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practices in the form of software engineering methodologies. ³/₄ Software engineering is "(1) the application of a systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software, that is, the application of engineering to software," and "(2) the study of approaches as in (1)." □ IEEE Standard 610.12

~~INDEX LESSON 1: INTRODUCTION TO SOFTWARE ENGINEERING ...~~

CS646: Software Design and Architectures Contents of system definition 1. Problem definition. 2. System justification. 3. Goals for the system and the project. 4. Constraints on the system and the project. 5. Functions to be provided by hardware, software and people. 6. User characteristics. 7. Development, operating and maintenance environments. 8.

~~Introduction and Overview~~

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Focus on masters' level education in software engineering. Topics discussed include: software engineering principles, current software engineering curricula, experiences with existing courses, and the future of software engineering education.

The book is organized around basic principles of software project management: planning and estimating, measuring and controlling, leading and communicating, and managing risk. Introduces software development methods, from traditional (hacking, requirements to code, and waterfall) to iterative (incremental build, evolutionary, agile, and spiral). Illustrates and emphasizes tailoring the development process to each project, with a foundation in the fundamentals that are true for all development methods. Topics such as the WBS, estimation, schedule networks, organizing the project team, and performance reporting are integrated, rather than being relegated to appendices. Each chapter in the book includes an appendix that covers the relevant topics from CMMI-DEV-v1.2, IEEE/ISO Standards 12207, IEEE Standard 1058, and the PMI® Body of Knowledge. (PMI is a registered mark of Project Management Institute, Inc.)

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design approaches.

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

This book addresses action research (AR), one of the main research methodologies used for academia-industry research collaborations. It elaborates on how to find the right research activities and how to distinguish them from non-significant ones. Further, it details how to glean lessons from the research results, no matter whether they are positive or negative. Lastly, it shows how companies can evolve and build talents while expanding their product portfolio. The book's structure is based on that of AR projects; it sequentially covers and discusses each phase of the project. Each chapter shares new insights into AR and provides the reader with a better understanding of how to apply it. In addition, each chapter includes a number of practical use cases or examples. Taken together, the chapters cover the entire software lifecycle: from problem diagnosis to project (or action) planning and execution, to documenting and disseminating results, including validity assessments for AR studies. The goal of this book is to help everyone interested in industry-academia collaborations to conduct joint research. It is for students of software engineering who need to learn about how to set up an evaluation, how to run a project, and how to document the results. It is for all academics who aren't afraid to step out of their comfort zone and enter industry. It is for industrial researchers who know that they want to do more than just develop software blindly. And finally, it is for stakeholders who want to learn how to manage industrial research projects and how to set up guidelines for their own role and expectations.

This book provides essential insights on the adoption of modern software engineering practices at large companies producing software-intensive systems, where hundreds or even thousands of engineers collaborate to deliver on new systems and new versions of already deployed ones. It is based on the findings collected and lessons learned at the Software Center (SC), a unique collaboration between

research and industry, with Chalmers University of Technology, Gothenburg University and Malmö University as academic partners and Ericsson, AB Volvo, Volvo Car Corporation, Saab Electronic Defense Systems, Grundfos, Axis Communications, Jeppesen (Boeing) and Sony Mobile as industrial partners. The 17 chapters present the "Stairway to Heaven" model, which represents the typical evolution path companies move through as they develop and mature their software engineering capabilities. The chapters describe theoretical frameworks, conceptual models and, most importantly, the industrial experiences gained by the partner companies in applying novel software engineering techniques. The book's structure consists of six parts. Part I describes the model in detail and presents an overview of lessons learned in the collaboration between industry and academia. Part II deals with the first step of the Stairway to Heaven, in which R&D adopts agile work practices. Part III of the book combines the next two phases, i.e., continuous integration (CI) and continuous delivery (CD), as they are closely intertwined. Part IV is concerned with the highest level, referred to as "R&D as an innovation system," while Part V addresses a topic that is separate from the Stairway to Heaven and yet critically important in large organizations: organizational performance metrics that capture data, and visualizations of the status of software assets, defects and teams. Lastly, Part VI presents the perspectives of two of the SC partner companies. The book is intended for practitioners and professionals in the software-intensive systems industry, providing concrete models, frameworks and case studies that show the specific challenges that the partner companies encountered, their approaches to overcoming them, and the results. Researchers will gain valuable insights on the problems faced by large software companies, and on how to effectively tackle them in the context of successful cooperation projects.

Collaboration among individuals – from users to developers – is central to modern software engineering. It takes many forms: joint activity to solve common problems, negotiation to resolve conflicts, creation of shared definitions, and both social and technical perspectives impacting all software development activity. The difficulties of collaboration are also well documented. The grand challenge is not only to ensure that developers in a team deliver effectively as individuals, but that the whole team delivers more than just the sum of its parts. The editors of this book have assembled an impressive selection of authors, who have contributed to an authoritative body of work tackling a wide range of issues in the field of collaborative software engineering. The resulting volume is divided into four parts, preceded by a general editorial chapter providing a more detailed review of the domain of collaborative software engineering. Part 1 is on "Characterizing Collaborative Software Engineering", Part 2 examines various "Tools and Techniques", Part 3 addresses organizational issues, and finally Part 4 contains four examples of "Emerging Issues in Collaborative Software Engineering". As a result, this book delivers a comprehensive state-of-the-art overview and empirical results for researchers in academia and industry in areas like software process management, empirical software engineering, and global software development. Practitioners working in this area will also appreciate the detailed descriptions and reports which can often be used as guidelines to improve their daily work.

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