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Surviving Object-oriented Projects

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Software Product-Family Engineering

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Modern Software Engineering

A Primer for Model-Based Systems Engineering

Use Case Modeling

The Elements of UMLTM 2.0 Style

Use Cases

WRITING EFFECTIVE USE CASES.

Model-Based Engineering of Embedded Systems

Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development: 3rd Edition

Crystal Clear

Use Cases

Patterns for Effective Use Cases
A Practical Guide to SysML
Unifying User Stories, Use Cases, Story Maps
Human-Computer Interaction. Interaction Design and Usability
User Stories Applied
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*Surviving Object-oriented
Projects* Addison-Wesley

This guide will help
readers learn how to
employ the significant
power of use cases to
their software
development efforts. It

provides a practical
methodology, presenting
key use case concepts.

*Design Principles for
Embedded Systems*

Addison-Wesley
Professional

This primer addresses the
basic concepts of model-
based systems
engineering. It covers the
Model, Language,
Behavior, Process,

Architecture, and
Verification and
Validation. It is a call to
consider the foundational
principles behind those
concepts. It is not
designed to present novel
insights into MBSE so
much as to provide a
guided tour of the
touchstones of systems
design. It is a guide to the
new MBSE acolyte and a

reminder to the experienced practitioner. It is our hope that you find this primer valuable. We welcome your comments and suggestions about improving it. Much of what we have learned about how it should be organized and presented has come from thoughtful contributions from the readers of the 1st edition.

Software Product-Family Engineering

Cambridge University Press

A classic treatise that defined the field of applied demand analysis,

Consumer Demand in the United States: Prices, Income, and Consumption Behavior is now fully updated and expanded for a new generation.

Consumption expenditures by households in the United States account for about 70% of America's GDP. The primary focus in this book is on how households adjust these expenditures in response to changes in price and income. Econometric estimates of price and income elasticities are obtained for an

exhaustive array of goods and services using data from surveys conducted by the Bureau of Labor Statistics, providing a better understanding of consumer demand.

Practical models for forecasting future price and income elasticities are also demonstrated. Fully revised with over a dozen new chapters and appendices, the book revisits the original Taylor-Houthakker models while examining new material as well, such as the use of quantile regression and the

stationarity of consumer preference. It also explores the emerging connection between neuroscience and consumer behavior, integrating the economic literature on demand theory with psychology literature. The most comprehensive treatment of the topic to date, this volume will be an essential resource for any researcher, student or professional economist working on consumer behavior or demand theory, as well as investors and

policymakers concerned with the impact of economic fluctuations.

Using CRC Cards

Pearson Education India SysML Distilled is a go-to reference for everyone who wants to start creating accurate and useful system models with SysML. Drawing on his pioneering experience creating models for Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components, and shows how to use them even under tight deadlines and other constraints. The

reader needn't know all of SysML to create effective models: SysML Distilled quickly teaches what does need to be known, and helps deepen the reader's knowledge incrementally as the need arises.

Modern Software Engineering "O'Reilly Media, Inc."

Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.

[A Primer for Model-Based Systems Engineering](#)

Lulu.com

Discusses how to define and organize use cases that model the user requirements of a software application. The approach focuses on identifying all the parties who will be using the system, then writing detailed use case descriptions and structuring the use case model. An ATM example runs throughout the book. The authors work at Rational Software. Annotation copyrighted by Book News, Inc., Portland, OR

Use Case Modeling Artech House

This book constitutes the thoroughly refereed post-proceedings of the 5th International Workshop on Product-Family Engineering, PFE 2003, held in Siena, Italy in November 2003. The 36 revised full papers presented together with an introductory overview and 3 keynote presentations were carefully selected during two rounds of reviewing and improvement. The papers are organized in topical sections on

variation mechanisms, requirements analysis and management, product derivation, transition to family development, industrial experience, evolution, and decision and derivation.

The Elements of UMLTM 2.0 Style Pearson Education

Diagramming and process are important topics in today's software development world, as the UML diagramming language has come to be almost universally accepted. Yet process is necessary; by themselves,

diagrams are of little use. Use Case Driven Object Modeling with UML - Theory and Practice combines the notation of UML with a lightweight but effective process - the ICONIX process - for designing and developing software systems. ICONIX has developed a growing following over the years. Sitting between the free-for-all of Extreme Programming and overly rigid processes such as RUP, ICONIX offers just enough structure to be successful.

Use Cases Addison-

Wesley Professional
Indhold: Succes and failure ; Project expectations ; Selecting and setting up an OO project ; Getting started ; Making corrections ; Advice from hindsight ; Expand to larger project ; Rechecking a case study ; Collected risk-reduction strategies ; Crib sheet

WRITING EFFECTIVE USE CASES. Cambridge University Press

Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that

saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover

practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers,

salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach. Model-Based Engineering of Embedded Systems Prentice Hall

What are the ingredients of robust, elegant, flexible, and maintainable software architecture? Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of today's leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific

project, including decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book, you'll discover: How Facebook's architecture is the basis for a data-centric application ecosystem The effect of Xen's well-designed architecture on the way operating systems evolve How community processes within the KDE project help software architectures evolve from

rough sketches to beautiful systems How creeping featurism has helped GNU Emacs gain unanticipated functionality The magic behind the Jikes RVM self-optimizable, self-hosting runtime Design choices and building blocks that made Tandem the choice platform in high-availability environments for over two decades Differences and similarities between object-oriented and functional architectural views How architectures can affect the software's

evolution and the developers' engagement Go behind the scenes to learn what it takes to design elegant software architecture, and how it can shape the way you approach your own projects, with *Beautiful Architecture*.
Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development: 3rd Edition Addison-Wesley Professional
Carefully researched over ten years and eagerly anticipated by the agile

community, *Crystal Clear: A Human-Powered Methodology for Small Teams* is a lucid and practical introduction to running a successful agile project in your organization. Each chapter illuminates a different important aspect of orchestrating agile projects. Highlights include Attention to the essential human and communication aspects of successful projects Case studies, examples, principles, strategies, techniques, and guiding properties Samples of

work products from real-world projects instead of blank templates and toy problems Top strategies used by software teams that excel in delivering quality code in a timely fashion Detailed introduction to emerging best-practice techniques, such as Blitz Planning, Project 360o, and the essential Reflection Workshop Question-and-answer with the author about how he arrived at these recommendations, including where they fit with CMMI, ISO, RUP, XP, and other methodologies

A detailed case study, including an ISO auditor's analysis of the project Perhaps the most important contribution this book offers is the Seven Properties of Successful Projects. The author has studied successful agile projects and identified common traits they share. These properties lead your project to success; conversely, their absence endangers your project. [Crystal Clear](#) Springer Embedded systems have long become essential in application areas in which

human control is impossible or infeasible. The development of modern embedded systems is becoming increasingly difficult and challenging because of their overall system complexity, their tighter and cross-functional integration, the increasing requirements concerning safety and real-time behavior, and the need to reduce development and operation costs. This book provides a comprehensive overview of the Software Platform Embedded Systems (SPES) modeling

framework and demonstrates its applicability in embedded system development in various industry domains such as automation, automotive, avionics, energy, and healthcare. In SPES 2020, twenty-one partners from academia and industry have joined forces in order to develop and evaluate in different industrial domains a modeling framework that reflects the current state of the art in embedded systems engineering. The content of this book is structured in four parts.

Part I “Starting Point” discusses the status quo of embedded systems development and model-based engineering, and summarizes the key requirements faced when developing embedded systems in different application domains. Part II “The SPES Modeling Framework” describes the SPES modeling framework. Part III “Application and Evaluation of the SPES Modeling Framework” reports on the validation steps taken to ensure that the framework met the

requirements discussed in Part I. Finally, Part IV “Impact of the SPES Modeling Framework” summarizes the results achieved and provides an outlook on future work. The book is mainly aimed at professionals and practitioners who deal with the development of embedded systems on a daily basis. Researchers in academia and industry may use it as a compendium for the requirements and state-of-the-art solution concepts for embedded systems development.

Use Cases Pearson Education
System architects and designers can use this title to quickly produce more efficient use case models by applying a catalog of use case patterns. Based on the authors' experience, the book describes the practical use, application, and solutions to common problems of creating use cases.

Patterns for Effective Use Cases Addison-Wesley Professional

This book describes how to gather and define

software requirements using a process based on use cases. It shows systems analysts and designers how use cases can provide solutions to the most challenging requirements issues, resulting in effective, quality systems that meet the needs of users. *Use Cases, Second Edition: Requirements in Context* describes a three-step method for establishing requirements—an iterative process that produces increasingly refined requirements. Drawing on their

extensive, real-world experience, the authors offer a wealth of advice on use-case driven lifecycles, planning for change, and keeping on track. In addition, they include numerous detailed examples to illustrate practical applications. This second edition incorporates the many advancements in use case methodology that have occurred over the past few years. Specifically, this new edition features major changes to the methodology's iterations, and the section on

management reflects the faster-paced, more "chaordic" software lifecycles prominent today. In addition, the authors have included a new chapter on use case traceability issues and have revised the appendixes to show more clearly how use cases evolve. The book opens with a brief introduction to use cases and the Unified Modeling Language (UML). It explains how use cases reduce the incidence of duplicate and inconsistent requirements, and how

they facilitate the documentation process and communication among stakeholders. The book shows you how to: Describe the context of relationships and interactions between actors and applications using use case diagrams and scenarios Specify functional and nonfunctional requirements Create the candidate use case list Break out detailed use cases and add detail to use case diagrams Add triggers, preconditions, basic course of events,

and exceptions to use cases Manage the iterative/incremental use case driven project lifecycle Trace back to use cases, nonfunctionals, and business rules Avoid classic mistakes and pitfalls The book also highlights numerous currently available tools, including use case name filters, the context matrix, user interface requirements, and the authors' own "hierarchy killer."

A Practical Guide to SysML
Pearson Education
The book is designed to

serve as a textbook for courses offered to graduate and undergraduate students enrolled in electronics and electrical engineering and computer science. This book attempts to bridge the gap between electronics and computer science students, providing complementary knowledge that is essential for designing an embedded system. The book covers key concepts tailored for embedded system design in one place. The topics covered in this book are models

and architectures, Executable Specific Languages – SystemC, Unified Modeling Language, real-time systems, real-time operating systems, networked embedded systems, Embedded Processor architectures, and platforms that are secured and energy-efficient. A major segment of embedded systems needs hard real-time requirements. This textbook includes real-time concepts including algorithms and real-time operating system

standards like POSIX threads. Embedded systems are mostly distributed and networked for deterministic responses. The book covers how to design networked embedded systems with appropriate protocols for real-time requirements. Each chapter contains 2-3 solved case studies and 10 real-world problems as exercises to provide detailed coverage and essential pedagogical tools that make this an ideal textbook for students enrolled in

electrical and electronics engineering and computer science programs. Unifying User Stories, Use Cases, Story Maps Addison-Wesley Professional Use cases have never been this easy to understand -- or this easy to create! In Writing Effective Use Cases, Alistair Cockburn offers a hands-on, soup-to-nuts guide to use case development, based on the proven concepts he has refined through years of research, development, and seminar

presentations. Cockburn begins by answering the most basic questions facing anyone interested in use cases: "What does a use case look like? When do I write one?" Next, he introduces each key element of use cases: actors, stakeholders, design scope, goal levels, scenarios, and more. Writing Effective Use Cases contains detailed guidelines, formats, and project standards for creating use cases -- as well as a detailed chapter on style, containing specific do's and don'ts.

Cockburn shows how use cases fit together with requirements gathering, business processing reengineering, and other key issues facing software professionals. The book includes practice exercises with solutions, as well as a detailed appendix on how to use these techniques with UML. For all application developers, object technology practitioners, software system designers, architects, and analysts.

Human-Computer Interaction. Interaction

Design and Usability

Addison-Wesley Professional

Agile use case expert Alistair Cockburn defines user stories, use cases and user story maps in clear and practical terms, showing how to make them effective in combination and alone.

This book is suited for self study and classroom teaching.

User Stories Applied

Morgan Kaufmann

Practical Software Architecture Solutions

from the Legendary Robert C. Martin (“Uncle

Bob”) By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s Clean Architecture doesn’t merely present options. Drawing on over a half-century of experience in

software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component

separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or

fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available. [Human-Computer Interaction - INTERACT 2007](#) Addison-Wesley Professional

Simple, elegant, and proven solutions to the specific problems of writing use cases on real projects, this workbook

has 36 specific guidelines that readers can use to measure the quality of their use cases. This is the

first book to specifically address use cases with the proven and popular development concept of patterns.

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