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This updated and reorganized fourth edition of Software Testing:

A Craftsman's Approach applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, *Software Testing: A Craftsman's Approach, Fourth Edition* is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers, developers, and engineers. As users come to depend on MySQL, they find that they have to deal with issues of reliability, scalability, and performance--issues that are not well documented but are critical to a smoothly functioning site. This book is an insider's guide to these little understood topics. Author Jeremy Zawodny has managed large numbers of MySQL servers for mission-critical work at Yahoo!, maintained years of contacts with the MySQL AB team, and presents regularly at conferences. Jeremy and Derek have spent months experimenting, interviewing major users of MySQL, talking to MySQL AB, benchmarking, and writing some of their own tools in order to produce the information in this book. In *High Performance MySQL* you will learn about MySQL indexing and optimization in depth so you can make better use of these key features. You will learn practical replication, backup, and load-balancing strategies with information that goes beyond available tools to discuss their effects in real-life environments. And you'll learn the supporting techniques you need to carry out these tasks,

including advanced configuration, benchmarking, and investigating logs. Topics include: A review of configuration and setup options Storage engines and table types Benchmarking Indexes Query Optimization Application Design Server Performance Replication Load-balancing Backup and Recovery Security This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java. For almost four decades, *Software Engineering: A Practitioner's Approach (SEPA)* has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. In the *Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide)*, the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the *SWEBOK(R) Guide* are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)). For almost three decades, Roger Pressman's *Software Engineering: A Practitioner's Approach* has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of *Software Engineering: A Practitioner's Approach* has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major

activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices. The follow-up to the bestselling task-based guide to MySQL and PHP, at a price readers will appreciate. Systems Analysis and Design, Video Enhanced International Edition offers a practical, visually appealing approach to information systems development. Computer Architecture/Software Engineering Pearson's best selling title on software engineering has been thoroughly revised to highlight various technological updates of recent years, providing students with highly relevant and current information. Somerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live. Data Structures & Theory of Computation Presenting the most comprehensive and practical introduction to the principles of software engineering and how to apply them, this updated edition follows an object-oriented perspective Includes new and expanded material on agile and emerging methods, metrics, quality assurance security, real-world case studies, refactoring, test-driving development, and testing Case studies help readers learn the importance of quality factors, appropriate design, and project management techniques The tenth edition of Operating System Concepts has been revised to keep it fresh and up-to-date with contemporary examples of how operating systems function, as well as enhanced interactive elements to improve learning and the student's experience with the material. It combines instruction on concepts with real-world applications so that students can understand the practical usage of the content. End-of-chapter problems, exercises, review questions, and programming exercises help to further reinforce important

concepts. New interactive self-assessment problems are provided throughout the text to help students monitor their level of understanding and progress. A Linux virtual machine (including C and Java source code and development tools) allows students to complete programming exercises that help them engage further with the material. The Print Companion includes all of the content found in a traditional text book, organized the way you would expect it, but without the problems. Using a unique question-and-answer format coupled with pragmatic advice, readers will find solutions to more than 450 commonly-used questions and problems covering technology transitions, the software development lifecycle, methods for estimating project costs and effort, risk analysis, project scheduling, quality assurance, software configuration management, and recent technological breakthroughs. 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. This fully integrated study resource is completely updated for the PMBOK, Sixth Edition This highly effective self-study guide contains all of the information you need to prepare for the latest version of the challenging Project Management Professional exam. Electronic content includes the Total Tester customizable exam engine, worksheets, reference PDFs, and more than an hour of video training from the author. Fully updated for the Sixth Edition of the PMI Project Management Body of Knowledge (PMBOK® Guide), PMP Project Management Professional Study Guide, Fifth Edition contains more than 900 accurate practice exam questions. Each chapter includes a list of objectives covered, a chapter review, key terms, a two-minute drill, and a self-test with detailed explanations for both the correct and incorrect answer choices. • Offers 100% coverage of all official objectives for the PMP exam. Downloadable full-color, memory card for studying anywhere. Written by a project management consultant and bestselling author A study of how mainstream journalism transformed from 1960 to 1980. In the 1960s and 1970s, the American press embraced a new way of reporting and selling the news. The causes were many: the proliferation of television, pressure to rectify the news media's dismal treatment of minorities and women, accusations of bias from left and right, and the migration of affluent subscribers to suburbs. As Matthew Pressman's timely

history reveals, during these tumultuous decades the core values that held the profession together broke apart, and the distinctive characteristics of contemporary American journalism emerged. Simply reporting the facts was no longer enough. In a country facing assassinations, a failing war in Vietnam, and presidential impeachment, reporters recognized a pressing need to interpret and analyze events for their readers. Objectivity and impartiality, the cornerstones of journalistic principle, were not jettisoned, but they were reimagined. Journalists' adoption of an adversarial relationship with government and big business, along with sympathy for the dispossessed, gave their reporting a distinctly liberal drift. Yet at the same time, "soft news"—lifestyle, arts, entertainment—moved to the forefront of editors' concerns, as profits took precedence over politics. Today, the American press stands once again at a precipice. Accusations of political bias are more rampant than ever, and there are increasing calls from activists, customers, advertisers, and reporters themselves to rethink the values that drive the industry. As *On Press* suggests, today's controversies—the latest iteration of debates that began a half-century ago—will likely take the press in unforeseen directions and challenge its survival. Praise for *On Press* "The ultimate story behind all the stories. In tracing the evolution of news over the past half century, Matthew Pressman has produced an account that's deeply historical and not a little troubling. In an age when the press is alternately villain or hero, Pressman serves as a kind of medicine man of journalism, telling us how we got from there to here and warning us what must change." —Graydon Carter, former editor of *Vanity Fair* "Pressman helps us understand how we came to our current, troubled media moment with his deeply researched, engagingly written history of America's press in the 1960s and '70s. This is an important and original contribution—and a needed one." —Margaret Sullivan, media columnist for the *Washington Post*

Designed for an introductory software engineering course. This two-part book provides an introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. It presents the underlying software engineering theory in Part I and follows it up with the practical life-cycle material in Part II. Pressman explains the complexities of software engineering to a managerial audience by highlighting its impact on the corporation. In a relaxed question-and-answer format, he helps

readers frame and answer four key questions--What is software engineering and why it is important to us? How do we manage the changes it requires? How can it help us manage projects more effectively? For almost four decades, *Software Engineering: A Practitioner's Approach (SEPA)* has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

How Social Forces Impact the Economy demonstrates that a broader conception of social economics provides for a better understanding of how economies work. It argues that adopting a social approach opens the door to studying how people learn by taking cues from others about what to consume.

Owning Model S, 2nd edition, has been updated and enhanced to maintain its place as the go-to user guide every Model S owner (and potential owner) needs. Written by a Model S owner, it provides the inside information you'll need to better understand the world's leading electric vehicle. The 2nd edition considers new Model S battery capacities, new vehicle configurations, new options, and new features that have recently been introduced by Tesla Motors--including dual-motor all-wheel-drive, autopilot, and the 761 hp P90D with "ludicrous mode." In addition, it reflects the actual driving experience of tens of thousands of Model S owners worldwide. Throughout the book and the accompanying website, owningmodels.com, Nick Howe provides you with no nonsense guidance, thorough checklists, and many hidden tricks that will enable you to get the absolute maximum from one of the world's coolest cars. Here are only a few of the many questions he answers inside *Owning Model S*: * Is Model S the right car for me? * Which options should I choose? * How do I prepare prior to the delivery of my Model S, and what do I look for on the day it's delivered? * What is the true range of Model S if I drive it fast and hard? * What aftermarket accessories will enable me to customize my Model S? These questions along with dozens of others are answered with pragmatic advice, no nonsense instructions, and detailed checklists. After reading *Owning Model S, 2nd edition*, you'll truly understand the future of motoring. This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering. The ninth edition of *Software Engineering*

presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering, gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Software Engineering Management

A WALL STREET JOURNAL BUSINESS BESTSELLER • The riveting inside story of Elon Musk and Tesla's bid to build the world's greatest car—from award-winning Wall Street Journal tech and auto reporter Tim Higgins. “A deeply reported and business-savvy chronicle of Tesla's wild ride.” —Walter Isaacson, New York Times Book Review

Tesla is the envy of the automotive world. Born at the start of the millennium, it was the first car company to be valued at \$1 trillion. Its CEO, the mercurial, charismatic Elon Musk has become not just a celebrity but the richest man in the world. But Tesla's success was far from guaranteed. Founded in the 2000s, the company was built on an audacious vision. Musk and a small band of Silicon Valley engineers set out to make a car that was quicker, sexier, smoother, and cleaner than any gas-guzzler on the road. Tesla would undergo a hellish fifteen years, beset by rivals—pressured by investors, hobbled by whistleblowers. Musk often found himself in the public's crosshairs, threatening to bring down the company he had helped build. Wall Street Journal tech and auto reporter Tim Higgins had a front-row seat for the drama: the pileups, breakdowns, and the unlikeliest outcome of all, success. A story of impossible wagers and unlikely triumphs, Power Play is an exhilarating look at how a team of innovators beat the odds—and changed the future.

and content management. Whether you're an industry practitioner or intend to become one, Web Engineering: A Practitioner's Approach can help you meet the challenge of the next generation of Web-based systems and applications.” --Book Jacket. Using contributions from successful contemporary architects and examples from the author's 10 years of experience, this text explores the potential problems encountered in the architect-client relationship. It provides guidance on reconciling values, expect Discover the foundations

of software engineering with this easy and intuitive guide In the newly updated second edition of Beginning Software Engineering, expert programmer and tech educator Rod Stephens delivers an instructive and intuitive introduction to the fundamentals of software engineering. In the book, you'll learn to create well-constructed software applications that meet the needs of users while developing the practical, hands-on skills needed to build robust, efficient, and reliable software. The author skips the unnecessary jargon and sticks to simple and straightforward English to help you understand the concepts and ideas discussed within. He also offers you real-world tested methods you can apply to any programming language. You'll also get: Practical tips for preparing for programming job interviews, which often include questions about software engineering practices A no-nonsense guide to requirements gathering, system modeling, design, implementation, testing, and debugging Brand-new coverage of user interface design, algorithms, and programming language choices Beginning Software Engineering doesn't assume any experience with programming, development, or management. It's plentiful figures and graphics help to explain the foundational concepts and every chapter offers several case examples, Try It Out, and How It Works explanatory sections. For anyone interested in a new career in software development, or simply curious about the software engineering process, Beginning Software Engineering, Second Edition is the handbook you've been waiting for. Software is pervasive, affecting every area of our life from our work to our entertainment. Yet, few of us understand exactly what it is and how it will affect our future. What we do know is the confusion and frustration we often feel over the changes brought on by technology. We suffer from software shock. Authors Roger Pressman and Russell Herron offer a solution. In clear, nontechnical language, they demystify this complicated technology. They trace the history of software technology and look at the people and corporate cultures that compose the software industry. They also offer a tantalizing view of the deeper impact that computers and software will have in the future, covering such topics as -- how our privacy can be invaded by hackers -- how our national security can be compromised by technoterrorists -- how small errors jeopardize our vital systems, like our telephone networks -- how teaching computers can revolutionize education -- how software can

increase your professional and personal productivity -- how intelligent cars and software-based highways will make driving a hands-off experience. Software Shock will help technical and nontechnical readers -- and their families -- understand the importance of software and cope with the dangers and opportunities it brings to the world. For almost three decades, Roger Pressman's *Software Engineering: A Practitioner's Approach* has been the world's leading textbook in software engineering. The new edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of this edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices. McGraw-Hill's Connect, is also available as an optional, add on item. Connect is the only integrated learning system that empowers students by continuously adapting to deliver precisely what they need, when they need it, how they need it, so that class time is more effective. Connect allows the professor to assign homework, quizzes, and tests easily and automatically grades and records the scores of the student's work. Problems are randomized to prevent sharing of answers and may also have a "multi-step solution" which helps move the students' learning along if they experience difficulty. This custom edition is published for the University of Southern Queensland. Corporate and commercial software-development teams all want solutions for one important problem--how to get their high-pressure development schedules under control. In *RAPID DEVELOPMENT*, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll

find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development. Software Engineering: Architecture-driven Software Development is the first comprehensive guide to the underlying skills embodied in the IEEE's Software Engineering Body of Knowledge (SWEBOK) standard. Standards expert Richard Schmidt explains the traditional software engineering practices recognized for developing projects for government or corporate systems. Software engineering education often lacks standardization, with many institutions focusing on implementation rather than design as it impacts product architecture. Many graduates join the workforce with incomplete skills, leading to software projects that either fail outright or run woefully over budget and behind schedule. Additionally, software engineers need to understand system engineering and architecture—the hardware and peripherals their programs will run on. This issue will only grow in importance as more programs leverage parallel computing, requiring an understanding of the parallel capabilities of processors and hardware. This book gives both software developers and system engineers key insights into how their skillsets support and complement each other. With a focus on these key knowledge areas, Software Engineering offers a set of best practices that can be applied to any industry or domain involved in developing software products. A thorough, integrated compilation on the engineering of software products, addressing the majority of the standard knowledge areas and topics Offers best practices focused on those key skills common to many industries and domains that develop software Learn how software engineering relates to systems engineering for better communication with other engineering professionals within a project environment For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. The new eighth

edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of *Software Engineering: A Practitioner's Approach* has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices. Michael Miller is a computer science professor and a loving father whose life has taken a few bad turns. His wife of ten years, a beautiful, hard-driving corporate executive, has divorced him, and Michael is left to raise their seven year-old son—a quirky, yet lovable little boy who has a near-obsession with spiders. As Michael struggles with his life, Salim Haddad glides to the zenith of his career. Haddad is “America's Newsman” —a media icon, he represents everything that his television viewers admire—honesty, virtue, and professionalism. But Salim Haddad has dark secrets, and it is those secrets that lead to a horrifying incident the puts the professor and the media star on a collision path. An indispensable addition to any project manager, software engineering or computer science bookshelf, this book presents the only broad-ranging economic analysis of major international SPI methods and the first large-scale economic analysis of mandatory U.S. government standards.

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