

A Handbook Of Software And Systems Engineering

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This book is intended as a handbook for students and practitioners alike. The book is structured around the type of tasks that practitioners are confronted with, beginning with requirements definition and concluding with maintenance and withdrawal. It identifies and discusses existing laws that have a significant impact on the software engineering field. These laws are largely independent of the technologies involved, which allow students to learn the principles underlying software engineering. This also guides students toward the best practice when implementing software engineering techniques.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Read Book A Handbook Of Software And Systems Engineering

This handbook provides a unique and in-depth survey of the current state-of-the-art in software engineering, covering its major topics, the conceptual genealogy of each subfield, and discussing future research directions. Subjects include foundational areas of software engineering (e.g. software processes, requirements engineering, software architecture, software testing, formal methods, software maintenance) as well as emerging areas (e.g., self-adaptive systems, software engineering in the cloud, coordination technology). Each chapter includes an introduction to central concepts and principles, a guided tour of seminal papers and key contributions, and promising future research directions. The authors of the individual chapters are all acknowledged experts in their field and include many who have pioneered the techniques and technologies discussed. Readers will find an authoritative and concise review of each subject, and will also learn how software engineering technologies have evolved and are likely to develop in the years to come. This book will be especially useful for researchers who are new to software engineering, and for practitioners seeking to enhance their skills and knowledge.

The book explores the technical as well as cultural imaginaries of programming from its insides, demonstrating the reflexive practice of aesthetic programming, to understand and question existing technological objects and paradigms.

A Software Process Model Handbook for Incorporating People's Capabilities offers the most advanced approach to date, empirically validated at software development organizations. This handbook adds a valuable contribution to the much-needed literature on people-related aspects in software engineering. The primary focus is on the particular challenge of extending software process definitions to more explicitly address people-related considerations. The capability concept is not present nor has it been considered in most software process models. The authors have developed a capabilities-oriented software process model, which has been formalized in UML and implemented as a tool. A Software Process Model Handbook for Incorporating People's Capabilities guides readers through the incorporation of the individual's capabilities into the software process. Structured to meet the needs of research scientists and graduate-level students in computer science and engineering, this book is also suitable for practitioners in industry.

"How to Communicate Technical Information: " ò Discusses easy-to-follow and user-friendly ways of organizing information. ò Demonstrates how to use the art to communicate context, multiple options and results. ò Offers new ways to present

A comprehensive guide to exploring software architecture concepts and implementing best practices Key Features Enhance your skills to grow your career as a software architect Design efficient software architectures using patterns and best practices Learn how software architecture relates to an organization as well as software development methodology Book Description The Software Architect's Handbook is a comprehensive guide to help developers, architects, and senior programmers advance their career in the software architecture domain. This book takes you through all the important concepts, right from design principles to different considerations at various stages of your career in software architecture. The book begins by covering the fundamentals, benefits, and purpose of software architecture. You will discover how software architecture relates to an organization, followed by identifying its significant quality attributes. Once you have covered the basics, you will explore design patterns, best practices, and paradigms for efficient software development. The book discusses which factors you need to consider for performance and security enhancements. You will learn to write documentation for your architectures and make appropriate decisions when considering DevOps. In addition to this, you will explore how to design legacy applications before understanding how to create software architectures that evolve as the market, business requirements, frameworks, tools, and best practices change over time. By the end of this book, you will not only have studied software architecture concepts but also built the soft skills necessary to grow in this field. What you will learn Design software architectures using patterns and best practices Explore the different considerations for designing software architecture Discover what it takes to continuously improve as a software architect Create loosely coupled systems that can support change Understand DevOps and how it affects software architecture Integrate, refactor, and re-architect legacy applications Who this book is for The Software Architect's Handbook is for you if you are a software architect, chief technical officer (CTO), or senior developer looking to gain a firm grasp of software architecture.

Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

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