Software Engineering Naseeb Singh Gill

Fundamentals of Software Engineering
Domains, Requirements, and Software Design
Enterprise Digital Transformation
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Cryptography and Network Security
Proceedings of International Conference on Trends in Computational and Cognitive Engineering
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Fundamentals of Business Statistics, 2nd Edition
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Structured Testing
Successful Software Reengineering
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Computer Fundamentals & Programming in C
Proceedings of FICR-TEAS 2020
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Technology, Tools, and Use Cases
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Proceedings of International Joint Conference on Advances in Computational Intelligence
Proceedings of the 23rd CIRP Design Conference, Bochum, Germany, March 11th - 13th, 2013
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Software Engineering
Rigorous Software Development
Essentials Of Computer Science & Network Technology
March 04-05, 2005

MILLER TYRESE

Fundamentals of Software Engineering Firewall Media
Each and every chapter covers the contents up to a reasonable depth necessary for the intended readers in the field. The book consists in all about 1200 exercises based on the topics and sub-topics covered. Keeping in view the emerging trends in newly emerging scenario with new dimension of software engineering, the book specially includes the following chapters, but not limited to these only. This book explains all the notions related to software engineering in a very systematic way, which is of utmost importance to the novice readers in the field of software Engineering.
Domains, Requirements, and Software Design IGI Global
The final installment in this three-volume set is based on this maxim: "Before software can be designed its requirements must be well understood, and before the requirements can be expressed properly the domain of the application must be well understood." The book covers the process from the development of domain descriptions, through the derivation of requirements prescriptions from domain models, to the refinement of requirements into software architectures and component design.
Enterprise Digital Transformation IGI Global
The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: Teach the student the skills needed to execute a smallish commercial project. Provide the students necessary conceptual background for undertaking advanced studies in software engineering, through organized courses or on their own. This book focuses on key tasks in two dimensions - engineering and project management - and discusses concepts and techniques that can be applied to effectively execute these tasks. The book is organized in a simple manner, with one chapter for each of the key tasks in a project. For engineering, these tasks are requirements analysis and specification, architecture design, module level design, coding and unit testing, and testing. For project management, the key tasks are project planning and project monitoring and control, but both are discussed together in one chapter on project planning as even monitoring has to be planned. In addition, one chapter clearly defines the problem domain of Software Engineering, and another Chapter discusses the central concept of software

process which integrates the different tasks executed in a project. Each chapter opens with some introduction and clearly lists the chapter goals, or what the reader can expect to learn from the chapter. For the task covered in the chapter, the important concepts are first discussed, followed by a discussion of the output of the task, the desired quality properties of the output, and some practical methods and notations for performing the task. The explanations are supported by examples, and the key learnings are summarized in the end for the reader. The chapter ends with some self-assessment exercises. Finally, the book contains a question bank at the end which lists out questions with answers from major universities.
(23rd-24th February, 2007) : INDIACom--2007 John Wiley & Sons
Software process reengineering has become highly visible over the past several years. Efforts are being undertaken by organizations of all types and sizes as they attempt to deal with the challenges of quality, complexity and competitiveness. As an emerging technology, the effectiveness and potential impact of process improvement efforts have been debated, but not fully tested or validated. At the very core of this technological evolution is the idea that the quality of a software product is highly dependent on the quality of the process used for its development. Successful Software Reengineering examines the most recent theories, models, approaches and processes involved with the concept of software improvement and reengineering.
Cryptography and Network Security KHANNA PUBLISHING HOUSE
Software EngineeringKHANNA PUBLISHING HOUSE
Proceedings of International Conference on Trends in Computational and Cognitive Engineering Tata McGraw-Hill Education
Digital Design and Computer Organization introduces digital design as it applies to the creation of computer systems. It summarizes the tools of logic design and their mathematical basis, along with in depth coverage of combinational and sequential circuits. The book includes an accompanying CD that includes the majority of circuits highlighted in the text, delivering you hands-on experience in the simulation and observation of circuit functionality. These circuits were designed and tested with a user-friendly Electronics Workbench package (Multisim Textbook Edition) that enables your progression from truth tables onward to more complex designs. This volume differs from traditional digital design texts by providing a complete design of an AC-based CPU, allowing you to apply digital design directly to computer architecture. The book makes minimal reference to electrical properties and is vendor independent, allowing emphasis on the general design principles.
Semantic Web Services KHANNA PUBLISHING HOUSE
The complete spectrum of computing fundamentals starting from abc of computer to internet usage has been well covered in simple and readers loving style, The language used in the book is lucid, is easy to understand, and facilities easy grasping of concepts, The chapter have been logically arranged in sequence, The book is written in a reader-friendly manner both the students and the teachers, Most of the contents presented in the book are in the form of bullets, organized sequentially. This form of presentation, rather than in a paragraph form, facilities the reader to view, understand and remember the points better, The explanation is supported by diagrams, pictures and images wherever required, Sufficient exercises have been included for practice in addition to the solved examples in every chapter related to C programming, Concepts of pointers, structures, Union and file management have been extensively detailed to help advance learners, Adequate exercises have been given at the end of the every chapter, Pedagogy followed for sequencing the contents on C programming supported by adequate programming examples is likely to help the reader to become proficient very soon, 200 problems on C programming & their solutions, 250 Additional descriptive questions on C programming.
Computing Fundamentals and Programming in C Springer Science & Business Media
The book describes a method for developing the testing of components in parallel with their functionality based on models. UML models are used to derive the testing architecture for an application, the testing interfaces and the component testers. The method provides a process and guidelines for modeling and developing these artifacts. The book also discusses the implications of built-in contract testing with other component-based development technologies such as product-line engineering, middleware platforms, reuse principles etc. Still further, it describes a new method for specifying and checking real-time properties of object-oriented, component-based real-time systems that are based on dynamic execution time analysis with optimization algorithms.
Software Engineering 3 Pharos Books Private Limited
Digital transformation (DT) has become a buzzword. Every industry segment across the globe is consciously jumping toward digital innovation and disruption to get ahead of their competitors. In other words, every aspect of running a business is being digitally empowered to reap all the benefits of the digital paradigm. All kinds of digitally enabled businesses across the globe are intrinsically capable of achieving bigger and better things for their constituents. Their consumers, clients, and customers will realize immense benefits with real digital transformation initiatives and implementations. The much-awaited business transformation can be easily and elegantly accomplished with a workable and winnable digital transformation strategy, plan, and execution. There are several enablers and accelerators for realizing the much-discussed digital transformation. There are a lot of digitization and digitalization technologies available to streamline and speed up the process of the required transformation. Industrial Internet of Things (IIoT) technologies in close association with decisive advancements in the artificial intelligence (AI) space can bring forth the desired transitions. The other prominent and dominant technologies toward forming digital organizations include cloud IT, edge/fog computing, real-time data analytics platforms, blockchain technology, digital twin paradigm, virtual and augmented reality (VR/AR) techniques, enterprise mobility, and 5G communication. These technological innovations are intrinsically competent and versatile enough to fulfill the varying requirements for establishing and sustaining digital enterprises. Enterprise Digital Transformation: Technology, Tools, and Use Cases features chapters on the evolving aspects of digital transformation and intelligence. It covers the unique competencies of digitally transformed enterprises, IIoT use cases, and applications. It explains promising technological solutions widely associated with digital innovation and disruption. The book focuses on setting up and sustaining smart factories that are fulfilling the Industry 4.0 vision that is realized through the IIoT and allied technologies.
Jigs and Fixtures Springer Science & Business Media
The aim of this book is to refresh you from software engineering fundamental concepts, basic day to day Definitions / Terminologies, Development Models, Encompassing Specifications, Function Oriented Modelling, Object Oriented Modelling, Dynamic Modelling, Analysis, Design, Coding, Testing, Implementation, Metrics, PERT Charts, Gantt Charts, Project Management, Software Configuration Management, Software

Maintenance, Software Quality Assurance etc. You will utilize it during the period of learning and even after that. It will give the glimpse of array of questions and answers. It will induce the capacity and capability and confidence in you to do real life applications. It is hoped that you will drink the water not for you only but will provide to others. A job teaches us to obey while expertise and perfection are the result of our own efforts. Do practice with software paradigms (Structured Programming, Modular Programming, Objects Oriented Programming etc.) and measure the same to become Software Engineer.

Fundamentals of Computers Springer Nature

Due to the role of software systems in safety-critical applications and in the satisfaction of customers and organizations, the development of efficient software engineering is essential. Designing, Engineering, and Analyzing Reliable and Efficient Software discusses and analyzes various designs, systems, and advancements in software engineering. With its coverage on the integration of mathematics, computer science, and practices in engineering, this book highlights the importance of ensuring and maintaining reliable software and is an essential resource for practitioners, professors and students in these fields of study.

National Conference on Frontiers in Applied and Computational Mathematics (FACM-2005) Vikas Publishing House

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

Fundamentals of Business Statistics, 2nd Edition John Wiley & Sons

“This tutorial will present a collection of papers that describes a new methodology that has become known as structured testing” -- Preface.

TCCE 2019 Springer

Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters.

Structured Testing Springer Science & Business Media

This book covers the latest advances in Big Data technologies and provides the readers with a comprehensive review of the state-of-the-art in Big Data processing, analysis, analytics, and other related topics. It presents new models, algorithms, software solutions and methodologies, covering the full data cycle, from data gathering to their visualization and interaction, and includes a set of case studies and best practices. New research issues, challenges and opportunities shaping the future agenda in the field of Big Data are also identified and presented throughout the book, which is intended for researchers, scholars, advanced students, software developers and practitioners working at the forefront in their field.

Successful Software Reengineering PHI Learning Pvt. Ltd.

This book focuses on a specialized branch of the vast domain of software engineering: component-based software engineering (CBSE). Component-Based Software Engineering: Methods and Metrics enhances the basic understanding of components by defining categories, characteristics, repository, interaction, complexity, and composition. It divides the research domain of CBSE into three major sub-domains: (1) reusability issues, (2) interaction and integration issues, and (3) testing and reliability issues. This book covers the state-of-the-art literature survey of at least 20 years in the domain of reusability, interaction and integration complexities, and testing and reliability issues of component-based software engineering. The aim of this book is not only to review and analyze the previous works conducted by eminent researchers, academicians, and organizations in the context of CBSE, but also suggests innovative, efficient, and better solutions. A rigorous and critical survey of traditional and advanced paradigms of software engineering is provided in the book. Features: In-interactions and Out-Interactions both are covered to assess the complexity. In the context of CBSE both white-box and black-box testing methods and their metrics are described. This work covers reliability estimation using reusability which is an innovative method. Case studies and real-life software examples are used to explore the problems and their solutions. Students, research scholars, software developers, and software designers or individuals interested in software engineering, especially in component-based software engineering, can refer to this book to understand the concepts from scratch. These measures and metrics can be used to estimate the software before the actual coding commences.

Fundamentals of Computer Faber Publishing

This book gathers outstanding research papers presented at the International Joint Conference on Advances in Computational Intelligence (IJCACI 2020), organized by Daffodil International University (DIU) and Jahangirnagar University (JU) in Bangladesh and South Asian University (SAU) in India. These proceedings present novel contributions in the areas of computational intelligence and offer valuable reference material for advanced research. The topics covered include collective intelligence, soft computing, optimization, cloud computing, machine learning, intelligent software, robotics, data science, data security, big data analytics, and signal and natural language processing.

Smart Product Engineering CRC Press

This book presents high-quality, peer-reviewed papers from the FICR International Conference on Rising Threats in Expert Applications and Solutions 2020, held at IIS University Jaipur, Rajasthan, India, on January 17–19, 2020. Featuring innovative ideas from researchers, academics, industry professionals and students, the book covers a variety of topics, including expert applications and artificial intelligence/machine learning; advanced web technologies, like IoT, big data, and cloud computing in expert applications; information and cybersecurity threats and solutions; multimedia applications in forensics, security and intelligence; advances in app development; management practices for expert applications; and social and ethical aspects of expert applications in applied sciences.

Ess Ess Publication

A paradigm shift is taking place in computer science: one

generation ago, we learned to abstract from hardware to software, now we are abstracting from software to serviceware implemented through service-oriented computing. Yet ensuring interoperability in open, heterogeneous, and dynamically changing environments, such as the Internet, remains a major challenge for actual machine-to-machine integration. Usually significant problems in aligning data, processes, and protocols appear as soon as a specific piece of functionality is used within a different application context. The Semantic Web Services (SWS) approach is about describing services with metadata on the basis of domain ontologies as a means to enable their automatic location, execution, combination, and use. Fensel and his coauthors provide a comprehensive overview of SWS in line with actual industrial practice. They introduce the main sociotechnological components that ground the SWS vision (like Web Science, Service Science, and service-oriented architectures) and several approaches that realize it, e.g. the Web Service Modeling Framework, OWL-S, and RESTful services. The real-world relevance is emphasized through a series of case studies from large-scale R&D projects and a business-oriented proposition from the SWS technology provider Seekda. Each chapter of the book is structured according to a predefined template, covering both theoretical and practical aspects, and including walk-through examples and hands-on exercises. Additional learning material is available on the book website www.swsbook.org. With its additional features, the book is ideally suited as the basis for courses or self-study in this field, and it may also serve as a reference for researchers looking for a state-of-the-art overview of formalisms, methods, tools, and applications related to SWS.

Strategies for Detection and Investigation Springer Science & Business Media

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

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