

Perpetuum Software

Arthur M. Langer

Pro Business Applications with Silverlight 5 Chris Anderson, 2012-06-08 Silverlight 5 has the potential to revolutionize the way we build business applications. With its flexibility, web deployment, cross-platform capabilities, rich .NET language support on the client, rich user interface control set, small runtime, and more, it comes close to the perfect platform on which to build business applications. It's a very powerful technology, and despite its youth, it's moving forward at a rapid pace and is gaining widespread popularity. This book guides you through the process of designing and developing enterprise-strength business applications in Silverlight 5 and C#. You'll learn how to take advantage of the power of Silverlight to develop rich and robust business applications—from getting started to deployment, and everything in between. In particular, this book will serve developers who want to learn how to design business applications. It will introduce the patterns you'll use, the issues you'll face, and how to resolve them. Author Chris Anderson, who has been building line-of-business applications for years, demonstrates his expertise through a candid presentation of how to tackle real-life issues, rather than just avoiding them. Developers will benefit from his hard-won expertise through business application design patterns that he shares throughout the book. With this book in hand, you will: Create a fully-functional business application in Silverlight Discover how to satisfy the general requirements that most business applications need Develop a business application framework

Pro Business Applications with Silverlight 4 Chris Anderson, 2010-09-19 Silverlight 4 has the potential to revolutionize the way we build business applications. With its flexibility, web deployment, cross-platform capabilities, rich .NET language support on the client, rich user interface control set, small runtime, and more, it comes close to the perfect platform in which to build business applications. It's a very powerful technology, and despite its youth, it's moving forward at a rapid pace and is gaining widespread adoption. This book will guide you through the process of designing and developing enterprise-strength business applications in Silverlight 4 and C#. You will learn how to take advantage of the power of Silverlight to develop rich and robust business applications, from getting started to deployment, and everything in between. In particular, this book will serve developers who want to learn how to design business applications, and introduce the patterns to use, the issues that you'll face, and how to resolve them. Chris Anderson, who has been building line-of-business applications for years, demonstrates his experience through a candid presentation of how to tackle real-life issues, rather than just avoid them. Developers will benefit from his hard-won expertise through business application design patterns that he shares throughout the book. With this book in hand, you will Create a fully functional business application in Silverlight Discover how to satisfy all of the general requirements that most business applications need Develop a business application framework

Getting Started with Knockout.js for .NET Developers Andrey Akinshin, 2015-05-27 This book is intended for .NET developers who want to use the MVVM design pattern to create powerful client-side JavaScript linked to server-side C# logic. Basic experience with ASP.NET, Razor, and creating web applications is needed.

Unraveling Software Maintenance and Evolution Ervin Varga, 2018-01-29 Software maintenance work is often considered a dauntingly rigid activity – this book proves the opposite: it demands high levels of creativity and thinking outside the box. Highlighting the creative aspects of software maintenance and combining analytical and systems thinking in a holistic manner, the book motivates readers not to blithely follow the beaten tracks of “technical rationality”. It delivers the content in a pragmatic fashion using case studies which are woven into long running story lines. The book is organized in four parts, which can be read in any order, except for the first chapter, which introduces software maintenance and evolution and presents a number of case studies of software failures. The “Introduction to Key Concepts” briefly introduces the major elements of software maintenance by highlighting various core concepts that are vital in order to see the forest for the trees. Each such concept is illustrated with a worked example. Next, the “Forward Engineering” part debunks the myth that being fast and successful during initial development is all that matters. To this end, two categories of forward engineering are considered: an inept initial project with a multitude of

hard evolutionary phases and an effective initial project with multiple straightforward future increments. “Reengineering and Reverse Engineering” shows the difficulties of dealing with a typical legacy system, and tackles tasks such as retrofitting tests, documenting a system, restructuring a system to make it amenable for further improvements, etc. Lastly, the “DevOps” section focuses on the importance and benefits of crossing the development versus operation chasm and demonstrates how the DevOps paradigm can turn a loosely coupled design into a loosely deployable solution. The book is a valuable resource for readers familiar with the Java programming language, and with a basic understanding and/or experience of software construction and testing. Packed with examples for every elaborated concept, it offers complementary material for existing courses and is useful for students and professionals alike.

Tried and True Object Development Ari Jaaksi, Juha-Markus Aalto, 1999 Written by four experienced software developers, this is a practical book about object-based and component-based software development.

Stylish F# Kit Eason, 2018-11-30 Why just get by in F# when you can program in style! This book goes beyond syntax and into design. It provides F# developers with best practices, guidance, and advice to write beautiful, maintainable, and correct code. Stylish F# covers every design decision that a developer makes in constructing F# programs, helping you make the most educated and valuable design choices at every stage of code development. You will learn about the design of types and function signatures, the benefits of immutability, and the uses of partial function application. You will understand best practices for writing APIs to be used by F#, C#, and other languages. Each carefully vetted design choice is supported with compelling examples, illustrations, and rationales. What You'll Learn Know why, when, and how to code in immutable style Use collection functions, piping, and function composition to build working software quickly Be aware of the techniques available to bring error handling into the mainstream of program logic Optimize F# code for maximum performance Identify and implement opportunities to use function injection to improve program design Appreciate the methods available to handle unknown data values Understand asynchronous and parallel programming in F#, and how it differs from C# asynchronous programming Who This Book Is For Any developer who writes F# code and wants to write it better

Dr. Dobb's Journal, 2007

Stylish F# 6 Kit Eason, 2021-12-04 Why just get by in F# when you can program in style. This book goes beyond syntax and into design. It provides F# developers with best practices, guidance, and advice to write beautiful, maintainable, and correct code. This second edition, fully updated for .NET 6 and F# 6, includes all new coverage of anonymous records, the task { } computation expression, and the relationship between types and modules. Stylish F# 6 covers every design decision that a developer makes in constructing F# programs, helping you make the most educated and valuable design choices at every stage of code development. You will learn about the design of types and function signatures, the benefits of immutability, and the uses of partial function application. You will understand best practices for writing APIs to be used by F#, C#, and other languages. Each carefully vetted design choice is supported with compelling examples, illustrations, and rationales. What You Will Learn Know why, when, and how to code in immutable style Use collection functions, piping, and function composition to build working software quickly Be aware of the techniques available to bring error handling into the mainstream of program logic Optimize F# code for maximum performance Identify and implement opportunities to use function injection to improve program design Appreciate the methods available to handle unknown data values Understand asynchronous and parallel programming in F#, and how it differs from C# asynchronous programming Exploit records and anonymous records as low-overhead, easily comparable containers for structured data Who This Book Is For Any developer who writes F# code and wants to write it better

Software Agents for Future Communication Systems Alex Hayzelden, John Bigham, 2012-12-06 Agent technology has recently become one of the most vibrant and fastest growing areas in information technology. This is the first systematic introduction to software agents with the goal of exploiting them in future communication systems. The coherently written chapters

provide complementary coverage of the relevant issues. Multi-agent systems and mobile agent approaches are presented and applied to important topics in future communication systems.

Euro-Par 2011 Parallel Processing Emmanuel Jeannot,Raymond Namyst,Jean

Roman,2011-08-12 The two-volume set LNCS 6852/6853 constitutes the refereed proceedings of the 17th International Euro-Par Conference held in Bordeaux, France, in August/September 2011. The 81 revised full papers presented were carefully reviewed and selected from 271 submissions. The papers are organized in topical sections on support tools and environments; performance prediction and evaluation; scheduling and load-balancing; high-performance architectures and compilers; parallel and distributed data management; grid, cluster and cloud computing; peer to peer computing; distributed systems and algorithms; parallel and distributed programming; parallel numerical algorithms; multicore and manycore programming; theory and algorithms for parallel computation; high performance networks and mobile ubiquitous computing.

The Morgan Stanley and d&a European Technology Atlas 2005 ,

Software Engineering for Variability Intensive Systems Ivan Mistrik,Matthias Galster,Bruce

R. Maxim,2019-01-15 This book addresses the challenges in the software engineering of variability-intensive systems. Variability-intensive systems can support different usage scenarios by accommodating different and unforeseen features and qualities. The book features academic and industrial contributions that discuss the challenges in developing, maintaining and evolving systems, cloud and mobile services for variability-intensive software systems and the scalability requirements they imply. The book explores software engineering approaches that can efficiently deal with variability-intensive systems as well as applications and use cases benefiting from variability-intensive systems.

Software Product Lines Robert Nord,Robert L. Nord,2004-08-18 This book constitutes the refereed proceedings of the Third International Software Product Line Conference, SPLC 2004, held in Boston, MA, USA in August/September 2004. The 18 revised full technical papers presented together with a keynote abstract and summaries of panels, tutorials, and workshops were carefully reviewed and selected for inclusion in the book. Organized in sections on business, architecture, and quality assurance, the papers address topics ranging from how to start a software product line in a company, to case studies of mature product lines and the technology used, to test strategies of product lines, to strategies and notations for creating product line architectures, and to the importance of binding times in creating product lines.

Software Process Improvement and Management: Approaches and Tools for Practical Development Fauzi, Shukor Sanim Mohd,2011-11-30 Over the past decade, there has been an increase in attention and focus on the discipline of software engineering. Software engineering tools and techniques have been developed to gain more predictable quality improvement results. Process standards such as Capability Maturity Model Integration (CMMI), ISO 9000, Software Process Improvement and Capability dEtermination (SPICE), Agile Methodologies, and others have been proposed to assist organizations to achieve more predictable results by incorporating these proven standards and procedures into their software process. Software Process Improvement and Management: Approaches and Tools for Practical Development offers the latest research and case studies on software engineering and development. The production of new process standards assist organizations and software engineers in adding a measure of predictability to the software process. Companies can gain a decisive competitive advantage by applying these new and theoretical methodologies in real-world scenarios. Researchers, scholars, practitioners, students, and anyone interested in the field of software development and design should access this book as a major compendium of the latest research in the field.

Guide to Software Development Arthur M. Langer,2012-01-03 This book addresses how best to make build vs. buy decisions, and what effect such decisions have on the software development life cycle (SDLC). Offering an integrated approach that includes important management and decision practices, the text explains how to create successful solutions that fit user and customer needs, by mixing different SDLC methodologies. Features: provides concrete examples and effective case

studies; focuses on the skills and insights that distinguish successful software implementations; covers management issues as well as technical considerations, including how to deal with political and cultural realities in organizations; identifies many new alternatives for how to manage and model a system using sophisticated analysis tools and advanced management practices; emphasizes how and when professionals can best apply these tools and practices, and what benefits can be derived from their application; discusses searching for vendor solutions, and vendor contract considerations.

A Discipline of Software Engineering B. Walraet, 2014-06-28 This comprehensive approach to the creation of software systems charts a road through system modelling techniques, allowing software engineers to create software meeting two very basic requirements: • that the software system represent a narrow emulation of the organization system that served as its model; • and that the software system display life attributes identical to those of the organization system that it automatizes. The result is a quantum leap increase in software application quality. Such benefit is achieved by the introduction of a fundamental paradigm: the office-floor metaphor which incorporates such well-balanced basic ideas as the functional normalization of tasks and information (in sharp contrast to the classic data normalization) and the principle of tenant-ownership.

Software Engineering Processes Yingxu Wang, Graham King, 2000-04-21 Software engineering is playing an increasingly significant role in computing and informatics, necessitated by the complexities inherent in large-scale software development. To deal with these difficulties, the conventional life-cycle approaches to software engineering are now giving way to the process system approach, encompassing development methods, infrastructure, organization, and management. Until now, however, no book fully addressed process-based software engineering or set forth a fundamental theory and framework of software engineering processes. *Software Engineering Processes: Principles and Applications* does just that. Within a unified framework, this book presents a comparative analysis of current process models and formally describes their algorithms. It systematically enables comparison between current models, avoidance of ambiguity in application, and simplification of manipulation for practitioners. The authors address a broad range of topics within process-based software engineering and the fundamental theories and philosophies behind them. They develop a software engineering process reference model (SEPRM) to show how to solve the problems of different process domains, orientations, structures, taxonomies, and methods. They derive a set of process benchmarks-based on a series of international surveys-that support validation of the SEPRM model. Based on their SEPRM model and the unified process theory, they demonstrate that current process models can be integrated and their assessment results can be transformed between each other. Software development is no longer just a black art or laboratory activity. It is an industrialized process that requires the skills not just of programmers, but of organization and project managers and quality assurance specialists. *Software Engineering Processes: Principles and Applications* is the key to understanding, using, and improving upon effective engineering procedures for software development.

Quantifying Software Capers Jones, 2017-10-24 Software is one of the most important products in human history and is widely used by all industries and all countries. It is also one of the most expensive and labor-intensive products in human history. Software also has very poor quality that has caused many major disasters and wasted many millions of dollars. Software is also the target of frequent and increasingly serious cyber-attacks. Among the reasons for these software problems is a chronic lack of reliable quantified data. This reference provides quantified data from many countries and many industries based on about 26,000 projects developed using a variety of methodologies and team experience levels. The data has been gathered between 1970 and 2017, so interesting historical trends are available. Since current average software productivity and quality results are suboptimal, this book focuses on best in class results and shows not only quantified quality and productivity data from best-in-class organizations, but also the technology stacks used to achieve best-in-class results. The overall goal of this book is to encourage the adoption of best-in-class software metrics and best-in-class technology stacks. It does so by providing current data on average software schedules, effort, costs, and quality for several industries and countries. Because productivity and quality vary by

technology and size, the book presents quantitative results for applications between 100 function points and 100,000 function points. It shows quality results using defect potential and DRE metrics because the number one cost driver for software is finding and fixing bugs. The book presents data on cost of quality for software projects and discusses technical debt, but that metric is not standardized. Finally, the book includes some data on three years of software maintenance and enhancements as well as some data on total cost of ownership.

Global Software Development Handbook Raghvinder Sangwan, Matthew Bass, Neel Mullick, Daniel J. Paulish, Juergen Kazmeier, 2006-09-29 Economics and technology have dramatically re-shaped the landscape of software development. It is no longer uncommon to find a software development team dispersed across countries or continents. Geographically distributed development challenges the ability to clearly communicate, enforce standards, ensure quality levels, and coordinate tasks. *Global Software Development Handbook* explores techniques that can bridge distances, create cohesion, promote quality, and strengthen lines of communication. The book introduces techniques proven successful at international electronics and software giant Siemens AG. It shows how this multinational uses a high-level process framework that balances agility and discipline for globally distributed software development. The authors delineate an organizational structure that not only fosters team building, but also achieves effective collaboration among the central and satellite teams. The handbook explores the issues surrounding quality and the processes required to realize quality in a distributed environment. Communication is a tremendous challenge, especially for teams separated by several time zones, and the authors elucidate how to uncover patterns of communication among these teams to determine effective strategies for managing communication. The authors analyze successful and failed projects and apply this information to how a project can be successful with distributed teams. They also provide lightweight processes that can be dynamically adapted to the demands of any project.

The Road to the Unified Software Development Process Ivar Jacobson, Stefan Bylund, 2000-07-24 Ivar Jacobson, one of the Three Amigos of Rational, follows his fellow amigos, Grady Booch and James Rumbaugh, with the publication of *The Road to the Unified Software Development Process*, his own collection of the best of his work. Together with Stefan Bylund, Dr. Jacobson has gathered the best of his articles from *Object Magazine*, *JOOP*, and *ROAD*, and updated them to reflect current trends in the industry. This book not only presents the best of his work, but it also tracks the development of the new Unified Software Development Process. This book is an excellent reference for software professionals who are interested in analysis and design. It provides real-world experience in developing quality software through disciplined engineering.

Perpetuum Software Book Review: Unveiling the Magic of Language

In an electronic digital era where connections and knowledge reign supreme, the enchanting power of language has become more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is actually remarkable. This extraordinary book, aptly titled "**Perpetuum Software**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound impact on our existence. Throughout this critique, we will delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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Perpetuum Software Introduction

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