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series of case studies  
illustrating the  
fundamentals of Agile  
development and  
Agile design, and  
moves quickly from*

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*UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site.*

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first book you should  
read to understand  
agile software and  
how it applies to  
programming in the*

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hidden language of  
computer hardware  
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*teaches the essentials  
of software  
engineering to anyone  
who wants to become  
an active and  
independent software  
engineer expert. It*



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*covers all the  
software engineering  
fundamentals without  
forgetting a few vital  
advanced topics such  
as software  
engineering with  
artificial intelligence,  
ontology, and data  
mining in software  
engineering. The  
primary goal of the  
book is to introduce a  
limited number of*

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*concepts and practices which will achieve the following two objectives: Teach students the skills needed to execute a smallish commercial project. Provide students with the necessary conceptual background for undertaking advanced studies in software engineering through*

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*courses or on their  
own.* **KEY**

**FEATURES** *This book  
contains real-time  
executed examples  
along with case  
studies. Covers  
advanced  
technologies that are  
intersectional with  
software  
engineering. Easy and  
simple language,  
crystal clear*

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*approach, and  
straight forward  
comprehensible prese  
ntation. Understand  
what architecture  
design involves, and  
where it fits in the full  
software development  
life cycle. Learning  
and optimizing the  
critical relationships  
between analysis and  
design. Utilizing  
proven and reusable*

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*design primitives and adapting them to specific problems and contexts. WHAT WILL YOU LEARN* This book includes only those concepts that we believe are foundational. As executing a software project requires skills in two dimensions- engineering and project management-

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*this book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively. WHO THIS BOOK IS FOR*  
*The book is primarily intended to work as a beginner's guide for Software Engineering in any*

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*Fundamentals Of Software Engineering 2nd Edition* is directed towards students who know the program but have not had formal exposure to software engineering. The book can also be used by teachers and trainers who are in a similar state-they know some programming but want to be introduced

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*to the systematic  
approach of software*

*engineering. TABLE  
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*Development Life*

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*Requirement Analysis*

*and Specification4.*

*Software Project*

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AUTHOR Hitesh*

*Mohapatra received a  
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*Technology from  
Gandhi Institute of*

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*Engineering and  
Technology, Gunupur,  
Biju Patnaik*

*University of  
Technology, Odisha  
in 2006, and an*

*MTech. Degree in  
CSE from Govt.*

*College of*

*Engineering and  
Technology,*

*Bhubaneswar, Biju  
Patnaik University of  
Technology, Odisha*

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*in 2009. He is*

*currently a full-time*

*PhD scholar at Veer*

*Surendra Sai*

*University of*

*Technology, Burla,*

*India since 2017 and*

*expected to complete*

*by August 2020. He*

*has contributed 10+*

*research-level papers*

*(SCI/Scopus), eight*

*international/national*

*conferences*

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*(Scopus), and a book  
on C Programming.*

*He has 12+ years of  
teaching experience  
both in industry and  
academia. His current  
research interests  
include wireless  
sensor network, smart  
city, smart grid, smart  
transportation, and  
smart water. Amiya  
Kumar Rath received  
a B.E. degree in*

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*computer from Dr*

*Babasaheb Ambedkar*

*Marathwada*

*University,*

*Aurangabad, in 1990,*

*and an M.B.A. degree*

*in systems*

*management from*

*Shivaji University in*

*1993. He also*

*received an MTech.*

*Degree in computer*

*science from Utkal*

*University in 2001,*

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*and a PhD degree in computer science from Utkal University, in 2005, with a focus on embedded systems. He is currently a Professor with the Department of Computer Science and Engineering, Veer Surendra Sai University of Technology, Burla, India. He has*

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*contributed over 80  
research-level papers  
to many national and  
international journals  
and conferences,  
authored seven books  
published by reputed  
publishers. His  
research interests  
include embedded  
systems, ad hoc  
networks, sensor  
network, power  
minimization,*



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*evolutionary  
computation, and data  
mining. Currently,  
deputed as an adviser  
to the National  
Assessment and  
Accreditation Council  
(NAAC), Bangalore,  
India.*

*This book constitutes  
the thoroughly  
refereed post-  
conference  
proceedings of the 7th*

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*International  
Conference on  
Fundamentals of  
Software Engineering,  
FSEN 2017, held in  
Tehran, Iran, in April  
2017. The 16 full  
papers presented in  
this volume were  
carefully reviewed  
and selected from 49  
submissions. The  
topics of interest in  
FSEN span over all*

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*aspects of formal  
methods, especially  
those related to  
advancing the  
application of formal  
methods in software  
industry and  
promoting their  
integration with  
practical engineering  
techniques.*

*This textbook  
provides a  
progressive approach*

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*to the teaching of  
software engineering.  
First, readers are  
introduced to the core  
concepts of the object-  
oriented methodology,  
which is used  
throughout the book  
to act as the  
foundation for  
software engineering  
and programming  
practices, and partly  
for the software*

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*engineering process itself. Then, the processes involved in software engineering are explained in more detail, especially methods and their applications in design, implementation, testing, and measurement, as they relate to software engineering projects. At last, readers are*

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*given the chance to practice these concepts by applying commonly used skills and tasks to a hands-on project. The impact of such a format is the potential for quicker and deeper understanding.*

*Readers will master concepts and skills at the most basic levels before continuing to*

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*expand on and apply  
these lessons in later  
chapters.*

*8th International  
Conference, XP 2007,  
Como, Italy, June  
18-22, 2007,*

*Proceedings  
Software Architecture  
Lessons Learned  
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Over Time*

*7th International  
Conference, FASE*

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*2004, Held as Part of  
the Joint European  
Conferences on  
Theory and Practice  
of Software, ETAPS  
2004, Barcelona,  
Spain, March 29 -  
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Agile Processes in  
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A Methodical  
Approach (Second  
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a methodical  
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over several years of teaching, with outstanding results. The book covers concepts, principles, design, construction, implementation, and management issues of software engineering. Each chapter is organized systematically into brief, reader-friendly sections, with

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itemization of the  
important points to be  
remembered.

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illustrations also sum  
up the salient points  
to enhance learning.  
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includes the author's  
original  
methodologies that  
add clarity and  
creativity to the  
software engineering

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experience. New in  
the Second Edition

are chapters on  
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support systems,  
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patterns as a  
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block for the design  
and construction of  
contemporary  
software systems,

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and emerging software engineering frontiers. The text starts with an introduction of software engineering and the role of the software engineer. The following chapters examine in-depth software analysis, design, development, implementation, and

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the software  
development life  
cycle. It covers

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techniques and

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software engineering

An overview of the  
software design

phase, including a

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that range from  
operating  
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maintenance, legacy  
systems, and re-  
engineering This  
textbook can be used  
as a one-semester or  
two-semester course  
in software  
engineering,  
augmented with an

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appropriate CASE or RAD tool. It emphasizes a practical, methodical approach to software engineering, avoiding an overkill of theoretical calculations where possible. The primary objective is to help students gain a solid grasp of the activities in the software

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with no best  
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with distributed  
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Pramod Sadalage,  
and Zhamak  
Dehghani discuss

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appropriate  
architecture. By  
interweaving a story  
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professionals--the  
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examine everything  
from how to  
determine service  
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orchestration,  
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contracts, and  
manage distributed  
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focusing on  
commonly asked  
questions, this book  
provides techniques

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and weigh the trade-  
offs as you confront  
the issues you face as  
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effectively document  
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basics this

fundamental

programming book

enters into more

advanced

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like recursion, data

structures (lists, trees,

hash-tables and

graphs), high-quality

code, unit testing and

refactoring, object-

oriented principles

(inheritance,

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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#

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language and Visual  
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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

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the C# language in

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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  
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technologies and  
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strings, text  
processing,  
StringBuilder,  
exceptions, exception

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handling, stack trace,  
streams, files, text  
files, linear data  
structures, list, linked  
list, stack, queue,  
tree, balanced tree,  
graph, depth-first  
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first search, BFS,  
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tables, associative  
arrays, sets,  
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algorithms, recursion,  
combinatorial  
algorithms, algorithm  
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programming,  
classes, objects,  
constructors, fields,  
properties, static  
members, abstraction,  
interfaces,  
encapsulation,  
inheritance, virtual  
methods,

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design patterns,

extension methods,

anonymous types,

lambda expressions,

LINQ, code quality,

high-quality code,

high-quality classes,

high-quality methods,

code formatting, self-



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documenting code,  
code refactoring,  
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This book provides  
selective, in-depth  
coverage of the  
fundamentals of  
software engineering  
by stressing principles  
and methods through

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rigorous formal and informal approaches. In contrast to other books which are based on the lifecycle model of software development, the authors emphasize identifying and applying fundamental principles that are applicable throughout the software lifecycle. This emphasis

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enables readers to respond to the rapid changes in technology that are common today.

Principles and techniques are emphasized rather than specific tools--users learn why particular techniques should or should not be used.

Understanding the

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principles and  
techniques on which  
tools are based  
makes mastering a  
variety of specific  
tools easier. KEY  
TOPICS: The authors  
discuss principles  
such as design,  
specification,  
verification,  
production,  
management and  
tools. Now coverage

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includes: more  
detailed analysis and  
explanation of object-  
oriented techniques;  
the use of Unified  
Modeling Language  
(UML); requirements  
analysis and software  
architecture; Model  
checking--a technique  
that provides  
automatic support to  
the human activity of  
software verification;

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QOM--used to  
evaluate software  
quality and help  
improve the software  
process; Z

specification  
language. MARKET:  
For software  
engineers.

A Project-Driven  
Guide to  
Fundamentals in Java  
Agile Principles,  
Patterns, and

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Guide to the Software  
Engineering Body of  
Knowledge  
Edition Carlo  
(Swebok(r))  
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Development  
Fundamental  
Approaches to  
Software Engineering  
Software Engineering  
Fundamentals  
Good software design  
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technical manager,  
you'll learn how to  
create a sound plan for  
your software project,

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and make better  
decisions about the  
pattern and structure  
of your system.

Discover why good  
software design has  
become the missing  
science Understand  
the ultimate purpose  
of software and the  
goals of good design  
Determine the value  
of your design now

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and in the future

Examine real-world examples that demonstrate how a system changes over time Create designs that allow for the most change in the environment with the least change in the software Make easier changes in the future by keeping your code

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simpler now Gain  
Software  
better knowledge of  
Engineering 2nd  
your software's  
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behavior with more  
Ghezzi  
accurate tests

This book contains the  
refereed proceedings  
of the 13th  
International  
Conference on Agile  
Software  
Development, XP  
2012, held in Malmö,

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Sweden, in May 2012.

In the last decade, we  
have seen agile and  
lean software

development strongly  
influence the way  
software is developed.

Agile and lean  
software development  
has moved from being  
a way of working for a  
number of pioneers to  
becoming, more or

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less, the expected way  
of developing  
software in industry.

The topics covered by  
the selected full  
papers include general  
aspects of agility,  
agile teams, studies  
related to the release  
and maintenance of  
software, and research  
on specific practices  
in agile and lean

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software development.

They are  
complemented by four  
short papers capturing  
additional aspects of  
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projects.

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experience, Farley  
illuminates durable  
principles at the heart  
of effective software

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code, and describes  
approaches proven to  
promote success.

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techniques cohere into  
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and foundational  
approach to solving  
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development problems  
within realistic  
economic constraints.

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and pervasive  
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approach to software  
engineering can help  
students solve  
problems they haven't  
encountered yet, using  
today's technologies  
and tomorrow's. It  
offers students deeper  
insight into what they  
do every day, helping  
them create better  
software, faster, with

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more pleasure and personal fulfillment. Foundations of Software Engineering, 2nd Edition Carlo Ghezzi, Second Edition is aimed at the undergraduate, the graduate student, and the practicing engineer. It presents sound engineering approaches for test generation, ion,

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minimization,  
assessment, and  
enhancement. Using  
numerous examples, it  
offers a lucid  
description of a wide  
range of simple to  
complex techniques  
for a variety of testing-  
related tasks. It also  
discusses the  
comparative analyses  
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their extensive  
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examples (in  
various notations,  
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show you how to  
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architecture's  
many aspects.  
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on practitioners  
who have taught  
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through the  
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approach in this  
practical guide.  
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while learning best

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Featuring real-world examples, this book teaches you techniques and methodologies for

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interest to  
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including Big*

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developing in  
the cloud.*

*Great software  
architects  
aren't born.*

*They are a  
product of*

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*decades of building real-life solutions and relentless learning. They become really good at their trade closer to the retirement age. But most startups are fostered by young*

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*entrepreneurs  
who dare to try  
but lack the  
experience.*

*They also lack  
the \$\$ to hire  
a silver-haired  
architect to  
join their team  
from day one.  
Left to their  
own faculties,  
the*

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*entrepreneurs  
and their  
engineering  
teams quickly  
get on the path  
of learning  
from their own  
mistakes.  
Eventually,  
they discover  
this is the  
most expensive  
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*learning. Over time they get better, and some become the true masters of the craft - but way too late to make a difference for their early-day projects. This book is meant to break the*

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*vicious circle.*

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textbook, at  
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the traditional  
sense. It is a  
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practical guide  
to software  
architecture,  
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who want to de-  
risk their  
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*their careers  
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*Cherzi  
this book are*

*highly  
practical,  
battle-tested,  
and current for  
building mid-  
to large-scale  
systems in  
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new  
conferences.  
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comprised 7ve  
conferences  
(FOSSACS, FASE,  
ESOP, CC,  
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tutorial, and 7

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lectures (not

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comprise ETAPS

address various

aspects of the

system -

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process,  
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design,  
implementation,  
analysis and  
improvement.  
The languages,  
methodologies  
and tools that  
support these  
act- ities are

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*all well within  
its scope.*

*Different blends  
of theory and  
practice are r-  
esented, with  
an inclination  
towards theory  
with a  
practical  
motivation on  
the one hand  
and soundly*

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*based practice  
on the other.  
Many of the  
issues involved  
in software  
design apply to  
systems in  
general,  
including  
hardware  
systems, and th  
e emphasis on soft  
ware is not intend*

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establishes a  
baseline for

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*the body of  
knowledge for  
the field of  
software  
engineering,  
and the work  
supports the  
Society's  
responsibility  
to promote the  
advancement of  
both theory and  
practice in*



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*this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been*

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*developing and  
evolving over  
the past four  
decades. Now in  
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summarize  
generally  
accepted topics  
and list  
references for  
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seventies, the  
development  
of the**

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**automobile  
has been  
characterized  
by a steady  
increase in the  
deployment of  
onboard  
electronics  
systems and  
software. This  
trend  
continues**

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***unabated and  
is driven by  
rising end-  
user demands  
and  
increasingly  
stringent  
environmental  
requirements.  
Today, almost  
every function  
onboard the***

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**modern  
vehicle is  
electronically  
controlled or  
monitored.**

**The software-  
based impleme  
ntation of  
vehicle  
functions  
provides for  
unparalleled**



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*freedoms of  
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design.*  
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development  
calls for the ac  
commodation  
of contrasting  
prerequisites -  
such as higher  
demands on*

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lower cost  
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shorter  
development  
times - along  
with growing  
proliferation  
of model*

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conflicting  
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book provides***

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***as numerous***

***suggestions,***

***rare insights,***

***and cases in***

***point***

***concerning***

***those***

***processes,***

***methods, and***

***tools that***

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*contribute to  
the surefooted  
mastery of the  
use of  
electronic  
systems and  
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automobile.*

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software  
engineers*

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***need to know  
not only how  
to program  
effectively but  
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engineering  
practices to  
make their  
codebase  
sustainable  
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over the  
length of its  
life? Based on  
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these aspects  
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of an  
engineering  
organization.  
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three  
fundamental  
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**code: How**  
**time affects**  
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make your  
code resilient  
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practices  
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(CDSA). The  
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passing an***

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*exam, but does  
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*catalog*  
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*teach them.*

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assurance,  
verification  
and validation,  
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keep up with  
evolution of  
the software  
industry (as***

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ware*

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**set is also a**

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(useful well  
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concise survey**



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and breadth of  
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demonstrate a  
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