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The Essence of Software Engineering **Applying Software Engineering Principles** **Software Engineering for Multi-Agent Systems II** **Agile Management for Software Engineering** **Web Application Development with MEAN** **Building Low-Code Applications with Mendix** **How to Engineer Software** *Writing Mobile Code* **Software Engineering Research and Applications** *Software Engineering for Embedded Systems* **Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications** *Wasec* *Machine Learning Applications In Software Engineering* *Software Engineering Research, Management and Applications* **Software Product Lines in Action** **The The PHP Workshop** **Software Engineer's Reference Book** **Software Engineering for Variability Intensive Systems** **Computational Intelligence Techniques and Their Applications to Software Engineering Problems** **Developing Business Application Systems** *Becoming a Software Engineer* *Fundamentals of Software Engineering* **Applications Interface Programming Using Multiple Languages** *Designing Data-Intensive Applications* **Fundamentals of Dependable Computing for Software Engineers** *Learn Rails 6* **The New Software Engineering** *Backend Developer in 30 Days* **Web Application Security** *Applying Software Metrics* **Ninth Conference on Software Engineering Education** **Hands-On Software Engineering with Golang** *Application Development with Swift* **Datenintensive Anwendungen designen** *Android 4* **Learning Android Application Development** **Software Engineering Standards** **Application Workshop** *Docker for Developers* **Application Performance Management (APM) in the Digital Enterprise** **Software Engineering: Principles and Practices, 2nd Edition**

Agile Management for Software Engineering Aug 03 2022 * *Helps managers combat the biggest business complaints about software (late, doesn't deliver as promised, over-budget, etc.) *Aids in selecting the most useful aspects of Agile methods for a particular project *Learn to place software initiatives in close alignment with overall business goals

Backend Developer in 30 Days Jul 10 2020 Build stronger support system to power your enterprise applications **KEY FEATURES** ? Figure out the most important elements of backend and application development. ? Know how to construct large-scale, distributed applications using industry best practices and software architecture principles. ? Provides a career map for becoming a successful backend developer, including advice on skills and tools. **DESCRIPTION** In today's world, becoming an experienced backend developer is a difficult job that requires a lot of work. There are an excessive number of stacks and technologies to master, and new ones often gain popularity. Nonetheless, they share the same fundamental concepts: data storage, security, performance, testing, etc. This book aims to teach and train you to become a successful backend developer with a solid skill set in developing and implementing the real engine of a successful enterprise application. Implementation topics like setting up a web server, designing and developing APIs, creating and running automated tests, and working with various types of databases are all addressed in detail. The book prepares developers to maintain the safety and security of their applications through the use of procedures that avoid application and data breaches. While you learn about every part of backend development, the book teaches you how to deal with errors and find and fix problems. By the end of the book, you will have a firm grasp on the fundamental principles that underpin backend programming, including application architectures, design patterns, essential development activities, and help for debugging. **WHAT YOU WILL LEARN** ? Gain knowledge to build the momentum of a solid backend developer and choose areas to investigate in depth. ? Learn to integrate backend development as the top tech businesses do. ? Comprehend the distinction between SQL and NoSQL, containers, APIs, and web servers. ? Design large-scale systems step-by-step. ? Grow from

junior backend developer to senior developer, including the required skills and responsibilities. WHO THIS BOOK IS FOR This book would greatly benefit readers who are new to backend operations for web and mobile apps, such as junior software developers, web developers, application developers, and frontend and backend coders. Basic programming skills will help you practice this book's learnings.

TABLE OF CONTENTS 1. Building Multi-User Apps 2. The Client-Server Architecture 3. Designing APIs 4. End-to-end Data Management 5. Automating Application Testing 6. Securing Applications 7. Handling Errors 8. Adopting Frameworks 9. Deploying Applications 10. Creating High-performance Apps 11. Designing a System 12. Bootstrap Your Career Path

Software Engineering for Embedded Systems Jan 28 2022 Software Engineering for Embedded Systems: Methods, Practical Techniques, and Applications, Second Edition provides the techniques and technologies in software engineering to optimally design and implement an embedded system. Written by experts with a solution focus, this encyclopedic reference gives an indispensable aid on how to tackle the day-to-day problems encountered when using software engineering methods to develop embedded systems. New sections cover peripheral programming, Internet of things, security and cryptography, networking and packet processing, and hands on labs. Users will learn about the principles of good architecture for an embedded system, design practices, details on principles, and much more. Provides a roadmap of key problems/issues and references to their solution in the text Reviews core methods and how to apply them Contains examples that demonstrate timeless implementation details Users case studies to show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs

Software Engineering Standards Application Workshop Oct 01 2019

Software Product Lines in Action Aug 23 2021 Software product lines represent perhaps the most exciting paradigm shift in software development since the advent of high-level programming languages. Nowhere else in software engineering have we seen such breathtaking improvements in cost, quality, time to market, and developer productivity, often registering in the order-of-magnitude range. Here, the authors combine academic research results with real-world industrial experiences, thus presenting a broad view on product line engineering so that both managers and technical specialists will benefit from exposure to this work. They capture the wealth of knowledge that eight companies have gathered during the introduction of the software product line engineering approach in their daily practice.

Designing Data-Intensive Applications Nov 13 2020 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Learn Rails 6 Sep 11 2020 Effectively learn and apply software development and engineering techniques to web application development using Rails 6 with this accelerated tutorial. This book teaches modern engineering practices including git flow, containerization, debugging, testing, and deployment. Along the way, you'll see how to build a social network application and then deploy it on a cloud provider such as Amazon Web Services. After reading and using this book, you'll be able to effectively build and deploy your Rails application to the cloud. You'll also have used the Ruby on Rails framework to carry out the rapid development of an idea into a product without sacrificing quality. What You Will Learn Use the Ruby on Rails 6 web development framework Integrate Docker with your Ruby on Rails code Apply software engineering techniques to learning the Rails framework Design, build, and deploy a social

networking application to the Amazon cloud Who This Book Is For Beginners with at least some prior programming experience. Ruby experience is helpful, but not required.

Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications

Dec 27 2021 Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

Building Low-Code Applications with Mendix Jun 01 2022 Transform your app ideas into fully functional prototypes with the help of expert tips and best practices from Mendix partners Key FeaturesMeet the ever-increasing demand for software solution delivery without having to write any codeBuild high-availability, low-cost applications unlike those developed via a traditional software engineering approachExplore Mendix from product design through to delivery using real-world scenariosBook Description Low-code is a visual approach to application development. It enables developers of varying experience levels to create web and mobile apps using drag-and-drop components and model-driven logic through a graphic user interface. Mendix is among the fastest-growing platforms that enable low-code enthusiasts to put their software ideas into practice without having to write much code, and Building Low-Code Applications with Mendix will help you get up and running with the process using examples and practice projects. The book starts with an introduction to Mendix, along with the reasons for using this platform and its tools for creating your first app. As you progress, you'll explore Mendix Studio Pro, the visual environment that will help you learn Mendix app creation. Once you have your working app ready, you'll understand how to enhance it with custom business logic and rules. Next, you'll find out how to defend your app against bad data, troubleshoot and debug it, and finally, connect it with real-world business platforms. You'll build practical skills as the book is filled with examples, real-world scenarios, and explanations of the tools needed to help you build low-code apps successfully. By the end of this book, you'll have understood the concept of low-code development, learned how to use Mendix effectively, and developed a working app. What you will learnGain a clear understanding of what low-code development is and the factors driving its adoptionBecome familiar with the various features of Mendix for rapid application developmentDiscover concrete use cases of Studio ProBuild a fully functioning web application that meets your business requirementsGet to grips with Mendix fundamentals to prepare for the Mendix certification examUnderstand the key concepts of app development such as data management, APIs, troubleshooting, and debuggingWho this book is for This book is for tech-savvy business analysts and citizen developers who want to get started with Mendix for rapid mobile and web application development. The book is also helpful for seasoned developers looking to learn a new tool/platform and for anyone passionate about designing technical solutions without wanting to indulge in the complexities of writing code. The book assumes beginner-level knowledge of object-oriented programming and the ability to translate technical solutions from business requirements.

The New Software Engineering Aug 11 2020 This text is written with a business school orientation, stressing the how to and heavily employing CASE technology throughout. The courses for which this text is appropriate include software engineering, advanced systems analysis, advanced topics in information systems, and IS project development. Software engineer should be familiar with alternatives, trade-offs and pitfalls of methodologies, technologies, domains, project life cycles, techniques, tools CASE environments, methods for user involvement in application development, software, design, trade-offs for the public domain and project personnel skills. This book discusses much of what should be the ideal software engineer's project related knowledge in order to facilitate and speed the process of novices becoming experts. The goal of this book is to discuss project planning, project life cycles, methodologies, technologies, techniques, tools, languages, testing, ancillary technologies (e.g. database) and CASE. For

each topic, alternatives, benefits and disadvantages are discussed.

Application Development with Swift Feb 03 2020 Develop highly efficient and appealing iOS applications by using the Swift language. About This Book- Develop a series of applications with Swift using the development kits and new/updated APIs- Use the new features of iOS 8 to add new flavor to your applications- A hands-on guide with detailed code snippets to aid you in developing powerful Swift applications. Who This Book Is For- If you are an iOS developer with experience in Objective-C, and wish to develop applications with Swift, then this book is ideal for you. Familiarity with the fundamentals of Swift is an added advantage but not a necessity. What You Will Learn- Use playgrounds in Xcode to make the writing of Swift code productive and easy- Get acquainted with the advanced features of Swift and make complete use of them in your code- Add a new method for authentication to your app using Touch ID- Develop health-related apps using HealthKit- Take your apps to the next level of performance and capability using Metal- Develop applications for wearables using WatchKit- Use Notification Center to easily access all your notifications- Make your users devices more stylish by using Apple's built-in Quick Type keyboard, instead of the native one. In Detail- After years of using Objective-C for developing apps for iOS/Mac OS, Apple now offers a new, creative, easy, and innovative programming language for application development, called Swift. Swift makes iOS application development a breeze by offering speed, security and power to your application development process. Swift is easy to learn and has awesome features such as being open source, debugging, interactive playgrounds, error handling model, and so on. Swift has simplified its memory management with Automatic Reference Counting (ARC) and it is compatible with Objective-C. This book has been created to provide you with the information and skills you need to use the new programming language Swift. The book starts with an introduction to Swift and code structure. Following this, you will use playgrounds to become familiar with the language in no time. Then the book takes you through the advanced features offered by Swift and how to use them with your old Objective-C code or projects. You will then learn to use Swift in real projects by covering APIs such as HealthKit, Metal, WatchKit, and Touch ID in each chapter. The book's easy to follow structure ensures you get the best start to developing applications with Swift. Style and approach- The book achieves its end goal by dividing its content into two parts. Part 1 will take the readers, who are new to Swift, through its architecture and basics. Part 2 of the book will cover content on application development with Swift.

Becoming a Software Engineer Feb 14 2021 In this day and age, software engineers truly make the world go round. These professionals create all kinds of technical products, including the programs needed to make computers operate, the apps used on smartphones, websites on the internet, and the entertainment enjoyed by gamers. The best part about this career choice? The need for software engineers just keeps growing every year. In this title, readers will get an understanding of what this job entails, how to prepare for it (including training and education), and what a typical day as a software engineer is really like.

Applications Interface Programming Using Multiple Languages Dec 15 2020 Annotation This book provides a detailed description about the practical considerations in multiple languages programming as well as the interfaces among different languages in the Window environment. Authentic examples and detailed explanations are combined together in this book to provide the readers a clear picture as how to handle the multiple languages programming in Windows.

Software Engineering for Multi-Agent Systems II Sep 04 2022 This book presents a coherent and well-balanced survey of recent advances in software engineering approaches to the development of realistic multi-agent systems (MAS). In it, the concept of agent-based software engineering is demonstrated through examples that are relevant to and representative of real-world applications. The 15 thoroughly reviewed and revised full papers are organized in topical sections on requirements engineering, software architecture and design, modeling, dependability, and MAS frameworks. Most of the papers were initially presented at the Second International Workshop on Software Engineering for Large-Scale Multi-Agent Systems, SELMAS 2003, held in Portland, Oregon, USA, in May 2003; three papers were added in order to complete the coverage of the relevant topics.

Datenintensive Anwendungen designen Jan 04 2020 Daten stehen heute im Mittelpunkt vieler Herausforderungen im Systemdesign. Dabei sind komplexe Fragen wie Skalierbarkeit, Konsistenz, Zuverlässigkeit, Effizienz und Wartbarkeit zu klären. Darüber hinaus verfügen wir über eine

überwältigende Vielfalt an Tools, einschließlich relationaler Datenbanken, NoSQL-Datenspeicher, Stream- und Batchprocessing und Message Broker. Aber was verbirgt sich hinter diesen Schlagworten? Und was ist die richtige Wahl für Ihre Anwendung? In diesem praktischen und umfassenden Leitfaden unterstützt Sie der Autor Martin Kleppmann bei der Navigation durch dieses schwierige Terrain, indem er die Vor- und Nachteile verschiedener Technologien zur Verarbeitung und Speicherung von Daten aufzeigt. Software verändert sich ständig, die Grundprinzipien bleiben aber gleich. Mit diesem Buch lernen Softwareentwickler und -architekten, wie sie die Konzepte in der Praxis umsetzen und wie sie Daten in modernen Anwendungen optimal nutzen können. Inspizieren Sie die Systeme, die Sie bereits verwenden, und erfahren Sie, wie Sie sie effektiver nutzen können. Treffen Sie fundierte Entscheidungen, indem Sie die Stärken und Schwächen verschiedener Tools kennenlernen. Steuern Sie die notwendigen Kompromisse in Bezug auf Konsistenz, Skalierbarkeit, Fehlertoleranz und Komplexität. Machen Sie sich vertraut mit dem Stand der Forschung zu verteilten Systemen, auf denen moderne Datenbanken aufbauen. Werfen Sie einen Blick hinter die Kulissen der wichtigsten Onlinedienste und lernen Sie von deren Architekturen.

Fundamentals of Dependable Computing for Software Engineers Oct 13 2020 Fundamentals of Dependable Computing for Software Engineers presents the essential elements of computer system dependability. The book describes a comprehensive dependability-engineering process and explains the roles of software and software engineers in computer system dependability. Readers will learn: Why dependability matters What it means for a system to be dependable How to build a dependable software system How to assess whether a software system is adequately dependable The author focuses on the actions needed to reduce the rate of failure to an acceptable level, covering material essential for engineers developing systems with extreme consequences of failure, such as safety-critical systems, security-critical systems, and critical infrastructure systems. The text explores the systems engineering aspects of dependability and provides a framework for engineers to reason and make decisions about software and its dependability. It also offers a comprehensive approach to achieve software dependability and includes a bibliography of the most relevant literature. Emphasizing the software engineering elements of dependability, this book helps software and computer engineers in fields requiring ultra-high levels of dependability, such as avionics, medical devices, automotive electronics, weapon systems, and advanced information systems, construct software systems that are dependable and within budget and time constraints.

Ninth Conference on Software Engineering Education Apr 06 2020 Presents papers from the April 1996 conference, plus keynote speeches and lectures, looking at areas including undergraduate curriculum, software process improvement, undergraduate projects, graduate software engineering education curriculum, tools-based education, practitioner training, meeting pro

Software Engineering: Principles and Practices, 2nd Edition Jun 28 2019 This revised edition of Software Engineering-Principles and Practices has become more comprehensive with the inclusion of several topics. The book now offers a complete understanding of software engineering as an engineering discipline. Like its previous edition, it provides an in-depth coverage of fundamental principles, methods and applications of software engineering. In addition, it covers some advanced approaches including Computer-aided Software Engineering (CASE), Component-based Software Engineering (CBSE), Clean-room Software Engineering (CSE) and formal methods. Taking into account the needs of both students and practitioners, the book presents a pragmatic picture of the software engineering methods and tools. A thorough study of the software industry shows that there exists a substantial difference between classroom study and the practical industrial application. Therefore, earnest efforts have been made in this book to bridge the gap between theory and practical applications. The subject matter is well supported by examples and case studies representing the situations that one actually faces during the software development process. The book meets the requirements of students enrolled in various courses both at the undergraduate and postgraduate levels, such as BCA, BE, BTech, BIT, BIS, BSc, PGDCA, MCA, MIT, MIS, MSc, various DOEACC levels and so on. It will also be suitable for those software engineers who abide by scientific principles and wish to expand their knowledge. With the increasing demand of software, the software engineering discipline has become important in education and industry. This thoughtfully organized second edition of the book provides its readers a profound knowledge of software

engineering concepts and principles in a simple, interesting and illustrative manner.

Application Performance Management (APM) in the Digital Enterprise Jul 30 2019 Application Performance Management (APM) in the Digital Enterprise enables IT professionals to be more successful in managing their company's applications. It explores the fundamentals of application management, examines how the latest technological trends impact application management, and provides best practices for responding to these changes. The recent surge in the use of containers as a way to simplify management and deploy applications has created new challenges, and the convergence of containerization, cloud, mobile, virtualization, analytics, and automation is reshaping the requirements for application management. This book serves as a guide for understanding these dramatic changes and how they impact the management of applications, showing how to create a management strategy, define the underlying processes and standards, and how to select the appropriate tools to enable management processes. Offers a complete framework for implementing effective application management using clear tips and solutions for those responsible for application management Draws upon primary research to give technologists a current understanding of the latest technologies and processes needed to more effectively manage large-scale applications Includes real-world case studies and business justifications that support application management investments

Software Engineering Research and Applications Feb 26 2022 It was our great pleasure to extend a welcome to all who participated in SERA 2003, the first world-class International Conference on Software Engineering Research and Applications, which was held at Crowne Plaza Union Square Hotel, San Francisco, California, USA. The conference was sponsored by the International Association for Computer and Information Science (ACIS), in cooperation with the Software Engineering and Information Technology Institute at Central Michigan University. This conference was aimed at discussing the wide range of problems encountered in present and future high technologies. In this conference, we had keynote speeches by Dr. Barry Boehm and Dr. C.V. Ramamoorthy and invited talks by Dr. Raymond Yeh, Dr. Raymond Paul, Dr. Mehmet Sahinoglu, which were fruitful to all who participated in SERA 2003. We would like to thank the publicity chairs and the members of our program committees for their work on this conference. We hope that SERA 2003 was enjoyable for all participants.

Software Engineer's Reference Book Jun 20 2021 Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE, SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be of great use to software engineers, software project managers, and students of computer science.

Writing Mobile Code Mar 30 2022 A truly essential guide for the many programmers writing - or thinking of writing - applications for the new generation of mobile devices.

Fundamentals of Software Engineering Jan 16 2021 Appropriate for both undergraduate and graduate introductory software engineering courses found in Computer Science and Computer Engineering departments. This text provides selective, in-depth coverage of the fundamentals of software engineering by stressing principles and methods through rigorous formal and informal approaches. The authors emphasize, identify, and apply fundamental principles that are applicable throughout the software lifecycle, in contrast to other texts which are based in the lifecycle model of software development. This emphasis enables students to respond to the rapid changes in technology that are common today.

Machine Learning Applications In Software Engineering Oct 25 2021 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.

Developing Business Application Systems Mar 18 2021 Oliver Skroch argues that the reuse of components and services counts among the few fundamental and most promising approaches to the development of high-quality and cost-effective application software. He presents research results related to strategic, tactic, and operational ranges of consideration in component- and service-oriented software development.

Web Application Security Jun 08 2020 While many resources for network and IT security are available, detailed knowledge regarding modern web application security has been lacking—until now. This practical guide provides both offensive and defensive security concepts that software engineers can easily learn and apply. Andrew Hoffman, a senior security engineer at Salesforce, introduces three pillars of web application security: recon, offense, and defense. You'll learn methods for effectively researching and analyzing modern web applications—including those you don't have direct access to. You'll also learn how to break into web applications using the latest hacking techniques. Finally, you'll learn how to develop mitigations for use in your own web applications to protect against hackers. Explore common vulnerabilities plaguing today's web applications Learn essential hacking techniques attackers use to exploit applications Map and document web applications for which you don't have direct access Develop and deploy customized exploits that can bypass common defenses Develop and deploy mitigations to protect your applications against hackers Integrate secure coding best practices into your development lifecycle Get practical tips to help you improve the overall security of your web applications

Wasec Nov 25 2021 As software engineers, we often think of security as an afterthought: build it, then fix it later. Truth is, knowing a few simple browser features can save you countless hours banging your head against a security vulnerability reported by a user. This book is a solid read that aims to save you days learning about security fundamentals for Web applications and provide you a concise and condensed idea of everything you should be aware of when developing on the Web from a security standpoint. Don't understand prepared statements very well? Can't think of a good way to make sure that if your CDN gets compromised your users aren't affected? Still adding CSRF tokens to every form around? Then this book will definitely help you get a better understanding of how to build strong, secure Web applications made to last. Security is often an afterthought because we don't understand how simple measures can improve our application's defense by multiple orders of magnitude, so let's learn it together.

Computational Intelligence Techniques and Their Applications to Software Engineering Problems

Apr 18 2021 Computational Intelligence Techniques and Their Applications to Software Engineering Problems focuses on computational intelligence approaches as applicable in varied areas of software engineering such as software requirement prioritization, cost estimation, reliability assessment, defect prediction, maintainability and quality prediction, size estimation, vulnerability prediction, test case selection and prioritization, and much more. The concepts of expert systems, case-based reasoning, fuzzy logic, genetic algorithms, swarm computing, and rough sets are introduced with their applications in software engineering. The field of knowledge discovery is explored using neural networks and data mining techniques by determining the underlying and hidden patterns in software data sets. Aimed at graduate students and researchers in computer science engineering, software engineering, information technology, this book: Covers various aspects of in-depth solutions of software engineering problems using computational intelligence techniques Discusses the latest evolutionary approaches to preliminary theory of different solve optimization problems under software engineering domain Covers heuristic as well as meta-heuristic algorithms designed to provide better and optimized solutions Illustrates applications including software requirement prioritization, software cost estimation, reliability assessment, software defect prediction, and more Highlights swarm intelligence-based optimization solutions for software testing and reliability problems

Android 4 Dec 03 2019 This is a practical and hands-on guide with a step-by-step approach and clearly explained sample code. This book is for developers who are experienced with the Android platform, but

who may not be familiar with the new features and APIs of Android 4.0. Android developers who want to learn about supporting multiple screen sizes and multiple Android versions will also find this book beneficial.

Learning Android Application Development Nov 01 2019 Build Android applications using modern techniques and libraries to get your own high-quality apps published on Google Play in no time
About This Book* Get started with Android development, from the installation of required tools to publishing to the market* Make your applications Android N ready-Android has evolved quite a lot since the very beginning and so has their Software Development Kit-so get up to speed* Save time and improve the quality of your applications with widely used open source libraries and dependency management
Who This Book Is ForThis book is for both beginners and slightly more experienced Android developers.This book will provide the necessary skills to build Android applications for those that are inexperienced in the subject, and will also be useful for slightly more experienced developers by covering more advanced topics.
What You Will Learn* Get to know how to use popular open source libraries to reduce time to market and avoid re-inventing the wheel* Automate your application's testing phase to avoid last minute crashes* Use dependency management to properly keep dependencies and updates under control* Efficiently show huge amounts of items in a list* Forget about memory and speed concerns* Publish and monetize your Android applications on Google Play* Persist your application data so it can continue working in offline mode* Do not break the user experience because of a network loss
In DetailWith the huge increase in mobile users and mobile applications in the last years, it is a very attractive, although competitive, market. This book offers a quick way-not only to learn how to build Android Applications-but also to focus on quality and reduce time to market by leveraging widely used and well known libraries. It will enable you to publish your applications on the market in almost no time.This comprehensive guide will get you started with Android development and show you how to publish a high-quality application of your own in the market in no time. Moving on to more advanced topics, you'll get up to date with new components such as RecyclerView, adding automated testing to your application, and how to publish and monetize it.

Applying Software Metrics May 08 2020 Features a useful collection of important and practical papers on applying software metrics and measurement. The book details the importance of planning a successful measurement program with a complete discussion of why, what, where, when, and how to measure and who should be involved. Each chapter addresses these significant questions and provides the essential answers in building an effective measurement program. The book differs from others on the market by focusing on the application of the metrics rather than the metrics themselves. The author's provide information based on actual experience with successful metrics programs. Each chapter includes a case study focusing on technology transfer and a set of recommended references. The book serves as a guide on the use and application of software metrics in industrial environments. It is specially designed for managers, product supervisors, and quality assurance personnel who want to know how to implement a metrics program.

Docker for Developers Aug 30 2019 Learn how to deploy and test Linux-based Docker containers with the help of real-world use cases
Key FeaturesUnderstand how to make a deployment workflow run smoothly with Docker containers
Learn Docker and DevOps concepts such as continuous integration and continuous deployment (CI/CD)
Gain insights into using various Docker tools and libraries
Book Description Docker is the de facto standard for containerizing apps, and with an increasing number of software projects migrating to containers, it is crucial for engineers and DevOps teams to understand how to build, deploy, and secure Docker environments effectively. Docker for Developers will help you understand Docker containers from scratch while taking you through best practices and showing you how to address security concerns. Starting with an introduction to Docker, you'll learn how to use containers and VirtualBox for development. You'll explore how containers work and develop projects within them after you've explored different ways to deploy and run containers. The book will also show you how to use Docker containers in production in both single-host set-ups and in clusters and deploy them using Jenkins, Kubernetes, and Spinnaker. As you advance, you'll get to grips with monitoring, securing, and scaling Docker using tools such as Prometheus and Grafana. Later, you'll be able to deploy Docker containers to a variety of environments, including the cloud-native Amazon Elastic Kubernetes Service

(Amazon EKS), before finally delving into Docker security concepts and best practices. By the end of the Docker book, you'll be able to not only work in a container-driven environment confidently but also use Docker for both new and existing projects. What you will learnGet up to speed with creating containers and understand how they workPackage and deploy your containers to a variety of platformsWork with containers in the cloud and on the Kubernetes platformDeploy and then monitor the health and logs of running containersExplore best practices for working with containers from a security perspectiveBecome familiar with scanning containers and using third-party security tools and librariesWho this book is for If you're a software engineer new to containerization or a DevOps engineer responsible for deploying Docker containers in the cloud and building DevOps pipelines for container-based projects, you'll find this book useful. This Docker containers book is also a handy reference guide for anyone working with a Docker-based DevOps ecosystem or interested in understanding the security implications and best practices for working in container-driven environments.

The Essence of Software Engineering Nov 06 2022 SEMAT (Software Engineering Methods and Theory) is an international initiative designed to identify a common ground, or universal standard, for software engineering. It is supported by some of the most distinguished contributors to the field. Creating a simple language to describe methods and practices, the SEMAT team expresses this common ground as a kernel—or framework—of elements essential to all software development. The Essence of Software Engineering introduces this kernel and shows how to apply it when developing software and improving a team's way of working. It is a book for software professionals, not methodologists. Its usefulness to development team members, who need to evaluate and choose the best practices for their work, goes well beyond the description or application of any single method. "Software is both a craft and a science, both a work of passion and a work of principle. Writing good software requires both wild flights of imagination and creativity, as well as the hard reality of engineering tradeoffs. This book is an attempt at describing that balance." —Robert Martin (unclebob) "The work of Ivar Jacobson and his colleagues, started as part of the SEMAT initiative, has taken a systematic approach to identifying a 'kernel' of software engineering principles and practices that have stood the test of time and recognition." —Bertrand Meyer "The software development industry needs and demands a core kernel and language for defining software development practices—practices that can be mixed and matched, brought on board from other organizations; practices that can be measured; practices that can be integrated; and practices that can be compared and contrasted for speed, quality, and price. This thoughtful book gives a good grounding in ways to think about the problem, and a language to address the need, and every software engineer should read it." —Richard Soley

Software Engineering Research, Management and Applications Sep 23 2021 The 6th ACIS International Conference on Software Engineering, Research, Management and Applications (SERA 2008) was held in Prague in the Czech Republic on August 20 – 22. SERA '08 featured excellent theoretical and practical contributions in the areas of formal methods and tools, requirements engineering, software process models, communication systems and networks, software quality and evaluation, software engineering, networks and mobile computing, parallel/distributed computing, software testing, reuse and metrics, database retrieval, computer security, software architectures and modeling. Our conference officers selected the best 17 papers from those papers accepted for presentation at the conference in order to publish them in this volume. The papers were chosen based on review scores submitted by members or the program committee, and underwent further rounds of rigorous review.

Software Engineering for Variability Intensive Systems May 20 2021 This book addresses the challenges in the software engineering of variability-intensive systems. Variability-intensive systems can support different usage scenarios by accommodating different and unforeseen features and qualities. The book features academic and industrial contributions that discuss the challenges in developing, maintaining and evolving systems, cloud and mobile services for variability-intensive software systems and the scalability requirements they imply. The book explores software engineering approaches that can efficiently deal with variability-intensive systems as well as applications and use cases benefiting from variability-intensive systems.

How to Engineer Software Apr 30 2022 A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to

Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically develop and maintain software.

The The PHP Workshop Jul 22 2021 Filled with practical examples, this PHP book will get you up to speed with the key aspects of PHP that you need to become a confident web developer. Following a hands-on approach, you'll build the knowledge and skills required to create your own dynamic websites.

Applying Software Engineering Principles Oct 05 2022

Web Application Development with MEAN Jul 02 2022 Unlock the power of the MEAN stack by creating attractive and real-world projects About This Book Learn about the different components that comprise a MEAN application to construct a fully functional MEAN application using the best third-party modules A step-by-step guide to developing the MEAN stack components from scratch to achieve maximum flexibility when building an e-commerce application Build optimum end-to-end web applications using the MEAN stack Who This Book Is For This learning path is for web developers who are experienced in developing applications using JavaScript. This course is for developers who are interested in learning how to build modern and multiple web applications using MongoDB, Express, AngularJS, and Node.js. What You Will Learn Build modern, end-to-end web applications by employing the full-stack web development solution of MEAN Connect your Express application to MongoDB and use a Mongoose model and build a complex application from start to finish in MongoDB Employ AngularJS to build responsive UI components Implement multiple authentication strategies such as OAuth, JsonWebToken, and Sessions Enhance your website's usability with social logins such as Facebook, Twitter, and Google Secure your app by creating SSL certificates and run payment platforms in a live environment Implement a chat application from scratch using Socket.IO Create distributed applications and use the power of server-side rendering in your applications Extend a project with a real-time bidding system using WebSockets In Detail The MEAN stack is a collection of the most popular modern tools for web development. This course will help you to build a custom e-commerce app along with several other applications. You will progress to creating several applications with MEAN. The first module in this course will provide you with the skills you need to successfully create, maintain, and test a MEAN application. Starting with MEAN core frameworks, this course will explain each framework key concepts of MongoDB, Express, AngularJS, and Node.js. We will walk through the different tools and frameworks that will help expedite your daily development cycles. After this, the next module will show you how to create your own e-commerce application using the MEAN stack. It takes you step by step through the parallel process of learning and building to develop a production-ready, high-quality e-commerce site from scratch. It also shows you how to manage user authentication and authorization, check multiple payment platforms, add a product search and navigation feature, deploy a production-ready e-commerce site, and finally add your own high-quality feature to the site. The final step in this course will enable you to build a better foundation for your AngularJS apps. You'll learn how to build complex real-life applications with the MEAN stack and a few more advanced projects. You will become familiar with WebSockets, build real-time web applications, create auto-destructing entities, and see how

to work with monetary data in Mongo. You will also find out how to build real-time e-commerce application. This learning path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: MEAN Web Development by Amos Haviv Building an E-Commerce Application with MEAN by Adrian Mejia MEAN Blueprints by Robert Onodi Style and approach This course will begin with the introduction to MEAN, gradually progressing with building applications in each framework. Each transition is well explained, and each chapter begins with the required background knowledge.

Hands-On Software Engineering with Golang Mar 06 2020 Explore software engineering methodologies, techniques, and best practices in Go programming to build easy-to-maintain software that can effortlessly scale on demand Key Features Apply best practices to produce lean, testable, and maintainable Go code to avoid accumulating technical debt Explore Go's built-in support for concurrency and message passing to build high-performance applications Scale your Go programs across machines and manage their life cycle using Kubernetes Book Description Over the last few years, Go has become one of the favorite languages for building scalable and distributed systems. Its opinionated design and built-in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores. This Golang book distills industry best practices for writing lean Go code that is easy to test and maintain, and helps you to explore its practical implementation by creating a multi-tier application called Links 'R' Us from scratch. You'll be guided through all the steps involved in designing, implementing, testing, deploying, and scaling an application. Starting with a monolithic architecture, you'll iteratively transform the project into a service-oriented architecture (SOA) that supports the efficient out-of-core processing of large link graphs. You'll learn about various cutting-edge and advanced software engineering techniques such as building extensible data processing pipelines, designing APIs using gRPC, and running distributed graph processing algorithms at scale. Finally, you'll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster. By the end of this book, you'll know how to think like a professional software developer or engineer and write lean and efficient Go code. What you will learn Understand different stages of the software development life cycle and the role of a software engineer Create APIs using gRPC and leverage the middleware offered by the gRPC ecosystem Discover various approaches to managing package dependencies for your projects Build an end-to-end project from scratch and explore different strategies for scaling it Develop a graph processing system and extend it to run in a distributed manner Deploy Go services on Kubernetes and monitor their health using Prometheus Who this book is for This Golang programming book is for developers and software engineers looking to use Go to design and build scalable distributed systems effectively. Knowledge of Go programming and basic networking principles is required.

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