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## KENNEDI CIERRA

**FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION** Elsevier

Provides coverage of fundamentals of software engineering by stressing principles and methods through formal and informal approaches. This book emphasizes, identifies, and applies fundamental principles that are applicable throughout the software lifecycle, in contrast to other texts which are based in the lifecycle model of software development.

**An Integrated Approach to Software Engineering** Pearson Education India

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud

**Chemical Engineering Design** Vikas Publishing House

Written in an easy-to-grasp language, the book brings to light the various topics pertaining to Web engineering at one place in a comprehensive manner. The text, organized in eleven chapters, enables its readers to analyze, model, design, code, test and maintain their Web sites. Through its systematic presentation of topics, i.e., from basic level to advanced level, the book apprises the readers with the finer points of the various phases of Web development life cycle like Web analysis, Web design, Web coding (Web technologies), Web testing and Web maintenance. The book is adaptive enough for practical implementation of the concepts, thereby allowing its readers to avoid or overcome hacking, to master client-side and server-side programming and to develop good-quality Web applications. Using explicit descriptions and scripting languages like VBScript, JavaScript and much more, this book is a must-have book for all those who are associated with the field of Web engineering.

**SOFTWARE DESIGN, ARCHITECTURE AND ENGINEERING** John Wiley & Sons

Market\_Desc: · Programmers· Software Engineers· Requirements Engineers· Software Quality Engineers Special Features: · Offers detailed coverage of software measures. Exposes students to quantitative methods of identifying important features of software products and processes· Complete Case Study. Through an air traffic control study, students can trace the application of methods and practices in each chapter· Problems. A broad range of problems and references follow each chapter· Glossary of technical terms and acronyms facilitate review of basic ideas· Example code given in C++ and Java· References to related web pages make it easier for students to expand horizons About The Book: This book is the first comprehensive study of a quantitative approach to software engineering, outlining prescribed software design practices and measures necessary to assess software quality, cost, and reliability. It also introduces Computational Intelligence, which can be applied to the development of software systems.

**Software System Reliability and Security** MIT Press

The Book Covering The Various Aspects Of Software Engineering Takes Come Of The Entire Curriculum As Target In Most Indian And Foreign Universities. Useful For The Students And

Practioners Of Software Engineering.

*Principles of Modeling* PHI Learning Pvt. Ltd.

This book presents the recent research adoption of a variety of enabling wireless communication technologies like RFID tags, BLE, ZigBee, etc., and embedded sensor and actuator nodes, and various protocols like CoAP, MQTT, DNS, etc., that has made Internet of things (IoT) to step out of its infancy to become smart things. Now, smart sensors can collaborate directly with the machine without human involvement to automate decision making or to control a task. Smart technologies including green electronics, green radios, fuzzy neural approaches, and intelligent signal processing techniques play important roles in the developments of the wearable healthcare systems. In the proceedings of 5th International Conference on Internet of Things and Connected Technologies (ICIoTCT), 2020, brought out research works on the advances in the Internet of things (IoT) and connected technologies (various protocols, standards, etc.). This conference aimed at providing a forum to discuss the recent advances in enabling technologies and applications for IoT.

**Software Engineering: Principles and Practices, 2nd Edition** New Age International

From its first appearance in 1995, this book has been consistently well received by tutors and students alike. Now in its fourth edition, this textbook is highly regarded for providing a complete introduction to Software Project Management for both undergraduate and postgraduate students. The new edition retains its clear, accessible style and comprehensive coverage, plus the many examples and exercises throughout the chapters that illustrate the practical application of software project management principles. Reflecting new developments in software project management, the fourth edition has been developed to ensure that the coverage is up-to-date and contemporary. This includes new and expanded coverage of topics such as virtual teams and agile methods.

**Fundamentals of Software Engineering** S. Chand Publishing

This book covers a range of basic and advanced topics in software engineering. The field has undergone several phases of change and improvement since its invention, and there is significant ongoing research in software development, addressing aspects such as analysis, design, testing and maintenance. Rather than focusing on a single aspect of software engineering, this book provides a systematic overview of recent techniques, including requirement gathering in the form of story points in agile software, and bio-inspired techniques for estimating the effort, cost, and time required for software development. As such it is a valuable resource for new researchers interested in advances in software engineering — particularly in the area of bio-inspired techniques.

**Software Engineering** John Wiley & Sons

Provides a thorough introduction to the development, operation, maintenance, and troubleshooting of mobile communications systems Mobile Communications Systems Development: A Practical Introduction for System Understanding, Implementation, and Deployment is a comprehensive “how to” manual for mobile communications system design, deployment, and support. Providing a detailed overview of end-to-end system development, the book encompasses operation, maintenance, and troubleshooting of currently available mobile communication technologies and systems. Readers are introduced to different network architectures, standardization, protocols, and functions including 2G, 3G, 4G, and 5G networks, and the 3GPP standard. In-depth chapters cover the entire protocol stack from the Physical (PHY) to the Application layer, discuss theoretical and practical considerations, and describe software implementation based on the 3GPP standardized technical specifications. The book includes figures, tables, and sample computer code to help readers thoroughly comprehend the functions and underlying concepts of a mobile communications network. Each chapter includes an introduction to the topic and a chapter summary. A full list of references, and a set of exercises are also provided at the end of the book to test comprehension and strengthen understanding of the material. Written by a respected professional with more than 20 years’ experience in the field, this highly practical guide: Provides detailed introductory



information on GSM, GPRS, UMTS, and LTE mobile communications systems and networks Describes the various aspects and areas of the LTE system air interface and its protocol layers Covers troubleshooting and resolution of mobile communications systems and networks issues Discusses the software and hardware platforms used for the development of mobile communications systems network elements Includes 5G use cases, enablers, and architectures that cover the 5G NR (New Radio) and 5G Core Network Mobile Communications Systems Development is perfect for graduate and postdoctoral students studying mobile communications and telecom design, electronic engineering undergraduate students in their final year, research and development engineers, and network operation and maintenance personnel.

**Software Engineering** New Age International

**Chemical Engineering Design, Second Edition**, deals with the application of chemical engineering principles to the design of chemical processes and equipment. Revised throughout, this edition has been specifically developed for the U.S. market. It provides the latest US codes and standards, including API, ASME and ISA design codes and ANSI standards. It contains new discussions of conceptual plant design, flowsheet development, and revamp design; extended coverage of capital cost estimation, process costing, and economics; and new chapters on equipment selection, reactor design, and solids handling processes. A rigorous pedagogy assists learning, with detailed worked examples, end of chapter exercises, plus supporting data, and Excel spreadsheet calculations, plus over 150 Patent References for downloading from the companion website. Extensive instructor resources, including 1170 lecture slides and a fully worked solutions manual are available to adopting instructors. This text is designed for chemical and biochemical engineering students (senior undergraduate year, plus appropriate for capstone design courses where taken, plus graduates) and lecturers/tutors, and professionals in industry (chemical process, biochemical, pharmaceutical, petrochemical sectors). New to this edition: Revised organization into Part I: Process Design, and Part II: Plant Design. The broad themes of Part I are flowsheet development, economic analysis, safety and environmental impact and optimization. Part II contains chapters on equipment design and selection that can be used as supplements to a lecture course or as essential references for students or practicing engineers working on design projects. New discussion of conceptual plant design, flowsheet development and revamp design Significantly increased coverage of capital cost estimation, process costing and economics New chapters on equipment selection, reactor design and solids handling processes New sections on fermentation, adsorption, membrane separations, ion exchange and chromatography Increased coverage of batch processing, food, pharmaceutical and biological processes All equipment chapters in Part II revised and updated with current information Updated throughout for latest US codes and standards, including API, ASME and ISA design codes and ANSI standards Additional worked examples and homework problems The most complete and up to date coverage of equipment selection 108 realistic commercial design projects from diverse industries A rigorous pedagogy assists learning, with detailed worked examples, end of chapter exercises, plus supporting data and Excel spreadsheet calculations plus over 150 Patent References, for downloading from the companion website Extensive instructor resources: 1170 lecture slides plus fully worked solutions manual available to adopting instructors

**Data Mining for Scientific and Engineering Applications** Laxmi Publications

To make communication and computation secure against catastrophic failure and malicious interference, it is essential to build secure software systems and methods for their development. This book describes the ideas on how to meet these challenges in software engineering.

**Software Engineering** IOS Press

The presence and use of real-time systems is becoming increasingly common. Examples of such systems range from nuclear reactors, to automotive controllers, and also entertainment software such as games and graphics animation. The growing importance of rea.

**Software Engineering** Microsoft Press

This Book Is Designed As A Textbook For The First Course In Software Engineering For Undergraduate And Postgraduate Students. This May Also Be Helpful For Software Professionals To Help Them Practice The Software Engineering Concepts.The Second Edition Is An Attempt To Bridge The Gap Between What Is Taught In The Classroom And What Is Practiced In The Industry . The Concepts Are Discussed With The Help Of Real Life Examples And Numerical Problems.This Book Explains The Basic Principles Of Software Engineering In A Clear And Systematic Manner. A Contemporary Approach Is Adopted Throughout The Book. After Introducing The Fundamental Concepts, The Book Presents A Detailed Discussion Of Software Requirements Analysis & Specifications. Various Norms And Models Of Software Project Planning Are Discussed Next, Followed By A Comprehensive Account Of Software Metrics.Suitable Examples, Illustrations, Exercises, Multiple Choice Questions And Answers Are Included Throughout The Book To Facilitate An Easier Understanding Of The Subject.

**WEB ENGINEERING** Apress

The classic guide to how computers work, updated with new chapters and interactive graphics "For me, Code was a revelation. It was the first book about programming that spoke to me. It started with a story, and it built up, layer by layer, analogy by analogy, until I understood not just the Code, but the System. Code is a book that is as much about Systems Thinking and abstractions as it is about code and programming. Code teaches us how many unseen layers there are between the computer systems that we as users look at every day and the magical silicon rocks that we infused with lightning and taught to think." - Scott Hanselman, Partner Program Director, Microsoft, and host of Hanselminutes Computers are everywhere, most obviously in our laptops and smartphones, but also our cars, televisions, microwave ovens, alarm clocks, robot vacuum cleaners, and other smart appliances. Have you ever wondered what goes on inside these devices to make our lives easier but occasionally more infuriating? For more than 20 years, readers have delighted in Charles Petzold's illuminating story of the secret inner life of computers, and now he has revised it for this new age of computing. Cleverly illustrated and easy to understand, this is the book that cracks the mystery. You'll discover what flashlights, black cats, seesaws, and the ride of Paul Revere can teach you about computing, and how human ingenuity and our compulsion to communicate have shaped every electronic device we use. This new expanded edition explores more deeply the bit-by-bit and gate-by-gate construction of the heart of every smart device, the central processing unit that combines the simplest of basic operations to perform the most complex of feats. Petzold's companion website, CodeHiddenLanguage.com, uses animated graphics of key circuits in the book to make computers even easier to comprehend. In addition to substantially revised and updated content, new chapters include: Chapter 18: Let's Build a Clock! Chapter 21: The Arithmetic Logic Unit Chapter 22: Registers and Busses Chapter 23: CPU Control Signals Chapter 24: Jumps, Loops, and Calls Chapter 28: The World Brain From the simple ticking of clocks to the worldwide hum of the internet, Code reveals the essence of the digital revolution.

**Statistical Methods in Hydrology and Hydroclimatology** PHI Learning Pvt. Ltd.

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This revised edition of Software Engineering-Principles and Practices has become more comprehensive with the inclusion of several topics. The book now offers a complete understanding of software engineering as an engineering discipline. Like its previous edition, it provides an in-depth coverage of fundamental principles, methods and applications of software engineering. In addition, it covers some advanced approaches including Computer-aided Software Engineering (CASE), Component-based Software Engineering (CBSE), Clean-room Software Engineering (CSE) and formal methods.Taking into account the needs of both students and practitioners, the book presents a pragmatic picture of the software engineering methods and tools. A thorough study of the software industry shows that there exists a substantial difference between classroom study and the practical industrial application. Therefore, earnest efforts have been made in this book to bridge the gap between theory and practical applications. The subject matter is well supported by examples and case studies representing the situations that one actually faces during the software development process.The book meets the requirements of students enrolled in various courses both at the undergraduate and postgraduate levels, such as BCA, BE, BTech, BIT, BIS, BSc, PGDCA, MCA, MIT, MIS, MSc, various DOEACC levels and so on. It will also be suitable for those software engineers who abide by scientific principles and wish to expand their knowledge. With the increasing demand of software, the software engineering discipline has become important in education and industry. This thoughtfully organized second edition of the book provides its readers a profound knowledge of software engineering concepts and principles in a simple, interesting and illustrative manner.

**Introduction to Embedded Systems, Second Edition** Springer Science & Business Media

This new edition of the book, is restructured to trace the advancements made and landmarks achieved in software engineering. The text not only incorporates latest and enhanced software engineering techniques and practices, but also shows how these techniques are applied into the practical software assignments. The chapters are incorporated with illustrative examples to add an analytical insight on the subject. The book is logically organised to cover expanded and revised treatment of all software process activities. KEY FEATURES • Large number of worked-out examples and practice problems • Chapter-end exercises and solutions to selected problems to check students' comprehension on the subject • Solutions manual available for instructors who are confirmed adopters of the text • PowerPoint slides available online at [www.phindia.com/rajibmall](http://www.phindia.com/rajibmall) to provide integrated learning to the students NEW TO THE FIFTH EDITION • Several rewritten sections in almost every chapter to increase readability • New topics on latest developments, such as agile development using SCRUM, MC/DC testing, quality models, etc. • A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts TARGET AUDIENCE • BE/B.Tech (CS and IT) • BCA/MCA • M.Sc. (CS) • MBA SOFTWARE ENGINEERING: AN ENGINEERING APPROACH Springer Nature

Written for the undergraduate, one-term course, Essentials of Software Engineering, Fourth Edition provides students with a systematic engineering approach to software engineering principles and methodologies. Comprehensive, yet concise, the Fourth Edition includes new information on areas of high interest to computer scientists, including Big Data and developing in the cloud.

**Mobile Communications Systems Development** Jones & Bartlett Learning

This Festschrift is published in honor of Edward A. Lee, Robert S. Pepper Distinguished Professor Emeritus and Professor in the Graduate School in the Department of Electrical Engineering and Computer Sciences at the University of California, Berkeley, USA, on the occasion of his 60th birthday. The title of this Festschrift is "Principles of Modeling" because Edward A. Lee has long been devoted to research that centers on the role of models in science and engineering. He has been examining the use and limitations of models, their formal properties, their role in cognition and interplay with creativity, and their ability to represent reality and physics. The Festschrift contains 29 papers that feature the broad range of Edward A. Lee's research topics; such as embedded systems; real-time computing; computer architecture; modeling and simulation, and systems design.

**Software Engineering** Springer Nature

Advances in technology are making massive data sets common in many scientific disciplines, such as astronomy, medical imaging, bio-informatics, combinatorial chemistry, remote sensing, and physics. To find useful information in these data sets, scientists and engineers are turning to data mining techniques. This book is a collection of papers based on the first two in a series of workshops on mining scientific datasets. It illustrates the diversity of problems and application areas that can benefit from data mining, as well as the issues and challenges that differentiate scientific data mining from its commercial counterpart. While the focus of the book is on mining scientific data, the work is of broader interest as many of the techniques can be applied equally well to data arising in business and web applications. Audience: This work would be an excellent text for students and researchers who are familiar with the basic principles of data mining and want to learn more about the application of data mining to their problem in science or engineering.

**Computer Organization and Design RISC-V Edition** PHI Learning Pvt. Ltd.

Understand the big picture of the software development process. We use software every day - operating systems, applications, document editing programs, home banking - but have you ever wondered who creates software and how it's created? This book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. Software Development: From A to Z provides an overview of backend development - from databases to communication protocols including practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework. You'll review quality assurance engineering, including the theory about different kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world where authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner, designer, backend, frontend, QA and devops engineer, and find your favorite role. What You'll Learn Understand the processes and roles involved in the creation of software Organize your ideas when building the concept of a new product Experience the work performed by stakeholders and other departments of expertise, their individual challenges, and how to overcome possible threats Improve the ways stakeholders and departments can work with each other Gain ideas on how to improve communication and processes Who This Book Is For Anyone who is on a team that creates software and is curious to learn more about other stakeholders or departments involved. Those interested in a career change and want to learn about how software gets created. Those who want to build technical startups and wonder what roles might be involved in the process.