Sample Web Application Requirements Document

This guide for Web developers and database programmers shows how to build robust XML applications backed by SQL databases. After an overview of advantages of XML and SQL, stages of application development are detailed step-by-step, illustrated with examples of when and how each technology is most effective. Coverage includes project definition, data modeling, database schema design, and Java programming with XML and SQL. The book is intended for software developers managing small- to medium-scale projects. Appelquist is a technology consultant in content management and e-business strategy. Annotation copyrighted by Book News, Inc., Portland, OR.

This is the first book to seriously address the disconnection between nimble Agile teams and other groups in the enterprise, including enterprise architecture, the program management office (PMO), human resources, and even business executives. When an enterprise experiments with practice improvements, software development teams often jump on board with excitement, while other groups are left to wonder how they will fit in. We address how these groups can adapt to Agile teams. More importantly, we show how many Agile teams cause their own problems, damaging scalability and sustainability, by requiring special treatment, and by failing to bridge the gaps between themselves and other groups. We call this phenomenon "Agile illth." Adopting a set of "best practices" is not enough. All of us, Agile teams and the corporate groups, must change our intentions and worldviews to be more compatible with the success of the enterprise. Join us on the journey to enterprise agility. It is a crooked path, fraught with danger, confusion and complexity. It is the only way to reach the pinnacles we hope to experience in the form of better business value delivered faster for less cost.

Oracle Database Programming with Visual Basic.NET Discover a detailed treatment of the practical considerations and applications of Oracle database programming with Visual Basic 2019 Oracle Database Programming with Visual Basic.NET: Concepts, Designs, and Implementations delivers a comprehensive exploration of the foundations of Oracle database programming using Visual Basic.NET. Using Visual Basic.NET 2019, Visual Studio.NET 2019, and Oracle 18c XE, the book introduces the Oracle database development system, Oracle SQL Developer and Modeler, and teaches readers how to implement a sample database solution. The distinguished author also demonstrates the use of dotConnect for Oracle to show readers how to create an effective connection to an Oracle 18c XE database. The current versions of the .NET framework, ASP.NET, and ASP.NET 4.7 are also explored and used to offer readers the most up to date web database programming techniques available today. The book provides practical example projects and detailed, line-by-line descriptions throughout to assist readers in the development of their database programming skill. Students will also benefit from the inclusion of: A thorough introduction to databases, including definitions, examples, descriptions of keys and relationships, and some database components in popular databases, like Access, SQL, and Oracle An exploration of ADO.NET, including its architecture and components, like the DataReader class, DataSet component, DataTable component, and the command and parameter classes A discussion of Language Integrated Query (LINQ), including its architecture and components, its relationship to objects, DataSet, Oracle, and Entities An explanation of how to access data in ASP.NET and ASP.NET Web Services with multiple real project examples. Perfect for college and university students taking courses related to database programming and applications, Oracle Database Programming with Visual Basic.NET will also earn a place in the libraries of programmers and software engineers seeking a comprehensive reference for database coding in Visual Basic.NET.

Explains how to build applications with Jakarta Struts, discusses the development framework and its architecture, and provides sample applications.

Struts

Business Analysis: The Question and Answer Book

Managing Diversity and Complexity of Web Application Development

Creating a Software Engineering Culture

Developing Web Applications

WordPress as an Application Framework

Specification by Example

Learn proven, real-world techniques for specifying software requirements with this practical reference. It details 30 requirement " patterns " offering realistic examples for situation-specific guidance for building effective software requirements. Each pattern explains what a requirement needs to convey, offers potential questions to ask, points out potential pitfalls, suggests extra requirements, and other advice. This book also provides guidance on how to write other kinds of information that belong in a requirements specification, such as assumptions, a glossary, and document history and references, and how to structure a requirements specification. A disturbing proportion of computer systems are judged to be inadequate; many are not even delivered; more are late or over budget. Studies consistently show one of the single biggest causes is poorly defined requirements: not properly defining what a system is for and what it ' s supposed to do. Even a modest contribution to improving requirements offers the prospect of saving businesses part of a large sum of wasted investment. This guide emphasizes this important requirement need—determining what a software system needs to do before spending time on development. Expertly written, this book details solutions that have worked in the past, with guidance for modifying patterns to fit individual needs—giving developers the valuable advice they need for building effective software requirements

This book constitutes the refereed proceedings of the 10th Software Quality Days Conference, SWQD 2018, held in Vienna, Austria, in January 2018. The Software Quality Days (SWQD) conference started in 2009 and has grown to the biggest conferences on software quality in Europe with a strong community. The program of the SWQD conference is designed to encompass a stimulating mixture of practical presentations and new research topics in scientific presentations. The guiding conference topic of the SWQD 2018 is " Software Quality 4.0: Methods and Tools for better Software and Systems " , as novel technologies include new challenges and might require new and adapted methods and tools to support quality assurance activities early. The 6 full papers and 2 short papers presented in this volume were carefully reviewed and selected from 16 submissions. The volume also contains 2 invited talks. The contributions were organized in topical sections named: safety and security; requirements engineering and requirements-based testing; crowdsourcing in software engineering; software and systems architecture; experimentation in software engineering; and smart

environments.

Learn how to create good requirements when designing hardware and software systems. While this book emphasizes writing traditional “ shall ” statements, it also provides guidance on use case design and creating user stories in support of agile methodologies. The book surveys modeling techniques and various tools that support requirements collection and analysis. You ’ ll learn to manage requirements, including discussions of document types and digital approaches using spreadsheets, generic databases, and dedicated requirements tools. Good, clear examples are presented, many related to real-world work the author has done during his career. Requirements Writing for System Engineeringantages of different requirements approaches and implement them correctly as your needs evolve. Unlike most requirements books, Requirements Writing for System Engineering teaches writing both hardware and software requirements because many projects include both areas. To exemplify this approach, two example projects are developed throughout the book, one focusing on hardware and the other on software. This book Presents many techniques for capturing requirements. Demonstrates gap analysis to find missing requirements. Shows how to address both software and hardware, as most projects involve both. Provides extensive examples of “ shall ” statements, user stories, and use cases. Explains how to supplement or replace traditional requirement statements with user stories and use cases that work well in agile development environments What You Will Learn Understand the 14 techniques for capturing all requirements. Address software and hardware needs; because most projects involve both. Ensure all statements meet the 16 attributes of a good requirement. Differentiate the 19 different functional types of requirement, and the 31 non-functional types. Write requirements properly based on extensive examples of good ‘ shall ’ statements, user stories, and use cases. Employ modeling techniques to mitigate the imprecision of words. Audience Writing Requirements teaches you to write requirements the correct way. It is targeted at the requirements engineer who wants to improve and master his craft. This is also an excellent book from which to teach requirements engineering at the university level. Government organizations at all levels, from Federal to local levels, can use this book to ensure they begin all development projects correctly. As well, contractor companies supporting government development are also excellent audiences for this book.

This is the digital version of the printed book (Copyright © 1996). Written in a remarkably clear style, Creating a Software Engineering Culture presents a comprehensive approach to improving the quality and effectiveness of the software development process. In twenty chapters spread over six parts, Wiegers promotes the tactical changes required to support process improvement and high-quality software development. Throughout the text, Wiegers identifies scores of culture builders and culture killers, and he offers a wealth of references to resources for the software engineer, including seminars, conferences, publications, videos, and on-line information. With case studies on process improvement and software metrics programs and an entire part on action planning (called “ What to Do on Monday ”), this practical book guides the reader in applying the concepts to real life. Topics include software culture concepts, team behaviors, the five dimensions of a software project, recognizing achievements, optimizing customer involvement, the project champion model, tools for sharing the vision, requirements traceability matrices, the capability maturity model, action planning, testing, inspections, metrics-based project estimation, the cost of quality, and much more! Principles from Part 1 Never let your boss or your customer talk you into doing a bad job. People need to feel the work they do is appreciated. Ongoing education is every team member ’ s responsibility. Customer involvement is the most critical factor in software quality. Your greatest challenge is sharing the vision of the final product with the customer. Continual improvement of your software development process is both possible and essential. Written software development procedures can help build a shared culture of best practices. Quality is the top priority; long-term productivity is a natural consequence of high quality. Strive to have a peer, rather than a customer, find a defect. A key to software quality is to iterate many times on all development steps except coding: Do this once. Managing bug reports and change requests is essential to controlling quality and maintenance. If you measure what you do, you can learn to do it better. You can ’ t change everything at once. Identify those changes that will yield the greatest benefits, and begin to implement them next Monday. Do what makes sense; don ’ t resort to dogma.

Scalable Templating for the Web

Oracle Database Programming with Visual Basic.NET

Microsoft Visual Basic 2015 for Windows, Web, Windows Store, and Database Applications: Comprehensive

IM and SMS Reference Services for Libraries

Microsoft Visual Basic 2017 for Windows, Web, and Database Applications: Comprehensive

Kick Start

Better Results through Team Integration

The Annual Asian Semantic Web Conference is one of the largest regional events in Asia with focused topics related to the Semantic Web. With the decade-round endeavor of Semantic Web believers, researchers and practitioners, the Semantic Web has made remarkable progress recently. It has raised significant attention from US and UK governments, as well as the European Commission who are willing to deploy Semantic Web technologies to enhance the transparency of eGovernment. The Linked Open Data initiative is on its way to convert the current document Web into a data Web and to further enabling various data and service mashups. The fast adoption of Semantic Web technologies in medical and life sciences has created impressive showcases to the world. All these efforts are a crucial step toward enabling the take-off and the success of the Semantic Web. The First Asian Semantic Web Conference was successfully held in China in 2006. With the following editions in Korea in 2007 and Thailand in 2008, it fostered a regional forum for connecting researchers and triggering innovations. This year, the 4th Asian Semantic Web Conference was held in Shanghai, China. We received 63 submissions from Asia, Europe, and North America, and 25 papers were accepted (the acceptance rate is around 40%). Each submission was reviewed by at least three members of the Program Committee. The Chairs moderated the discussion of conflict reviews or invited external reviewers to reach the final decisions.

This book gives a unique account of the emerging field of Web engineering by presenting 25 thoroughly reviewed papers drawn from two recent workshops on the topic together with introductory and motivating surveys and a list of Web engineering resources in chapters on - Web engineering: introduction and perspectives - Web-based system development: process and methodology - Managing information on the Web - Development tools, skills, and case studies - Performance, testing, and Web metrices - Web maintenance and reuseThe book will appeal equally to researchers, students, professionals and practitioners in industry interested in developing, maintaining, and using

advanced Web-based systems and applications.
The divide between UX and Web development can be stifling. Bridging UX and Web Development prepares you to break down those walls by teaching you how to integrate with your team's developers. You examine the process from their perspective, discovering tools and coding principles that will help you bridge the gap between design and implementation. With these tried and true approaches, you'll be able to capitalize on a more productive work environment. Whether you're a novice UX professional finding your place in the software industry and looking to nail down your technical skills, or a seasoned UI designer looking for practical information on how to integrate your team with development, this is the must-have resource for your UX library. Establish a collaboration lifecycle, mapping design activities to counterparts in the software development process Learn about software tools that will improve productivity and collaboration Work through step-by-step exercises that teach font-end coding principles to improve your prototyping and implementation activities Discover practical, usable HTML and CSS examples Uncover tips for working with various developer personas
JSP developers encounter unique problems when building web applications that require intense database connectivity. MySQL and JSP Web Applications addresses the challenges of building data-driven applications based on the JavaServer Pages development model. MySQL and JSP Web Applications begins with an overview of the core technologies required for JSP database development--JavaServer Pages, JDBC, and the database schema. The book then outlines and presents an Internet commerce application that demonstrates concepts such as receiving and processing user input, designing and implementing business rules, and balancing the user load on the server. Through the JDBC (Java DataBase Connector), the developer can communicate with most commercial databases, such as Oracle. The solutions presented in MySQL and JSP Web Applications center on the open source tools MySQL and Tomcat, allowing the reader an affordable way to test applications and experiment with the book's examples.
SOFTWARE QUALITY ASSURANCE, TESTING AND METRICS
ASP.NET Website Programming
Software Requirement Patterns
Software Quality: Methods and Tools for Better Software and Systems
Perl Template Toolkit
The Semantic Web - ISWC 2008
Build exciting projects on domains such as web apps, WebAssembly, games, and parsing

A practical guide to understanding the latest features of the Rust programming language, useful libraries, and frameworks that will help you design and develop interesting projects Key FeaturesWork through projects that will help you build high-performance applications with RustDelve into concepts such as error handling, memory management, concurrency, generics, and macros with RustImprove business productivity by choosing the right libraries and frameworks for your applicationsBook Description Rust is a community-built language that solves pain points present in many other languages, thus improving performance and safety. In this book, you will explore the latest features of Rust by building robust applications across different domains and platforms. The book gets you up and running with high-quality open source libraries and frameworks available in the Rust ecosystem that can help you to develop efficient applications with Rust. You'll learn how to build projects in domains such as data access, RESTful web services, web applications, 2D games for web and desktop, interpreters and compilers, emulators, and Linux Kernel modules. For each of these application types, you'll use frameworks such as Actix, Tera, Yew, Quicksilver, ggez, and nom. This book will not only help you to build on your knowledge of Rust but also help you to choose an appropriate framework for building your project. By the end of this Rust book, you will have learned how to build fast and safe applications with Rust and have the real-world experience you need to advance in your career. What you will learnAccess TOML, JSON, and XML files and SQLite, PostgreSQL, and Redis databasesDevelop a RESTful web service using JSON payloadsCreate a web application using HTML templates and JavaScript and a frontend web application or web game using WebAssemblyBuild desktop 2D gamesDevelop an interpreter and a compiler for a programming languageCreate a machine language emulatorExtend the Linux Kernel with loadable modulesWho this book is for This Rust programming book is for developers who want to get hands-on experience with implementing their knowledge of Rust programming, and are looking for expert advice on which libraries and frameworks they can adopt to develop software that typically uses the Rust language.
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
"Mastering the Requirements Process: Getting Requirements Right" sets out an industry-proven process for gathering and verifying requirements, regardless of whether you work in a traditional or agile development environment. In this sweeping update of the bestselling guide, the authors show how to discover precisely what the customer wants and needs, in the most efficient manner possible.
What is this book about? The C# edition of ASP.NET Website Programming Problem-Design-Solution has been phenomenally successful, gaining rave reviews for its unique approach and valuable content. The blend of theory and practice. Now, due to demand from readers, a Visual Basic .NET edition of the book has been produced. This edition will offer the same blend of theory and practice that won so many fans for the C# edition. The book has been completely re-edited to ensure that it address the needs of ASP.net developers who use VB.net. ASP.NET Website Programming shows you how to build an interactive

website from design to deployment. Packed with solutions to website programming problems, this book will have you building well-engineered, extendable ASP.net websites quickly and easily. What does this book cover? In this book, you will learn how to Establish a solid, scalable website foundation Provide flexible user accounts integrating with ASP.net's built-in security Create message forums that enable formatted messages but defend against cross-site scripting Generate revenue from advertising Build a web interface for uploading, downloading, editing, and managing the files on your site Add opinion polls, email newsletters, and news management Deploy the finished site on a live server Build websites using good, n-tier coding techniques The site that you build is modular. You can slot the modules into your own Web site, modify them, or use them as examples of particular ASP.NET techniques. The code will work with Visual Basic .NET Standard. However, Chapter 11 "Deploying the Site" uses some features found only in the full Visual Studio .NET. You will still be able to deploy the site, but the process will be less automated.

Requirements Writing for System Engineering

Software Engineering for Modern Web Applications: Methodologies and Technologies

Problem - Design - Solution, Visual Basic .NET Edition

Concepts, Designs, and Implementations

Build a modern, full-stack web application using Spring Boot and Vuex

Creative Projects for Rust Programmers

IBM Lotus Domino: Classic Web Application Development Techniques

This book is designed for readers who learn by doing and employs many examples and screenshots to let the reader dig in and start coding. This book isn't designed to be a reference; instead it has a practical, example-driven approach that teaches you by following along with the examples in the chapters. When you have completed this book, you will fully understand how the template system works, how to extend it when you have specialized needs, and how to optimize the performance and usability of your content. This book is for web developers and template authors who want to fully understand and utilize the Django template system. The reader should have completed the introductory tutorials on the Django project's website and some experience with the framework will be very helpful. Basic knowledge of Python and HTML is assumed.

Now readers can master Microsoft Visual Basic with the step-by-step, visual approach and professional programming opportunities in MICROSOFT VISUAL BASIC 2015 FOR WINDOWS, WEB, WINDOWS STORE, AND DATABASE APPLICATIONS: COMPREHENSIVE. This book’s innovative step-by-step approach blends demonstrations of professional-quality programs with in-depth discussions of programming concepts and techniques. Reader have numerous opportunities for hands-on practice and actual programming in each chapter. The new edition retains popular features and pedagogy from this best-selling series, while emphasizing changes in today’s increasingly mobile-oriented world. This book provides a strong foundation for the number one job in today’s tech sector -- app development -- as readers learn Windows programming for 2015, including Windows Desktop, database, web, and Windows Store development. Chapter 12, which covers the Windows Store, will be posted online at CengageBrain.com, to provide readers with the latest updates for Windows 10. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

WordPress is much more than a blogging platform. As this practical guide clearly demonstrates, you can use WordPress to build web apps of any type—not mere content sites, but full-blown apps for specific tasks. If you have PHP experience with a smattering of HTML, CSS, and JavaScript, you’ll learn how to use WordPress plugins and themes to develop fast, scalable, and secure web apps, native mobile apps, web services, and even a network of multiple WordPress sites. The authors use examples from their recently released SchoolPress app to explain concepts and techniques throughout the book. All code examples are available on GitHub. Compare WordPress with traditional app development frameworks Use themes for views, and plugins for backend functionality Get suggestions for choosing WordPress plugins—or build your own Manage user accounts and roles, and access user data Build asynchronous behaviors in your app with jQuery Develop native apps for iOS and Android, using wrappers Incorporate PHP libraries, external APIs, and web service plugins Collect payments through ecommerce and membership plugins Use techniques to speed up and scale your WordPress app

Intended for both undergraduate and postgraduate students of computer science and engineering, information technology, students of computer applications, and working IT professionals, this text describes the practices necessary for the development of quality software. The contents of the book have been framed based on the syllabi prescribed by different Universities and also covers the

topics required for working in the IT industry. Based on the experience of the author in the industry, academics, consultancy and corporate trainings in India and abroad, the book covers the methodologies, techniques, and underlying concepts used in Software Quality Assurance and Testing. The treatment of the topics is crisp and accompanied with illustrative examples with minimum jargons. Topics of relevance in the industry, which a student must be familiar with before start of a career, are covered in the book. The book also discusses the concepts that a working IT professional should know. The book provides an insight into the tools available for different types of testing. Each chapter contains Quizzes, Multiple Choice Questions and Review Questions which help the readers to qualify in the international certification examinations. Key features • Covers topics relevant to the industry • Concepts discussed in an easy to understand way and illustrated with practical examples and figures wherever required • Contains “Objective Questions” at the end of the book • Includes topics prescribed in international certification exams in Software Quality and Testing

Systems Thinking and Organizational Legacy

Code Leader

Getting Requirements Right

Methodologies and Technologies

Alice and Bob Learn Application Security

The Journey to Enterprise Agility

A Framework for Successful Planning, Development & Alignment

Conallen introduces architects and designers and client/server systems to issues and techniques of developing software for the Web. He expects readers to be familiar with object-oriented principles and concepts, particularly with UML (unified modeling language), and at least one Web application architecture or environment. The second edition incorporates both technical developments and his experience since 1999. He does not provide a bibliography. Annotation copyrighted by Book News, Inc., Portland, OR

A step-by-step book and eBook guide for web application development and quick tips to enhance applications using Lotus Domino.

This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3–4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher quality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. Who This Book Is Not For: This is not a book for the entry-level developer fresh out of college, or for those just getting started as professional coders. It isn’t a book about writing code; it’s a book about how we write code together while keeping quality up and costs down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development. Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile philosophy, for example. The next wave may be influenced by the Lean methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building

software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled "Philosophy" because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques that can improve your code and your project. They focus on the pragmatic rather than the philosophical. Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don't feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its structure, then by all means read the whole book and see how it influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short summary of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. CI involves automating your build and unit testing processes to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The chapters in Part II (Process) explore processes and tools that you can use as a team to improve the quality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a developer to "finish" a development task. Creating a "done is done" policy for your team can make it easier for developers to work together, and easier for developers and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the quality and maintainability of your projects. Part III (Code Construction) includes chapters on specific coding techniques that can improve the quality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use. Programming by contract can also make your application easier (and therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others. Limiting dependencies can lead to software that is easier to make changes to and cheaper to

maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handing) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book's principles and techniques in actual use.

The Web is a globalinformationspace consistingoflinked documents andlinked data. As the Web continues to grow and new technologies, modes of interaction, and applications are being developed, the task of the Semantic Web is to unlock the power of information available on the Web into a common semantic inf- mation space and to make it available for sharing and processing by automated tools as well as by people. Right now, the publication of large datasets on the Web, the opening of data access interfaces, and the encoding of the semantics of the data extend the current human-centric Web. Now, the Semantic Web c- munity is tackling the challenges of how to create and manage Semantic Web content, how to make Semantic Web applications robust and scalable, and how to organize and integrate information from di?erent sources for novel uses. To foster the exchange of ideas and collaboration, the International Semantic Web Conference brings together researchers and practitioners in relevant disciplines such as arti?cial intelligence, databases, social networks, distributed computing, Web engineering, information systems, natural language processing, soft c- puting, and human–computer interaction. This volume contains the main proceedings of ISWC 2008, which we are - cited to o?er to the growing community of researchers and practitioners of the Semantic Web. We got a tremendous response to our call for research papers from a truly international community of researchers and practitioners from 41 countries submitting 261 papers. Each paper receivedan averageof 3.

The Elysian Fields of Information Technology. a People Path to Technological Value.

Mastering the Requirements Process

7th International Semantic Web Conference, ISWC 2008, Karlsruhe, Germany, October 26-30, 2008, Proceedings

Building Web Apps with WordPress

10th International Conference, SWQD 2018, Vienna, Austria, January 16–19, 2018, Proceedings

The Design of Sites

The Art and Science of Analyzing Software Data

Towards the Knowledge Society is a state-of-the-art book covering innovative trends in the design, implementation and dissemination of eCommerce, eBusiness, and eGovernment. The book contains recent results of research and development in the areas of: - eGoverment; | - eMarkets; - eLearning; - eBusiness (B2B and B2C); - Trust, Security and Fraud; - Public Services and Health; - Design of I.S., Web and Technology Systems; - Applications and Procedures for eCommerce/eBusiness. Towards the Knowledge Society comprises the proceedings of I3E 2002, the Second International Conference on eCommerce, eBusiness, eGovernment, which was sponsored by the International Federation for Information Processing (IFIP) and held in Lisbon, Portugal in October 2002.

MySQL and JSP Web ApplicationsSams Publishing

This book is a concise step-by-step guide to building and establishing the frameworks and models for the effective management and development of software requirements. It describes what great requirements must look like and who the real audience is for documentation. It then explains how to generate consistent, complete, and accurate requirements in exacting detail following a simple formula across the full life cycle from vague concept to detailed design-ready specifications. Mastering Software Project Requirements will enable business analysts and project managers to decompose high-level solutions into granular requirements and to elevate their performance through due diligence and the use of better techniques to meet the particular needs of a given project without sacrificing quality, scope, or project schedules. J. Ross Publishing offers an add-on at a nominal cost — Downloadable, customizable tools and templates ready for immediate implementation.

Now readers can prepare for the number one job in today's tech sector -- app development -- as they learn the essentials of Microsoft Visual Basic. The step-by-step, visual approach and professional programming opportunities in MICROSOFT VISUAL BASIC 2017 FOR WINDOWS APPLICATIONS: INTRODUCTORY lay the initial groundwork for a successful degree or career in IT programming. Users gain a fundamental understanding of Windows programming for 2017. This edition's innovative approach blends visual demonstrations of professional-quality programs with in-depth discussions of today's most effective programming concepts and techniques. Numerous real programming assignments in each chapter let readers practice what they've learned as this edition equips users to program independently at their best. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Building Applications with Spring 5 and Vue.js 2

Web Engineering
Using People, Tools, and Processes to Build Successful Software
Debugging Our Computer Science Programs: Research, Evaluation, and Recommendations for Improving Our Computer Science and Information Technology Academic Programs.....6 Years Later 2nd Edition
The Semantic Web
eCommerce, eBusiness and eGovernment The Second IFIP Conference on E-Commerce, E-Business, E-Government (I3E 2002) October 7–9, 2002, Lisbon, Portugal

Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies ========== Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts

Creating a Web site is easy. Creating a well-crafted Web site that provides a winning experience for your audience and enhances your profitability is another matter. It takes research, skill, experience, and careful thought to build a site that maximizes retention and repeat visits.

Among the many different approaches to "templating" with Perl--such as Embperl, Mason, HTML::Template, and hundreds of other lesser known systems--the Template Toolkit is widely recognized as one of the most versatile. Like other templating systems, the Template Toolkit allows programmers to embed Perl code and custom macros into HTML documents in order to create customized documents on the fly. But unlike the others, the Template Toolkit is as facile at producing HTML as it is at producing XML, PDF, or any other output format. And because it has its own simple templating language, templates can be written and edited by people who don't know Perl. In short, the Template Toolkit combines the best features of its competitors, with ease-of-use and flexibility, resulting in a technology that's fast, powerful and extensible, and ideally suited to the production and maintenance of web content and other dynamic document systems.In Perl Template Toolkit you'll find detailed coverage of this increasingly popular technology. Written by core members of the technology's development team, the book guides you through the entire process of installing, configuring, using, and extending the Template Toolkit. It begins with a fast-paced but thorough tutorial on building web content with the Template Toolkit, and then walks you through generating and using data files, particularly with XML. It also provides detailed information on the Template Toolkit's modules, libraries, and tools in addition to a complete reference manual.Topics in the book include: Getting started with the template toolkit The Template language Template directives Filters Plugins Extending the Template Toolkit Accessing databases XML Advanced static web page techniques Dynamic web content and web applications The only book to cover this important tool, Perl Template Toolkit is essential reading for any Perl programmer who wants to create dynamic web content that is remarkably easy to maintain. This book is your surefire guide to implementing this fast, flexible, and powerful templating system.

A Must-Have Reference for both Business and IT Professionals! - Discover and Deal with how IT works in the real world - Understand Information People and what makes them tick - Build and maintain powerful and positive relationships between the Business and IT that move your Business forward - Create and manage effective IT teams that get the job done on time, within budget, and increase company revenue - Understand and manage the Business Politics of IT - Make sense of Business Technology and have it work for you - Get familiar with new methodologies that are influencing the future of technology - Learn to avoid the pitfalls that result in IT project failures and waste money - Inspire Business teams to focus on obtaining the unfair advantage in their industry through the intelligent and managed use of technology - Discover how to use meaningful technology to improve the quality of life of everyone who wants and needs it

Building Web Applications with UML
Bridging UX and Web Development
Patterns, Principles, and Processes for Crafting a Customer-centered Web Experience
XML and SQL
Fourth Asian Conference, ASWC 2009, Shanghai, China, December 6-9, 2008. Proceedings
Mastering Software Project Requirements
How Successful Teams Deliver the Right Software

Learn application security from the very start, with this comprehensive and approachable guide! Alice and Bob Learn Application Security is an accessible and thorough resource for anyone seeking to incorporate, from the beginning of the System Development Life Cycle, best security practices in software development. This book covers all the basic subjects such as threat modeling and security testing, but also dives deep into more complex and

advanced topics for securing modern software systems and architectures. Throughout, the book offers analogies, stories of the characters Alice and Bob, real-life examples, technical explanations and diagrams to ensure maximum clarity of the many abstract and complicated subjects. Topics include: · Secure requirements, design, coding, and deployment · Security Testing (all forms) · Common Pitfalls · Application Security Programs · Securing Modern Applications · Software Developer Security Hygiene Alice and Bob Learn Application Security is perfect for aspiring application security engineers and practicing software developers, as well as software project managers, penetration testers, and chief information security officers who seek to build or improve their application security programs. Alice and Bob Learn Application Security illustrates all the included concepts with easy-to-understand examples and concrete practical applications, furthering the reader’s ability to grasp and retain the foundational and advanced topics contained within.
Users want real-time answers to their reference questions wherever and whenever they are. Increasingly, that means SMS and IM services. Providing those is easier than you might think!
Pro Web Project Management is a collection of hard-won lessons the authors have learned managing modern web projects with small and medium budgets in a consulting environment. This isn’t a book about project management theory. Pro Web Project Management tells how to create real deliverables, get answers from indecisive clients, manage wayward programmers, and use checklists to wow clients. This book is made up of real examples, real lessons, real documents, and real tips woven together into a step-by-step walkthrough of a project's life cycle. Pro Web Project Management is written for both the full-time project manager and the aspiring project manager who might have a role that blends client support, web development, and project management. The project budget sweet spot for this book is $50,000 to $500,000. If you manage a project in this space, reading this book will make you a better project manager. Learn how to manage a modern web project with a budget of $50,000 to $500,000 Get actionable tips on dealing with real project management challenges Learn the simple, defined process—refined over the years—to take simple and complex projects from proposal to successful launch
What could academia learn by studying our current software development teams already working professionally in corporate software engineering and Information Technology companies? What could academia learn from our recent college and university Computer Science graduates? Could academia use this information to identify gaps and provide constructive feedback to our colleges and universities to improve the quality of our education programs? This action research project provided research data to answer these questions. This book outlines research that was completed to debug our Computer Science and Information technology programs and also reflects how one major U.S. University has solved this problem.
InfoWorld
Towards the Knowledge Society
Django 1.0 Template Development
MySQL and JSP Web Applications
Pro Web Project Management
The Definitive Guide to Quality Application Delivery
Become efficient in both frontend and backend web development with Spring and Vue Key FeaturesConnect application’s frontend and backend with Vue, Vuex, and Spring BootLeverage the latest web standards to enhance code performance, readability, and cross-compatibilityBuild secure full-stack web applications with Spring SecurityBook Description Building Applications with Spring 5 and Vue.js 2, with its practical approach, helps you become a full-stack web developer. As well as knowing how to write frontend and backend code, a developer has to tackle all problems encountered in the application development life cycle – starting from the simple idea of an application, to the UI and technical designs, and all the way to implementation, testing, production deployment, and monitoring. With the help of this book, you'll get to grips with Spring 5 and Vue.js 2 as you learn how to develop a web application. From the initial structuring to full deployment, you’ll be guided at every step of developing a web application from scratch with Vue.js 2 and Spring 5. You’ll learn how to create different components of your application as you progress through each chapter, followed by exploring different tools in these frameworks to expedite your development cycle. By the end of this book, you’ll have gained a complete understanding of the key design patterns and best practices that underpin professional full-stack web development. What you will learnAnalyze requirements and design data modelsDevelop a single-page application using Vue.js 2 and Spring 5Practice concept, logical, and physical data modelingDesign, implement, secure, and test RESTful API Add test cases to improve reliability of an applicationMonitor and deploy your application to productionWho this book is for Building Applications with Spring 5.0 and Vue.js 2.0 is for you if you are developer who is new to Vue.js or Spring. It is assumed that you have some knowledge of HTML, CSS, and Java.
An aspiring business analyst has to go through the rigors of the interview process in order to prove his knowledge, skill, ability, and worth to a prospective employer. The intent of this book is to provide a comprehensive guide to help aspiring as well as experienced business analysts prepare for interviews for suitable roles. The Q&A format of the book seeks to guide readers in planning and organizing their thoughts in a focused and systematic manner. Additionally, this book also aims to not only clarify existing concepts but also help candidates to enhance their understanding of the field. Thus, the book can also be used for preparing for professional certification exams offered by various leading institutes across the globe.
"This book presents current, effective software engineering methods for the design and development of modern Web-based applications"--Provided by publisher.
The Art and Science of Analyzing Software Data provides valuable information on analysis techniques often used to derive insight from software data. This book shares best practices in the field generated by leading data scientists, collected from their experience training software engineering students and practitioners to master data science. The book covers topics such as the analysis of security data, code reviews, app stores, log files, and user telemetry, among others. It covers a wide variety of techniques such as co-change analysis, text analysis, topic analysis, and concept analysis, as well as advanced topics such as release planning and generation of source code comments. It includes stories from the trenches from expert data scientists illustrating how to apply data analysis in industry and open source, present results to stakeholders, and drive decisions. Presents best practices, hints, and tips to analyze data and apply tools in data science projects Presents research methods and case studies that have emerged over the past few years to further understanding of software data Shares stories from the trenches of successful data science initiatives in industry