

Head First Software Development Dan Pilone

Head First Software Development Emerging Innovations in Agile Software Development Encyclopedia of Software Engineering Three-Volume Set (Print) Head First Software Architecture Maximizing ROI on Software Development Extreme Programming and Agile Processes in Software Engineering Agile Processes in Software Engineering and Extreme Programming Entrepreneurship in Theory and Practice Knowledge Oriented Software Design Software Engineering Social Effects of Computer Use and Misuse Dr. Dobb's Journal of Software Tools for the Professional Programmer Software Design First Pacific Computer Communications Symposium International Directory of Company Histories Concepts Technology Directions for the 21st Century Control in Transportation Systems Borland C++ 4.0 Programming for Windows Development and Management of a Computer-centered Data Base Dan Pilone Ghani, Imran Phillip A. Laplante Raju Gandhi Vijay Sikka Michele Marchesi Claes Wohlin Suna Løwe Nielsen J. Cuenca Doug Bell J. Mack Adams David Budgen Tina Grant Paul Yao Head First Software Development Emerging Innovations in Agile Software Development Encyclopedia of Software Engineering Three-Volume Set (Print) Head First Software Architecture Maximizing ROI on Software Development Extreme Programming and Agile Processes in Software Engineering Agile Processes in Software Engineering and Extreme Programming Entrepreneurship in Theory and Practice Knowledge Oriented Software Design Software Engineering Social Effects of Computer Use and Misuse Dr. Dobb's Journal of Software Tools for the Professional Programmer Software Design First Pacific Computer Communications Symposium International Directory of Company Histories Concepts Technology Directions for the 21st Century Control in Transportation Systems Borland C++ 4.0 Programming for Windows Development and Management of a Computer-centered Data Base *Dan Pilone Ghani, Imran Phillip A. Laplante Raju Gandhi Vijay Sikka Michele Marchesi Claes Wohlin Suna Løwe Nielsen J. Cuenca Doug Bell J. Mack Adams David Budgen Tina Grant Paul Yao*

provides information on successful software development covering such topics as customer requirements task estimates principles of good design dealing with source code system testing and handling bugs

agile is a relatively recent methodology used in the development process of a project therefore it is important to share new emerging knowledge with researchers and professionals interested in adopting an agile mindset emerging innovations in agile software development focuses on the use of agile methodologies to manage design develop test and maintain software projects emphasizing research based solutions for contemporary software development this publication is designed for use by software developers researchers and graduate level students in software engineering and project management programs

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

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maximizing roi on software development explains how to execute best quality software development and testing while maximizing business value it discusses applied roi in the context of methodologies such as agile and extreme programming and traditional methodologies including six sigma the capability maturity model cmm total cost of ownershi

the Incs series reports state of the art results in computer science research development and education at a high level and in both printed and electronic form enjoying tight cooperation with the r d community with numerous individuals as well as with prestigious organizations and societies Incs has grown into the most comprehensive computer science research forum available the scope of Incs including its subseries Inai spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields book jacket

this book contains the refereed proceedings of the 13th international conference on agile software development xp 2012 held in malmö sweden in may 2012 in the last decade we have seen agile and lean software development strongly influence the way software is developed agile and lean software development has moved from being a way of working for a number of pioneers to becoming more or less the expected way of developing software in industry the topics covered by the selected

full papers include general aspects of agility agile teams studies related to the release and maintenance of software and research on specific practices in agile and lean software development they are complemented by four short papers capturing additional aspects of agile and lean projects

the third edition of this creative and successful textbook provides a broad overview of entrepreneurship from a theoretical and practical perspective engaging for undergraduates it embeds theories of entrepreneurship with tensions and dilemmas presented as paradoxes for each chapter it offers insights into the entrepreneurial process and challenges readers to assess the paradoxes and pitfalls encountered on an entrepreneurial journey

the integration of ai techniques with traditional information processing approaches to applications design is considered in this volume more specifically the feasibility of an ai work area integrating ai based tools with methodologies and with supporting theories oriented towards general applications design using the knowledge based approach is discussed the book is divided into three areas the first section modular knowledge architectures deals with task structured organization of applications and with related knowledge acquisition techniques for application design the proposals in this area show that the structured approach to knowledge identification and processing may be an alternative to the traditional application development methods which could be named knowledge oriented software design the second section considers aspects of design and validation at two levels a more practical approach to assess the life cycle of applications and validation techniques and a more theoretical approach oriented towards automatic programming based on problem solving and inductive logic programming basic techniques to be used in ai applications design such as functional programming object oriented programming logic programming and logic based standards for basic knowledge modeling are discussed in the final section

this work offers an introduction to software engineering for students in undergraduate courses in computing at university or college level defining it as the body of knowledge and practical techniques that can be brought to bear on the process of developing software this includes all types of software commercial applications programs scientific and engineering

programs and systems software for example compilers operating systems and database management systems design of the acm curriculum and provides coverage of newer programming paradigms it is also intended for the use of practising workers in the software industry high level language a little knowledge of data structures one or two years programming experience and preferably involvement in at least one moderate sized project object oriented design and parallel programming as all of these have become increasingly important and in the case of parallel programming all pervasive in recent times and for the foreseeable future

cultivate in the reader an appreciation of computers their uses and their limitations and in this way to help reduce the divisive communication gap between the technological and humanistic aspect of our society preface

a clear and balanced guide to the software design methods most widely used by practitioners software design surveys a broad range of formal and systematic methods and examines their role in software engineering comparing their strengths and limitations

multi volume major reference work bringing together histories of companies that are a leading influence in a particular industry or geographic location for students job candidates business executives historians and investors

disseminates information concerning new developments and effective actions taken relative to the management of defense systems programs and defense systems acquisition

this book offers windows and windows nt programmers a truly authoritative guide to developing applications with borland s c compiler presents a wealth of windows and windows nt programming techniques and brings windows programmers up to speed on windows nt issues and differences

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