with an exploration of fundamental concepts iterative development evolutionary development and adaptive development these approaches break free from conventional linear development processes and prioritize flexibility risk management and client driven planning this chapter will discuss the merits of time boxed iterative development evolutionary requirements analysis incremental delivery and the ultimate goal of evolutionary delivery section ii serves as a bridge between theory and practice within the agile realm here we define agile development categorize various methodologies and delve deep into the agile manifesto and its guiding principles additionally we explore agile project management emphasizing the crucial role of communication feedback and the human element the chapter culminates in an exploration of specific agile methods and a balanced discussion of the ongoing discourse surrounding agile hype section iii motivation and evidence understanding the motivation underpinning agile is fundamental to appreciating its significance in chapter 3 we illuminate the imperatives for change in software projects and how iterative development addresses these challenges we critique the limitations of the traditional waterfall model and provide a comprehensive review of supporting evidence including research findings historical project data and expert opinions all converging to fortify the case for iterative development section iv fundamentals of devops and technical view agile methodologies extend beyond software development into the realm of devops chapter 4 introduces the foundational principles of devops and its pivotal role in contemporary development practices we delve into the building blocks of devops the vital metrics and measurement perspective and the process view that fosters seamless collaboration between development and operations teams the section iv concludes with an in depth exploration of the technical facets including topics like automatic releasing infrastructure as code and specification by example enriched by real world case studies upon completing this textbook you will comprehensively comprehend agile software development and devops whether you are a student embarking on a career in software development or an industry professional looking to stay at the forefront of the field the knowledge and insights provided here will equip you with the tools to excel in the dynamic world of software development let us embark on this enlightening journey together embracing agility adaptability and excellence in software development

agile software development has become an umbrella term for a number of changes in how software developers plan and coordinate their work how they communicate with customers and external stakeholders and how software development is organized in small medium and large companies from the telecom and healthcare sectors to games and interactive media still after a decade of research agile software development is the source of continued debate due to its multifaceted nature and insufficient synthesis of research results dings yr dyb and moe now present a comprehensive snapshot of the knowledge gained over many years of research by those working

closely with or in the industry it shows the current state of research on agile software development through an introduction and ten invited contributions on the main research fields each written by renowned experts these chapters cover three main issues foundations and background of agile development agile methods in practice and principal challenges and new frontiers they show the important results in each subfield and in addition they explain what these results mean to practitioners as well as for future research in the field the book is aimed at reflective practitioners and researchers alike and it also can serve as the basis for graduate courses at universities

this volume is based on the research papers presented in the 4th computer science on line conference the volume software engineering in intelligent systems presents new approaches and methods to real world problems and in particular exploratory research that describes novel approaches in the field of software engineering particular emphasis is laid on modern trends in selected fields of interest new algorithms or methods in a variety of fields are also presented the computer science on line conference csoc 2015 is intended to provide an international forum for discussions on the latest high quality research results in all areas related to computer science the addressed topics are the theoretical aspects and applications of computer science artificial intelligences cybernetics automation control theory and software engineering

software engineering hat das ingenieurm ige entwickeln umfangreicher softwaresysteme zum ziel kritische grö en sind kosten termine und qualit t neben unterschiedlichen themengebieten der softwaretechnik umfasst das software engineering aber insbesondere auch themen der projektplanung der projektorganisation und der projektdurchführung also das management und die organisation von softwareprojekten dieses fachbuch führt in die grundlegenden aufgaben und zusammenh nge der organisation und des managements von softwareprojekten ein es richtet sich an praktiker berufseinsteiger und studierende der informatik und behandelt die folgenden themen grundlagen zu softwareprojekten und deren organisation vorgehensmodelle im software engineering unternehmens und projektorganisation projektdefinition aufwandssch tzung angebots und vertragswesen projektmanagement und qs verfahren techniken der planung kontrolle und steuerung von softwareprojekten metriken messung und reifegradmodelle für softwareprojekte mit zahlreichen Übungen werden die inhalte vertieft und in einen praktisch anwendbaren kontext gestellt

nachhaltigkeit ist mehr als nur ein trend sie ist eine notwendigkeit auch im software engineering und in der künstlichen intelligenz dieses buch beleuchtet umfassend die dimensionen nachhaltiger softwareentwicklung von ressourcenschonenden architekturen über effiziente programmiersprachen bis hin zur optimierung von rechenzentren und ki trainingsprozessen und ordnet diese in den kontext der un sustainability development goals sdg ein praxisnahe fallbeispiele zeigen wie unternehmen langfristige wirtschaftlich und ökologisch sinnvolle lösungen umsetzen können neben technischen aspekten werden auch unternehmerische und gesellschaftliche perspektiven betrachtet um ein ganzheitliches verst ndnis für nachhaltige digitalisierung zu schaffen ein unverzichtbarer leitfaden für alle die software verantwortungsvoll entwickeln und nutzen möchten zus tzliche fragen per app laden sie die springer nature flashcards app kostenlos herunter und nutzen sie exklusives zusatzmaterial um ihr wissen zu

prüfen

machine learning deals with the issue of how to build computer programs that improve their performance at some tasks through experience machine learning algorithms have proven to be of great practical value in a variety of application domains not surprisingly the field of software engineering turns out to be a fertile ground where many software development and maintenance tasks could be formulated as learning problems and approached in terms of learning algorithms this book deals with the subject of machine learning applications in software engineering it provides an overview of machine learning summarizes the state of the practice in this niche area gives a classification of the existing work and offers some application guidelines also included in the book is a collection of previously published papers in this research area

volume 1 of software engineering third edition includes reprinted and newly authored papers that describe the technical processes of software development and the associated business and societal context together with volume 2 which describes the key processes that support development the two volumes address the key issues and tasks facing the software engineer today the two volumes provide a self teaching guide and tutorial for software engineers who desire to qualify themselves as certified software development professionals csdp as described at the ieee computer society site computer.org certification while also gaining a fuller understanding of standards based software development both volumes consist of original papers written expressly for the two volumes as well as authoritative papers from the ieee archival journals along with papers from other highly regarded sources the papers and introductions of each chapter provide an orientation to the key concepts and activities described in the new 2004 version as well as the older 2001 version of the software engineering body of knowledge swebok with many of the key papers having been written by the authors of the corresponding chapters of the swebok software engineering is further anchored in the concepts of ieee eia 12207 0 1997 standard for information technology software life cycle processes which provides a framework for all primary and supporting processes activities and tasks associated with software development as the only self help guide and tutorial based on ieee eia 12207 0 1997 this is an essential reference for software engineers programmers and project managers this volume can also form part of an upper division undergraduate or graduate level engineering course each chapter in this volume consists of an introduction to the chapter s subject area and an orientation to the relevant areas of the swebok followed by the supporting articles and where applicable the specific ieee software engineering standard by emphasizing the ieee software engineering standards the swebok and the contributions of key authors the two volumes provide a comprehensive orientation to the landscape of software engineering as practiced today contents key concepts and activities of software and systems engineering societal and legal contexts in which software development takes place key ieee software engineering standards software requirements and methods for developing them essential concepts and methods of software design guidelines for the selection and use of tools and methods major issues and activities of software construction software development testing preparation and execution of software maintenance programs

software development and professional practice reveals how to design and code great software what factors do you take into account what makes a good design what methods and processes are out there for designing software is designing small programs different than designing large ones how can you tell a good design from a bad one you'll learn the principles of good software design and how to turn those principles back into great code software development and professional practice is also about code construction how to write great programs and make them work what you say you've already written eight gazillion programs of course i know how to write code well in this book you'll re-examine what you already do and you'll investigate ways to improve using the java language you'll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs you'll also talk about reading code how do you read code what makes a program readable can good readable code replace documentation how much documentation do you really need this book introduces you to software engineering the application of engineering principles to the development of software what are these engineering principles first all engineering efforts follow a defined process so you'll be spending a bit of time talking about how you run a software development project and the different phases of a project secondly all engineering work has a basis in the application of science and mathematics to real world problems and so does software development you'll therefore take the time to examine how to design and implement programs that solve specific problems finally this book is also about human computer interaction and user interface design issues a poor user interface can ruin any desire to actually use a program in this book you'll figure out why and how to avoid those errors software development and professional practice covers many of the topics described for the acm computing curricula 2001 course c292c software development and professional practice it is designed to be both a textbook and a manual for the working professional

this textbook provides a progressive approach to the teaching of software engineering first readers are introduced to the core concepts of the object oriented methodology which is used throughout the book to act as the foundation for software engineering and programming practices and partly for the software engineering process itself then the processes involved in software engineering are explained in more detail especially methods and their applications in design implementation testing and measurement as they relate to software engineering projects at last readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands on project the impact of such a format is the potential for quicker and deeper understanding readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters

here is the first published description of the processes and practices tools and methods this industry giant uses to develop its software products this shirt sleeves guide is packed with diagrams and tables that illustrate each step in the complex software development process you'll learn all about digital's standard phase review process the role of teams and their leaders how case tools work and how to control a project while improving productivity and product quality

learn the principles of good software design and then turn those principles into great code this book introduces you to software engineering from the application of engineering principles to the development of software you'll see how to run a software development project examine the different phases of a project and learn how to design and implement programs that solve specific problems this book is also about code construction how to write great programs and make them work this new third edition is revamped to reflect significant changes in the software development landscape with updated design and coding examples and figures extreme programming takes a backseat making way for expanded coverage of the most crucial agile methodologies today scrum lean software development kanban and dark scrum agile principles are revised to explore further functionalities of requirement gathering the authors venture beyond imperative and object oriented languages exploring the realm of scripting languages in an expanded chapter on code construction the project management essentials chapter has been revamped and expanded to incorporate software development to discuss the crucial interpersonal nature of joint software creation whether you're new to programming or have written hundreds of applications in this book you'll re-examine what you already do and you'll investigate ways to improve using the java language you'll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs you will learn modern agile methodologies how to work on and with development teams how to leverage the capabilities of modern computer systems with parallel programming how to work with design patterns to exploit application development best practices how to use modern tools for development collaboration and source code controls who this book is for early career software developers or upper level students in software engineering courses

system engineers and software developers alike will find this book's toolbox approach provides the most accessible introduction to software development taking the reader step by step through the software development process this guide combines the theoretical and practical aspects of both traditional structured analysis techniques and more recent approaches such as case tools and formal notations

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the book provides a comprehensive coverage of the widely accepted desiderata of component based software development as well as the foundations that these desiderata necessitate its unique focus is on component models the cornerstone of component based software development in addition it presents and analyses existing approaches according to these desiderata this compendium is an indispensable textbook for an advanced undergraduate or postgraduate course unit researchers will also find this volume an essential reference material

get professional insight about application development with this complete guide to creating sophisticated and dynamic applications with php readers will learn how to

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