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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. 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. 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 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. 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. Mathematically sufficient without being unnecessarily academic; this practical book's tutorial; how-to approach shows how even a novice can immediately design a complete switching power

supply circuit. -- In this edition, Roger Pressman's software engineering text for students has been adapted by Darrel Ince to focus directly on the interests of a European audience. Particular changes include references to European work in the Further Reading sections and updated sections on formal methods and quality assurance, to reflect European standards and the growth in interest in software metrics. 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)). 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. Since its original inception back in 1989 the Web has changed into an environment where Web applications range from small-scale information dissemination applications, often developed by non-IT professionals, to large-scale, commercial, enterprise-planning and scheduling applications, developed by multidisciplinary teams of people with diverse skills and backgrounds and using cutting-edge, diverse technologies. As an engineering discipline, Web engineering must provide principles, methodologies and frameworks to help Web professionals and researchers develop applications and manage projects effectively. Mendes and Mosley have selected experts from numerous areas in Web engineering, who contribute chapters where important concepts are presented and then detailed using real industrial case studies. After an introduction into the discipline itself and its intricacies, the contributions range from Web effort estimation, productivity benchmarking and conceptual and model-based application development methodologies, to other important principles such as usability, reliability, testing, process improvement and quality measurement. This is the first book that looks at Web engineering from a measurement perspective. The result is a self-containing, comprehensive overview detailing the role of measurement and metrics within the context of Web engineering. This book is ideal for

professionals and researchers who want to know how to use sound principles for the effective management of Web projects, as well as for courses at an advanced undergraduate or graduate level. The authors describe in detail the capture and use of design rationale in software engineering to improve the quality of software. Their book is the first comprehensive and unified treatment of rationale usage in software engineering. It provides a consistent conceptual framework and a unified terminology for comparing, contrasting and combining the myriad approaches to rationale in software engineering. It is both an excellent introductory text and a uniquely valuable reference. For over 20 years, this has been the best-selling guide to software engineering for students and industry professionals alike. This seventh edition features a new part four on web engineering, which presents a complete engineering approach for the analysis, design and testing of web applications.

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 that puts the professor and the media star on a collision path.

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 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. 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. 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 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. Designed for the introductory programming course or the software engineering projects course offered in departments of computer science. This book serves as a cookbook for software engineering, presenting the subject as a series of steps that the student can apply to complete a software project. Owing 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.

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.

Electronic literature is still in its nascent stages, and so too is the field of literary criticism engaging it. While most critical studies of born-digital literature celebrate it as a postmodern art form with roots in contemporary technologies and social interactions, this book provides an alternative genealogy. *Digital Modernism* examines exemplary cases of electronic literature that renovate modernist texts and poetics as a means of critiquing contemporary culture. This study suggests that by referencing modernism, "digital modernism"

reframes that earlier literary tradition around questions of media and technology. Grounding her argument in literary history, media studies, and the practice of close-reading, Jessica Pressman pairs modernist works by Ezra Pound, James Joyce, and Bob Brown, with major digital works like William Poundstone's *Project for the Tachistoscope* {*Bottomless Pit*}, Young-hae Chang Heavy Industries's *Dakota*, and Judd Morrissey's *The Jew's Daughter*. She demonstrates how the modernist movement of the 1920s and 1930s laid the groundwork for the innovations of electronic literature. Accordingly, *Digital Modernism* makes the case for considering these digital creations as "literature" and argues for the value of reading them carefully, closely, and within literary history. Moreover, this remarkable study details how and why one of the most maligned of literary spaces, the web -- one accused of fostering reading habits that destroy deep attention and devalue hermeneutic analysis -- is actually the place where serious literature stages its rebellion and renaissance. Even more importantly, perhaps, this book argues for the importance of literature, literary study, and close reading in our digital age. 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.

Design thinking is a powerful process that facilitates understanding and framing of problems, enables creative solutions, and may provide fresh perspectives on our physical and social landscapes. Not just for architects or product developers, design thinking can be applied across many disciplines to solve real-world problems and reconcile dilemmas. It is a tool that may trigger inspiration and the imagination, and lead to innovative ideas that are responsive to the needs and issues of stakeholders.

Design Thinking: A Guide to Creative Problem Solving for Everyone will assist in addressing a full spectrum of challenges from the most vexing to the everyday. It renders accessible the creative problem-solving abilities that we all possess by providing a dynamic framework and practical tools for thinking imaginatively and critically. Every aspect of design thinking is explained and analyzed together with insights on navigating through the process.

Application of design thinking to help solve myriad problems that are not typically associated with design is illuminated through vignettes drawn from such diverse realms as politics and society, business, health and science, law, and writing. A combination of theory and application makes this

volume immediately useful and personally relevant. 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. The World's #1 Guide to Power Supply Design Now Updated! Recognized worldwide as the definitive guide to power supply design for over 25 years, Switching Power Supply Design has been updated to cover the latest innovations in technology, materials, and components. This Third Edition presents the basic principles of the most commonly used topologies, providing you with the essential information required to design cutting-edge power supplies. Using a tutorial, how-and-why approach, this expert resource is filled with design examples, equations, and charts. The Third Edition of Switching Power Supply Design features: Designs for many of the most useful switching power supply topologies The core principles required to solve day-to-day design problems A strong focus on the essential basics of transformer and magnetics design New to this edition: a full chapter on choke design and optimum drive conditions for modern fast IGBTs Get

Everything You Need to Design a Complete Switching Power Supply: Fundamental Switching Regulators * Push-Pull and Forward Converter Topologies * Half- and Full-Bridge Converter Topologies * Flyback Converter Topologies * Current-Mode and Current-Fed Topologies * Miscellaneous Topologies * Transformer and Magnetics Design * High-Frequency Choke Design * Optimum Drive Conditions for Bipolar Power Transistors, MOSFETs, Power Transistors, and IGBTs * Drive Circuits for Magnetic Amplifiers * Postregulators * Turn-on, Turn-off Switching Losses and Low Loss Snubbers * Feedback-Loop Stabilization * Resonant Converter Waveforms * Power Factor and Power Factor Correction * High-Frequency Power Sources for Fluorescent Lamps, and Low-Input-Voltage Regulators for Laptop Computers and Portable Equipment

Pressman's Software Engineering: A Practitioner's Approach is celebrating 20 years of excellence in the software engineering field. This comprehensive 5th edition provides excellent explanations of all the important topics in software engineering and enhances them with diagrams, examples, exercises, and references. In the fifth edition, a new design has been added to make the book more user friendly. Several chapters have been added including chapters on Web Engineering and User Interface Design. The fifth edition is supported by an Online Learning Center, which is an

enhanced website that supports both teachers and students. Some of the materials that can be found on this website include: Transparency Masters, Instructor's Manual, Software Engineering essays, Testing and Quizzing, and Case Studies. Having sold over 62,000 copies in Europe, *Software Engineering: A Practitioners Approach* is the ideal tried and tested book to support your studies. Now in its fifth edition, it has been fully revised to reflect the latest software engineering practices. It includes material on e-commerce, Java and UML, while a new chapter on web engineering addresses subjects such as formulating, analysing and testing web-based applications. Specially adapted for the European market by Darrel Ince, the book is ideal for undergraduates studying software and electrical engineering. It will also appeal to industry professionals seeking a guide to software engineering.

Data Structures & Theory of Computation This work has been updated to include chapters on Web engineering and component-based software engineering. It provides a greater emphasis on UML, in-depth coverage of testing and metrics for object-orientated systems and discussion about management and technical topics in software engineering.

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