

Software Solution Design Document

Software -- Software Engineering.

Finding ways to reduce costs is difficult but the latest books from MC2 Books, *Designing a Document Strategy* by Kevin Craine has the cure. This book tells managers how to better manage the process that consumes paper, toner, and manpower in every business environment. In support of the book, Craine has unveiled a support website, www.document-strategy.com, offering a preview of the coverage. While there are many books on business

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strategy and workflow, few tackle the lifeblood of business the document. Designing a Document Strategy targets managers, technicians and consultants who see the benefits and cost savings inherent in implementing a document strategy. The clearly defined five-phase process can be tailored to any environment. It includes Cause-effect diagrams, flow charts, and ROI formulas that can be copied and put into use. Case examples demonstrate application of the theories in the real world, leading to meaningful and informed action. Regardless of their final recommendations, readers will be more likely to bring about real-world, bottom-line benefits. There is no better educational resource on designing a document strategy

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than this book. Book reviewers in the document industry give it rave reviews.

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's

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leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions Organizations face many challenges in managing ever-

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increasing documents that they need to conduct their businesses. IBM® content management and imaging solutions can capture, store, manage, integrate, and deliver various forms of content throughout an enterprise. These tools can help reduce costs associated with content management and help organizations deliver improved customer service. The advanced document capture capabilities are provided through IBM Datacap software. This IBM Redbooks® publication focuses on Datacap components, system architecture, functions, and capabilities. It explains how Datacap works, how to design a document image capture solution, and how to implement the solution using Datacap Developer Tools, such as

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Datacap FastDoc (Admin). FastDoc is the development tool that designers use to create rules and rule sets, configure document hierarchy and task profiles, and set up a verification panel for image verification. A loan application example explains the advanced technologies of IBM Datacap Version 9. This scenario shows how to develop a versatile capture solution that is able to handle both structured and unstructured documents. Information about high availability, scalability, performance, backup and recovery options, preferable practices, and suggestions for designing and implementing an imaging solution is also included. This book is intended for IT architects and professionals who are responsible for creating, improving,

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designing, and implementing document imaging solutions for their organizations.

Federal Information Processing Standards Publication
Concepts, Principles, and Practices

Agile Documentation

Bridging Waterfall and Agile Methodologies

Software Engineering at Google

Facts and Fallacies of Software Engineering

Voices from the Open Source Revolution

The practice of building software is a “new kid on the block” technology. Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software

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builders are relative “newbies.” In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with those facts—and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short lifespan of the software field, all too many of them have been forgotten. While reading *Facts and Fallacies of Software Engineering*, you may experience moments of “Oh, yes, I had forgotten that,” alongside some “Is that really true?” thoughts. The author of this book doesn't shy away from controversy. In fact, each of the facts and fallacies is

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accompanied by a discussion of whatever controversy envelops it. You may find yourself agreeing with a lot of the facts and fallacies, yet emotionally disturbed by a few of them! Whether you agree or disagree, you will learn why the author has been called “the premier curmudgeon of software practice.” These facts and fallacies are fundamental to the software building field—forget or neglect them at your peril!

Learn about the responsibilities of a .NET solution architect and explore solution architecture principles, DevOps solutions, and design techniques and standards with hands-on examples of design patterns Key Features Find out what are the essential personality traits

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and responsibilities of a solution architect Become well-versed with architecture principles and modern design patterns with hands-on examples Design modern web solutions and make the most of Azure DevOps to automate your development life cycle Book Description Understanding solution architecture is a must to build and integrate robust systems to meet your client's needs. This makes it crucial for a professional .NET software engineer to learn the key skills of a .NET solution architect to create a unique digital journey and build solutions for a wide range of industries, from strategy and design to implementation. With this handbook, developers working with the .NET technology will be able

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to put their knowledge to work. The book takes a hands-on approach to help you become an effective solution architect. You'll start by learning the principles of the software development life cycle (SDLC), the roles and responsibilities of a .NET solution architect, and what makes a great .NET solution architect. As you make progress through the chapters, you'll understand the principles of solution architecture and how to design a solution, and explore designing layers and microservices. You'll complete your learning journey by uncovering modern design patterns and techniques for designing and building digital solutions. By the end of this book, you'll have learned how to architect your

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modern web solutions with ASP.NET Core and Microsoft Azure and be ready to automate your development life cycle with Azure DevOps. What you will learn Understand the role and core responsibilities of a .NET solution architect Study popular UML (Unified Modeling Language) diagrams for solution architecture Work with modern design patterns with the help of hands-on examples Become familiar with microservices and designing layers Discover how to design modern web solutions Automate your development life cycle with Azure DevOps Who this book is for This book is for intermediate and advanced .NET developers and software engineers who want to advance their careers

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and expand their knowledge of solution architecture and design principles. Beginner or intermediate-level solution architects looking for tips and tricks to build large-scale .NET solutions will find this book useful.

This book provides the state-of-the-art intelligent methods and techniques for solving real-world problems along with a vision of the future research. The fifth 2020 Future Technologies Conference was organized virtually and received a total of 590 submissions from academic pioneering researchers, scientists, industrial engineers, and students from all over the world. The submitted papers covered a wide range of important topics including but not limited to computing, electronics,

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artificial intelligence, robotics, security and communications and their applications to the real world. After a double-blind peer review process, 210 submissions (including 6 poster papers) have been selected to be included in these proceedings. One of the meaningful and valuable dimensions of this conference is the way it brings together a large group of technology geniuses in one venue to not only present breakthrough research in future technologies, but also to promote discussions and debate of relevant issues, challenges, opportunities and research findings. The authors hope that readers find the book interesting, exciting and inspiring.

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Harness the power of Dynamics 365 Operations and discover all you need to implement it About This Book Master all the necessary tools and resources to evaluate Dynamics 365 for Operations, implement it, and proactively maintain it. Troubleshoot your problems effectively with your Dynamics 365 partner Learn about architecture, deployment choices, integration, configuration and data migration, development, testing, reporting and BI, support, upgrading, and more. Who This Book Is For This book is for technology leaders, project managers solution architects, and consultants who are planning to implement, are in the process of implementing, or are currently upgrading to Dynamics

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365 for Operations. This book will help you effectively learn and implement Dynamics 365 for Operations. What You Will Learn Learn about Microsoft Dynamics 365, it's offerings, plans and details of Finance and Operations, Enterprise edition Understand the methodology and the tool, architecture, and deployment options Effectively plan and manage configurations and data migration, functional design, and technical design Understand integration frameworks, development concepts, best practices, and recommendations while developing new solutions Learn how to leverage intelligence and analytics through Power BI, machine learning, IOT, and Cortana intelligence Master testing, training, going live,

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upgrading, and how to get support during and after the implementation In Detail Microsoft Dynamics 365 for Finance and Operations, Enterprise edition, is a modern, cloud-first, mobile-first, ERP solution suitable for medium and large enterprise customers. This book will guide you through the entire life cycle of a implementation, helping you avoid common pitfalls while increasing your efficiency and effectiveness at every stage of the project. Starting with the foundations, the book introduces the Microsoft Dynamics 365 offerings, plans, and products. You will be taken through the various methodologies, architectures, and deployments so you can select, implement, and maintain Microsoft Dynamics 365 for

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Finance and Operations, Enterprise edition. You will delve in-depth into the various phases of implementation: project management, analysis, configuration, data migration, design, development, using Power BI, machine learning, Cortana analytics for intelligence, testing, training, and finally deployment, support cycles, and upgrading. This book focuses on providing you with information about the product and the various concepts and tools, along with real-life examples from the field and guidance that will empower you to execute and implement Dynamics 365 for Finance and Operations, Enterprise edition. Style and approach This book is a step-by-step guide focusing on implementing Dynamics

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365 Operations solutions for your organization.

Solution Architecture with .NET

Software Engineering

Learn solution architecture principles and design

techniques to build modern .NET solutions

New Perspectives in Software Engineering

Extreme Scalability at Your Fingertips

Documenting Software Architectures

An MVC Approach to Concepts, Structures, and Models

"The basic concepts and theories of software engineering have stabilized considerably from the early days of thirty to forty years ago.

Nevertheless, the technology and tools continue to evolve, expand and improve every four to five years. In this fifth edition, we will cover some of these newly established improvements in technology and tools but reduce some areas, such as process assessment models, that is becoming less relevant today. We will still maintain many of the historically important concepts that formed the foundation to this field, such as the traditional process models. Our goal is to continue to keep the content of this book to a concise amount that can be taught in a

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**16-week semester introductory course"--
Microsoft has changed the technology so
customers can now select, evaluate and
implement Microsoft Dynamics 365 and other
applications for their enterprise. This book will
provide insights and relevant information around
Dynamics 365 Apps, trial experience and
implementation of Dynamics 365 for Finance and
Operations Apps
Well respected, practical reference guide to
Microsoft Windows Server 2003 that now covers
the "R2" update.**

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This book will show you how to create robust, scalable, highly available and fault-tolerant solutions by learning different aspects of Solution architecture and next-generation architecture design in the Cloud environment.

Software Architecture with C++

Advanced Information Systems Engineering Concepts

Implementing Microsoft Dynamics 365 for Finance and Operations Apps

Engineering Communication

Kick-start your solutions architect career by

learning architecture design principles and strategies

Solutions Architect's Handbook

A practical how-to book, ENGINEERING COMMUNICATION is more than a guidebook for creating clear, accurate and engaging communication -- it is a complete teaching tool that includes the use of technology to produce dynamic written, oral, and visual communication. There are numerous complete examples, many taken directly from either student or business samples. It also asks students to critically examine the goals and methods of engineering communication. Written with step-by-step instruction

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on how to create both written and oral communication, the pedagogy includes end-of-chapter exercises to give the students opportunity to use what they have learned, and for the instructor to assess student mastery. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Apply business requirements to IT infrastructure and deliver a high-quality product by understanding architectures such as microservices, DevOps, and cloud-native using modern C++ standards and features Key FeaturesDesign scalable large-scale applications with the C++ programming

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languageArchitect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD)Achieve architectural goals by leveraging design patterns, language features, and useful toolsBook Description Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use, but there are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with

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architectural concepts, including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how

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to apply them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learn

- Understand how to apply the principles of software architecture
- Apply design patterns and best practices to meet your architectural goals
- Write elegant, safe, and performant code using the latest C++ features
- Build applications that are easy to maintain and deploy
- Explore the different architectural approaches and learn to apply them as per your requirement
- Simplify development and operations using application containers
- Discover various techniques to solve common problems in

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software design and developmentWho this book is for
This software architecture C++ programming book is for experienced C++ developers looking to become software architects or develop enterprise-grade applications.

Taking a learn-by-doing approach, Software Engineering Design: Theory and Practice uses examples, review questions, chapter exercises, and case study assignments to provide students and practitioners with the understanding required to design complex software systems. Explaining the concepts that are immediately relevant to software designers, it begins with a review of software design fundamentals. The text presents a formal top-down

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design process that consists of several design activities with varied levels of detail, including the macro-, micro-, and construction-design levels. As part of the top-down approach, it provides in-depth coverage of applied architectural, creational, structural, and behavioral design patterns. For each design issue covered, it includes a step-by-step breakdown of the execution of the design solution, along with an evaluation, discussion, and justification for using that particular solution. The book outlines industry-proven software design practices for leading large-scale software design efforts, developing reusable and high-quality software systems, and producing technical and customer-driven design

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documentation. It also: Offers one-stop guidance for mastering the Software Design & Construction sections of the official Software Engineering Body of Knowledge (SWEBOK®) Details a collection of standards and guidelines for structuring high-quality code Describes techniques for analyzing and evaluating the quality of software designs Collectively, the text supplies comprehensive coverage of the software design concepts students will need to succeed as professional design leaders. The section on engineering leadership for software designers covers the necessary ethical and leadership skills required of software developers in the public domain. The section on creating software design

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documents (SDD) familiarizes students with the software design notations, structural descriptions, and behavioral models required for SDDs. Course notes, exercises with answers, online resources, and an instructor's manual are available upon qualified course adoption. Instructors can contact the author about these resources via the author's website:

<http://softwareengineeringdesign.com/>

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development.

Practitioners have increasingly discovered that close attention to a software system's architecture pays

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valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express

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an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use

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and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SysML

A Pattern Guide to Producing Lightweight Documents for Software Projects

Ethics and Security Automata

Java 2 Developer

Essentials of Software Engineering

Learn best practices, architecture, tools, techniques, and more, 2nd Edition

Microsoft Windows Server 2003

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The Official (ISC)2 Guide to the CISSP CBK Reference CouchDB is a new breed of database for the Internet, geared to meet the needs of today's dynamic web applications. With this concise introduction, you'll learn how CouchDB's simple model for storing, processing, and accessing data makes it ideal for the type of data and rapid response users now demand from your applications—and how easy CouchDB is to set up, deploy, maintain, and scale. The code-packed examples in this book will help you learn how to work with documents, populate a simple database, replicate data from one database to another, and a host of other tasks. Install CouchDB on Linux, Mac OS X, Windows, or (if

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you must) from the source code Interact with data through CouchDB's RESTful API, and use standard HTTP operations, such as PUT, GET, POST, and DELETE Use Futon—CouchDB's web-based interface—to manage databases and documents, and to configure replications Learn how to create, update, and delete documents in JSON format, and how to create and delete databases Work with design documents to get the formatting and indexing your application requires Software Design Methodology explores the theory of software architecture, with particular emphasis on general design principles rather than specific methods. This book provides in depth coverage of large scale

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software systems and the handling of their design problems. It will help students gain an understanding of the general theory of design methodology, and especially in analysing and evaluating software architectural designs, through the use of case studies and examples, whilst broadening their knowledge of large-scale software systems. This book shows how important factors, such as globalisation, modelling, coding, testing and maintenance, need to be addressed when creating a modern information system. Each chapter contains expected learning outcomes, a summary of key points and exercise questions to test knowledge and skills. Topics range from the basic concepts of design to

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software design quality; design strategies and processes; and software architectural styles. Theory and practice are reinforced with many worked examples and exercises, plus case studies on extraction of keyword vector from text; design space for user interface architecture; and document editor. Software Design Methodology is intended for IT industry professionals as well as software engineering and computer science undergraduates and graduates on Msc conversion courses. * In depth coverage of large scale software systems and the handling of their design problems * Many worked examples, exercises and case studies to reinforce theory and practice * Gain an understanding of

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the general theory of design methodology

Why another book on software project management? For some time, the fields of project management, computer science, and software development have been growing rapidly and concurrently. Effective support for the enterprise demands the merging of these efforts into a coordinated discipline, one that incorporates best practices from both systems development and project management life cycles. Robert K. Wysocki creates that discipline in this book--a ready reference for professionals and consultants as well as a textbook for students of computer information systems and project management. By their very nature, software projects

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defy a "one size fits all" approach. In these pages you will learn to apply best-practice principles while maintaining the flexibility that's essential for successful software development. Learn how to make the planning process fit the need

- * Understand how and why software development must be planned on a certainty-to-uncertainty continuum
- * Categorize your projects on a four-quadrant model
- * Learn when to use each of the five SDPM strategies--Linear, Incremental, Iterative, Adaptive, and Extreme
- * Explore the benefits of each strategic model and what types of projects it supports best
- * Recognize the activities that go into the Scoping, Planning, Launching, Monitoring/Controlling, and Closing

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phases of each strategy * Apply this knowledge to the specific projects you manage * Get a clear picture of where you are and how to get where you want to go

This book contains a selection of papers from the 2020 International Conference on Software Process Improvement (CIMPS 20), held between the 21st and 23rd of October in Mazatlán, Sinaloa, México. The CIMPS 20 is a global forum for researchers and practitioners that present and discuss the most recent innovations, trends, results, experiences and concerns in the several perspectives of Software Engineering with clear relationship but not limited to software processes, Security in Information and Communication Technology

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and Big Data Field. The main topics covered are: Organizational Models, Standards and Methodologies, Software Process Improvement, Knowledge Management, Software Systems, Applications and Tools, Information and Communication Technologies and Processes in Non-software Domains (mining, automotive, aerospace, business, health care, manufacturing, etc.) with a demonstrated relationship to Software Engineering Challenges.

The Journal of Defense Systems Acquisition
Management

Software Creativity 2.0

Theory and Practice

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Implementing Document Imaging and Capture Solutions with IBM Datacap

Getting Started with CouchDB

A Tool for Software Product and Process Improvement

Proceedings of the 9th International Conference on Software Process Improvement (CIMPS 2020)

Glass explores a critical, yet strangely neglected, question: What is the role of creativity in software engineering and computer programming? With his trademark easy-to-read style and practical approach, backed by

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research and personal experience, Glass takes on a wide range of related angles and implications. (Computer Books)

Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." -Philip Allen This

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textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as

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medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides

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definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis;

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specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical

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Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and

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Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

Windows Server 2008 R2 Unleashed is the most comprehensive and realistic guide to planning, design, prototyping, implementation, migration, administration, and support. Based on

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the authors' unsurpassed experience working with Windows Server 2008 R2 since its earliest alpha releases, it offers indispensable guidance drawn from hundreds of production environments. Microsoft MVP Rand Morimoto and his colleagues systematically introduce Windows Server 2008 R2 to IT professionals, identifying R2's most crucial enhancements and walking through every step of installation and configuration.

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Next, they present comprehensive coverage of every area of Windows Server 2008 R2, including Active Directory, networking services, security, R2 migration from Windows Server 2003 and 2008, administration, fault tolerance, optimization and troubleshooting, core application services, and more. The authors thoroughly address major Windows Server 2008 R2 enhancements and present extensive coverage of R2 innovations

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ranging from Hyper-V virtualization to DirectAccess and the enhancements in Failover Clustering. Every chapter contains tips, tricks, and best practices learned from actual deployments: practical information for using Windows Server 2008 R2 to solve real business problems. Detailed information on how to... Plan and migrate from Windows Server 2003/2008 to Windows Server 2008 R2 and use R2's new server migration tools Manage

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Active Directory with Active Directory Administrative Center, Best Practice Analyzer, and PowerShell scripts Use R2's updated security tools and templates to lock down servers, clients, and networks Maximize availability with Windows Server 2008 R2 clustering, fault tolerance, and replication Streamline client management with new Group Policy ADMX settings and management tools Improve remote access using DirectAccess,

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Remote Desktop Services (formerly Terminal Services), and Virtual Desktop Infrastructure Implement Hyper-V virtualization including the built-in Live Migration technology Leverage add-ons such as Windows SharePoint Services, Windows Media Services, and IIS 7.5

This book is intended for business executives and managers responsible for the strategy and direction of their company's IT systems. This may be a

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board member, the CEO, or other senior executive. It provides a guide to assessing the value and risks of current computer systems, and the value of your current IT staff and organization. It makes recommendations on how to build a long term strategic plan for your enterprise to insure that IT and your systems meet your business objectives and goals.

Software Engineering Design

Implementing Microsoft Dynamics 365 for

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Finance and Operations

Lessons Learned from Programming Over Time

Uniform System of Accounts for Cooperative Housing Corporations Using Manual and Computer Accounting Systems

The Complete Idiot's Guide to a Career in Computer Programming

Windows Server 2008 R2 Unleashed

Managing Computer Systems in the 21st Century

Describes the job market, qualifications, career paths, and common

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pitfalls and includes information on interviewing, working with employment agencies, and resumes

Disseminates information concerning new developments and effective actions taken relative to the management of defense systems programs and defense systems acquisition.

This thoroughly revised and updated book, now in its second edition, intends to be much more comprehensive book on software testing. The treatment of the subject in the second edition maintains to provide an insight into the practical aspects of software testing, along with the recent technological development in the field, as in the previous edition, but with significant additions. These changes are designed to provide in-depth understanding of the key concepts. Commencing with the introduction, the book builds up the basic concepts of quality and software testing. It, then, elaborately

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discusses the various facets of verification and validation, methodologies of both static testing and dynamic testing of the software, covering the concepts of structured group examinations, control flow and data flow, unit testing, integration testing, system testing and acceptance testing. The text also focuses on the importance of the cost-benefit analysis of testing processes, test automation, object-oriented applications, client-server and web-based applications. The concepts of testing commercial off-the-shelf (COTS) software as well as object-oriented testing have been described in detail. Finally, the book brings out the underlying concepts of usability and accessibility testing. Career in software testing is also covered in the book. The book is intended for the undergraduate and postgraduate students of computer science and engineering for a course in software testing.

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The Project Manager's Guide is an easy to read and use resource for both the novice and the experienced Project Manager. It presents Project Management concepts and theory along with their practical application. This book answers the question "Great I understand the theory and concept. Now how am I going to apply this to a real life project?" The Guide is designed so it can be used as a reference guide where each chapter is self-contained and focusing on a specific topic with the order of the chapters follows a logical progression of topics that builds on the previous one. This book can be read in sequence from chapter 1 to 30 or one can go directly to a particular chapter or topic. This Guide can be a resource used by Project Managers throughout their career.

Software Design Methodology

Views and Beyond

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Project Manager's Guide

System Engineering Analysis, Design, and Development

Unleashed

Proceedings of the Future Technologies Conference (FTC) 2020,

Volume 3

Can security automata (robots and AIs) make moral decisions to apply force on humans correctly? If they can make such decisions, ought they be used to do so? Will security automata increase or decrease aggregate risk to humans? What regulation is appropriate? Addressing these important issues this book examines the political and technical challenges of the robotic use of force. The book presents accessible practical examples of the

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'machine ethics' technology likely to be installed in military and police robots and also in civilian robots with everyday security functions such as childcare. By examining how machines can pass 'reasonable person' tests to demonstrate measurable levels of moral competence and display the ability to determine the 'spirit' as well as the 'letter of the law', the author builds upon existing research to define conditions under which robotic force can and ought to be used to enhance human security. The scope of the book is thus far broader than 'shoot to kill' decisions by autonomous weapons, and should attract readers from the fields of ethics, politics, and legal, military and international affairs. Researchers in artificial intelligence and robotics

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will also find it useful.

Provides detailed methodology for digitizing project knowledge by bridging the gap between Waterfall and Agile Methodologies.

The only official, comprehensive reference guide to the CISSP All new for 2019 and beyond, this is the authoritative common body of knowledge (CBK) from (ISC)2 for information security professionals charged with designing, engineering, implementing, and managing the overall information security program to protect organizations from increasingly sophisticated attacks. Vendor neutral and backed by (ISC)2, the CISSP credential meets the stringent requirements of ISO/IEC Standard 17024. This CBK covers the new eight domains

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of CISSP with the necessary depth to apply them to the daily practice of information security. Written by a team of subject matter experts, this comprehensive reference covers all of the more than 300 CISSP objectives and sub-objectives in a structured format with:

- Common and good practices for each objective
- Common vocabulary and definitions
- References to widely accepted computing standards
- Highlights of successful approaches through case studies

Whether you've earned your CISSP credential or are looking for a valuable resource to help advance your security career, this comprehensive guide offers everything you need to apply the knowledge of the most recognized body of influence in information security.

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Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache; major database vendors have ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software. Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds,

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and where it is going. For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage. The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source

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Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl)

This book explains why the majority of the Internet's servers use open- source technologies for everything from the operating system to Web serving and email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn why venture capitalists are

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eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away. For the first time in print, this book presents the story of the open-source phenomenon told by the people who created this movement. Open Sources will bring you into the world of free software and show you the revolution.

Design Patterns

Knowledge Driven Development

ISO 9000-3

Design modern systems using effective architecture concepts, design patterns, and techniques with C++20

Effective Software Project Management

SOFTWARE TESTING : A Practical Approach

Guide to Efficient Software Design

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This classroom-tested textbook presents an active-learning approach to the foundational concepts of software design. These concepts are then applied to a case study, and reinforced through practice exercises, with the option to follow either a structured design or object-oriented design paradigm. The text applies an incremental and iterative software development approach, emphasizing the use of design characteristics and modeling techniques as a way to represent higher levels of design abstraction, and

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promoting the model-view-controller (MVC) architecture. Topics and features: provides a case study to illustrate the various concepts discussed throughout the book, offering an in-depth look at the pros and cons of different software designs; includes discussion questions and hands-on exercises that extend the case study and apply the concepts to other problem domains; presents a review of program design fundamentals to reinforce understanding of the basic concepts; focuses on a bottom-up approach to

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describing software design concepts; introduces the characteristics of a good software design, emphasizing the model-view-controller as an underlying architectural principle; describes software design from both object-oriented and structured perspectives; examines additional topics on human-computer interaction design, quality assurance, secure design, design patterns, and persistent data storage design; discusses design concepts that may be applied to many types of software development

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projects; suggests a template for a software design document, and offers ideas for further learning. Students of computer science and software engineering will find this textbook to be indispensable for advanced undergraduate courses on programming and software design. Prior background knowledge and experience of programming is required, but familiarity in software design is not assumed.

Guide to Efficient Software Design An MVC Approach to Concepts, Structures, and Models Springer Nature

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Purpose The purpose of this book is to provide the reader with an understanding of the ISO 9000-3 guideline and how it applies to the specification, development, test, and maintenance of software. We will show that the basic practices and procedures that define software engineering and the ISO guideline are, for all intents and purposes, one and the same. We hope that the readers of this book will use the information found within not only to pass the certification audit but as a tool to be used to create the

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well-managed engineering environment needed to create reliable, well engineered products in a consistent manner. Audience This book is intended for senior software engineers, software managers, and non software managers within software organizations whose aim is to create an engineering environment within their company or organization. In addition, individuals outside the software organization who have responsibility for the specification of the software product and preparing their organization to take

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ownership of the developed product will find this book of great interest. Finally, those who must choose software companies to do business with or audit software companies to determine their ability to engineer and maintain a software product will find this book helpful. 2

Introduction Overview This book is made up of twenty-four chapters that can be grouped into four sections. Chapter 1 through Chapter 4 set the basis for the following chapters that deal directly with the guideline.

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The fastest way to get certified for the exams CX-310-252A and CX-310-027. This volume contains tips, tricks, and hints on all the content included in these tests.

Policy and Technical Challenges of the Robotic Use of Force

Open Sources

Designing a Document Strategy

Elements of Reusable Object-Oriented Software

23rd International Conference, CAiSE 2011, London, UK, June 20-24, 2011, Proceedings
From Principles to Architectural Styles

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Software documentation forms the basis for all communication relating to a software project. To be truly effective and usable, it should be based on what needs to be known. Agile Documentation provides sound advice on how to produce lean and lightweight software documentation. It will be welcomed by all project team members who want to cut out the fat from this time consuming task. Guidance given in pattern form, easily digested and cross-referenced, provides solutions to common problems. Straightforward advice will help you to

judge: What details should be left in and what left out When communication face-to-face would be better than paper or online How to adapt the documentation process to the requirements of individual projects and build in change How to organise documents and make them easily accessible When to use diagrams rather than text How to choose the right tools and techniques How documentation impacts the customer Better than offering pat answers or prescriptions, this book will help you to understand the elements and processes that can be found

repeatedly in good project documentation and which can be shaped and designed to address your individual circumstance. The author uses real-world examples and utilises agile principles to provide an accessible, practical pattern-based guide which shows how to produce necessary and high quality documentation.

This book constitutes the refereed proceedings of the 23rd International Conference on Advanced Information Systems Engineering, CAiSE 2011, held in London, UK, in June 2011. The 42 revised

full papers and 5 revised short papers presented were carefully reviewed and selected from 320 submissions. In addition the book contains the abstracts of 2 keynote speeches. The contributions are organized in topical sections on requirements; adaptation and evolution; model transformation; conceptual design; domain specific languages; case studies and experiences; mining and matching; business process modelling; validation and quality; and service and management.