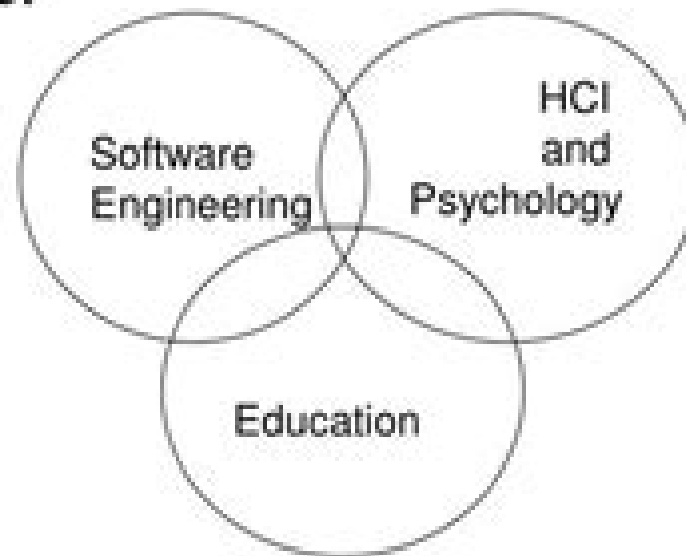


End-User Software Engineering

- Focuses on how to support the entire software lifecycle as opposed to the 'create' phase of EUP
- End-user programming that involves systematic and disciplined activities that address software quality issues. But these activities are secondary to the goal the program is helping to achieve.



End User Software Engineering

**Paloma Díaz, Volkmar Pipek, Carmelo
Ardito, Carlos Jensen, Ignacio
Aedo, Alexander Boden**

End User Software Engineering

End-User Computing, Development, and Software Engineering: New Challenges Dwivedi, Ashish,2012-02-29 This book explores the implementation of organizational and end user computing initiatives and provides foundational research to further the understanding of this discipline and its related fields Provided by publisher

End-User Development Volkmar Pipek, Mary-Beth Rosson, Volker Wulf,2009-02-24 Work practices and organizational processes vary widely and evolve constantly The technological infrastructure has to follow allowing or even supporting these changes Traditional approaches to software engineering reach their limits whenever the full spectrum of user requirements cannot be anticipated or the frequency of changes makes software reengineering cycles too clumsy to address all the needs of a specific field of application Moreover the increasing importance of infrastructural aspects particularly the mutual dependencies between technologies usages and domain competencies calls for a differentiation of roles beyond the classical user designer dichotomy End user development EUD addresses these issues by offering lightweight use time support which allows users to configure adapt and evolve their software by themselves EUD is understood as a set of methods techniques and tools that allow users of software systems who are acting as non professional software developers to 1 create modify or extend a software artifact While programming activities by non professional actors are an essential focus EUD also investigates related activities such as collective understanding and sense making of use problems and solutions the interaction among end users with regard to the introduction and diffusion of new configurations or delegation patterns that may also partly involve professional designers

End-user Software Engineering with Assertions Margaret Burnett, Oregon State University. Department of Computer Science,2002

Software Engineering Elvis C. Foster, Bradford A. Towle Jr., 2021-07-20 *Software Engineering A Methodical Approach Second Edition* provides a comprehensive but concise introduction to software engineering. It adopts a methodical approach to solving software engineering problems proven over several years of teaching with outstanding results. The book covers concepts, principles, design, construction, implementation, and management issues of software engineering. Each chapter is organized systematically into brief, reader-friendly sections with itemization of the important points to be remembered. Diagrams and illustrations also sum up the salient points to enhance learning. Additionally, the book includes the author's original methodologies that add clarity and creativity to the software engineering experience. New in the Second Edition are chapters on software engineering projects management, support systems, software engineering frameworks and patterns as a significant building block for the design and construction of contemporary software systems, and emerging software engineering frontiers. The text starts with an introduction of software engineering and the role of the software engineer. The following chapters examine in depth software analysis, design, development, implementation, and management. Covering object-oriented methodologies and the principles of object-oriented information engineering, the book reinforces an object-oriented approach to the early phases of the software development life cycle. It covers various diagramming techniques and emphasizes object classification and object behavior. The text features comprehensive treatments of Project management aids that are commonly used in software engineering. An overview of the software design phase including a discussion of the software design process, design strategies, architectural design, interface design, database design, and design and development standards. User interface design, Operations design, Design considerations including system catalog, product documentation, user message management, design for real-time software, design for reuse, system security, and the agile effect. Human resource management from a software engineering perspective. Software economics. Software implementation issues that range from operating environments to the marketing of software. Software maintenance, legacy systems, and re-engineering. This textbook can be used as a one-semester or two-semester course in software engineering augmented with an appropriate CASE or RAD tool. It emphasizes a practical, methodical approach to software engineering, avoiding an overkill of theoretical calculations where possible. The primary objective is to help students gain a solid grasp of the activities in the software development life cycle to be confident about taking on new software engineering projects.

SEEUP ,

User-Centred Requirements for Software Engineering Environments David J. Gilmore, Russel L. Winder, Françoise Detienne, 2013-06-29 The idea for this workshop originated when I came across and read Martin Zelkowitz's book on *Requirements for Software Engineering Environments*, the proceedings of a small workshop held at the University of Maryland in 1986. Although stimulated by the book, I was also disappointed in that it didn't adequately address two important questions: Whose requirements are these and Will the environment which meets all these requirements be usable by software engineers? And thus was the decision made to organize this workshop which would explicitly address these two questions. As time went by setting things up, it became clear that our workshop would happen more than five years after the Maryland workshop and thus at the same time as addressing the two questions above, this workshop would attempt to update the Zelkowitz approach. Hence the workshop acquired two halves: one dominated by discussion of what we already know about usability problems in software engineering and the other by discussion of existing solutions, technical and otherwise, to these problems. This scheme also provided a good format for bringing together those in the Hel community concerned with the human factors of software engineering and those building tools to solve acknowledged but rarely understood problems.

End-User Development Yvonne Dittrich, Margaret Burnett, Anders Mørch, David Redmiles, 2013-06-05 This book constitutes the refereed proceedings of the Fourth International Symposium on End User Development IS EUD 2013 held in Copenhagen Denmark in June 2013 The 13 full papers 45% acceptance rate and 11 short papers 50% acceptance rate have been presented at the event In addition the volume contains two keynote speeches three doctoral consortia papers and information on 2 workshops The papers provide a broad overview of the current state of End User Development research

Workshop Report, 2007 End users create software when they use spreadsheet systems web authoring tools and graphical languages and when they create educational simulations macros by demonstration and dynamic e business web applications and mash ups Some end user developers such as accountants or teachers may have no formal training at all in programming Others such as scientists or sysadmins may have significant background in programming but they still do not see their goals as producing software rather they see software as a means to some other goal such as visualizing a scientific phenomenon or getting a computer set up so that it can talk to the printers in the building It has become well known that errors are pervasive in end user software and the resulting impact is sometimes enormous A growing number of researchers and developers are working on ways to make the software created by end users more reliable by looking beyond the create aspect of the software lifecycle The WEUSE workshop Workshop on End User Software Engineering organized by Margaret Burnett Brad Myers Mary Beth Rosson and Susan Wiedenbeck for CHI 06 brought together academic and industrial researchers who are addressing this topic with industry representatives who are deploying end user programming systems The objective was to facilitate sharing of real world problems and solutions Four real world end user software engineering issues formed the focus of the CHI 06 workshop extending an open source paradigm for end user developers of MATLAB programs helping disparate audiences learn to use the Flash end user programming product dealing with mission critical aspects of end user programming situations that occur in customization of healthcare systems and supporting the high pressure development done by sysadmins

New Perspectives in End-User Development Fabio Paternò, Volker Wulf, 2017-08-09 This book provides an in depth insight into the emerging paradigm of End User Development EUD discussing the diversity and potential for creating effective environments for end users Containing a unique set of contributions from a number of international researchers and institutes many relevant issues are discussed and solutions proposed making important aspects of end user development research available to a broader audience Most people are familiar with the basic functionality and interfaces of computers However developing new or modified applications that can effectively support users goals still requires considerable programming expertise that cannot be expected of everyone One of the fundamental challenges that lie ahead is the development of environments that enable users with little or no programming experience to develop and modify their own applications The ultimate goal is to empower people to flexibly employ and personalise advanced information and communication technologies

End-User Development Daniela Fogli, Daniel Tetteroo, Barbara Rita Barricelli, Simone Borsci, Panos Markopoulos, George A. Papadopoulos, 2021-06-23 This book constitutes the proceedings of the 8th International Conference on End User Development IS EUD 2021 held in July 2021 Due to COVID 19 pandemic the conference was held virtually The paper track received 26 submissions of which 11 full and 4 short papers were selected after a rigorous double blind review process The papers focus on Democratizing AI development namely on EUD for AI based systems where end users are called on to become end user developers of intelligent agents digital twins collaborative systems and social robots

Proceedings of the First Workshop on End-user Software Engineering, 2005

WEUSE ,

End-User Development Maria Francesca Costabile, Yvonne Dittrich, Gerhard Fischer, Antonio Piccinno, 2011-06-21 This book constitutes the refereed proceedings of the Third International Symposium on End User Development IS EUD 2011 held in Torre Canne Italy in June 2011 The 14 long papers and 21 short papers presented were carefully reviewed and selected for inclusion in the book In addition the volume contains 2 keynote speeches 14 doctoral consortia and information on 3 workshops The contributions are organized in topical sections on mashups frameworks users as co designers infrastructures methodologies and guidelines beyond the desktop end user development in the workplace meta design and supporting end user developers

End User Software Engineering Features for Both Genders Shraddha Sorte, 2005 Previous research has revealed gender differences that impact females willingness to adopt software features in end users programming environments Since these features have separately been shown to help end users problem solve it is important to female end users productivity that we find ways to make these features more acceptable to females This thesis draws from our ongoing work with users to help inform our design of theory based methods for encouraging effective feature usage by both genders This design effort is the first to begin addressing the gender differences in the ways that people go about problem solving in end user programming situations

End-User Development Paloma Díaz, Volkmar Pipek, Carmelo Ardito, Carlos Jensen, Ignacio Aedo, Alexander Boden, 2015-05-12 This book constitutes the refereed proceedings of the 5th International Symposium on End User Development IS EUD 2015 held in Madrid Spain in May 2015 The 10 full papers and 13 short papers were presented at the event Additionally the volume contains 2 keynote speeches 3 doctoral consortia papers 1 workshop paper and 6 EUD playground papers The papers provide a broad overview of the current state of End User Development research

Software Engineering Roger S. Pressman, 2005 For more than 20 years this has been the best selling guide to software engineering for students and industry professionals alike This edition has been completely updated and contains hundreds of new references to software tools

Empirical Studies in End User Software Engineering and Viewing Scientific Programmers as End Users , 2007

End-user Software Engineering in the Spreadsheet Paradigm Robin Abraham, 2007 Spreadsheets are among the most widely used end user programming systems Unfortunately there is a high incidence of errors in end user spreadsheets and some of these errors have high impact In this dissertation we describe techniques we have developed to help end users develop safer spreadsheets As part of our research we have examined typical software development activities like programming testing and debugging from an end user software engineering perspective and developed approaches to support them better To achieve this goal we have drawn extensively from research in the areas of software engineering and programming languages to develop techniques for the following 1 Prevention of reference range and type errors by generating spreadsheets from user defined templates 2 Detection of unit errors by carrying out automatic consistency checking of spreadsheet formulas using labels within spreadsheets 3 Detection of faults within spreadsheets by helping end users test better using constraint based automatic test case generation 4 Correction of identified faults within spreadsheet formulas using a spreadsheet debugger that exploits the user s expectations about the output of their spreadsheets

End User Development Henry Lieberman, Fabio Paternò, Volker Wulf, 2009-09-03 This book makes important aspects of the international discussion on End User Development EUD available to a broader audience It offers a unique set of contributions from research institutes worldwide addressing relevant issues and proposing original solutions This broad look at the emerging paradigm of End User Development will inspire every reader to appreciate its potential for the future Indeed the editors hope that readers end users will themselves become developers

Guide to Software Systems Development Clive Rosen, 2020-04-06 This book argues that the key problems of software systems development SSD are socio technical rather than purely technical in nature Software systems are unique They are the only human artefacts that are both intangible and determinant This presents unprecedented problems for the development process both in determining what is required and how it is developed Primarily this is a problem of communications between stakeholders and developers and of communications within the development team Current solutions are not only inadequate in expressing the technical problem they also evade the communications problems almost entirely Whilst the book addresses the theoretical aspects of the process its fundamental philosophy is anchored in the practical problems of everyday software development It therefore offers both a better understanding of the problems of SSD and practical suggestions of how to deal with those problems It is intended as a guide for practising IT project managers particularly those who are relatively new to the position or do not have a strong IT development background The book will also benefit students in computing and computer related disciplines who need to know how to develop high quality systems Software systems development particularly of large projects has a notoriously poor track record of delivering projects on time on budget and of meeting user needs Proponents of software engineering suggest that this is because too few project managers actually comply with the disciplines demanded of the process It is time to ask the question if this is the case why might this be Perhaps instead it is not the project managers who are wrong but the definition of the process The new understanding of the SSD presented here offers alternative models that can help project managers address the difficulties they face and better achieve the targets they are set This book argues that time is up for the software engineering paradigm of SSD and that it should be replaced with a socio technical paradigm based on open systems thinking

Unveiling the Magic of Words: A Report on "**End User Software Engineering**"

In a global defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their capability to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "**End User Software Engineering**," a mesmerizing literary masterpiece penned by a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve into the book's central themes, examine its distinctive writing style, and assess its profound effect on the souls of its readers.

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