Software

A.I. Wasserman,P. Freeman

Composing Software Eric Elliott,2018-12-27 All software design is composition: the act of breaking complex problems down into smaller problems and composing those solutions. Most developers have a limited understanding of compositional techniques. It's time for that to change.In Composing Software, Eric Elliott shares the fundamentals of composition, including both function composition and object composition, and explores them in the context of JavaScript. The book covers the foundations of both functional programming and object oriented programming to help the reader better understand how to build and structure complex applications using simple building blocks.You'll learn: Functional programmingObject compositionHow to work with composite data structuresClosuresHigher order functionsFunctors (e.g., array.map)Monads (e.g., promises)TransducersLensesAll of this in the context of JavaScript, the most used programming language in the world. But the learning doesn't stop at JavaScript. You'll be able to apply these lessons to any language. This book is about the timeless principles of software composition and its lessons will outlast the hot languages and frameworks of today. Unlike most programming books, this one may still be relevant 20 years from now.This book began life as a popular blog post series that attracted hundreds of thousands of readers and influenced the way software is built at many high growth tech startups and fortune 500 companies

More Joel on Software Avram Joel Spolsky,2008-09-27 Joel, Apress, Blogs, and Blooks ...I was learning the hard way about how to be a publisher and probably spending way too much time looking at web sites and programming than I should have in response to that. Anyway, one day I came across this web site called , which was run by a guy with strong opinions and an unusual, clever writing style, along with a willingness to take on the conventional wisdom. In particular, he was writing this ongoing series about how bad most user interfaces were—mostly because programmers by and large knew, as Joel and I would say, using the same Yiddish–derived NYC vernacular that we both share, "bupkis" about what users really want. And I, like many, was hooked both by the series and the occasional random essay that Joel wrote. And then I had this epiphany: I'm a publisher, I like reading his stuff, why not turn it into a book?... Read the complete Foreword — Gary Cornell, Cofounder, Apress Since the release of the bestselling title Joel on Software in 2004, requests for a sequel have been relentless. So, we went back to the famed JoelonSoftware.com archives and pulled out a new batch of favorites, many of which have been downloaded over one million times. With Joel's newest book, More Joel on Software, you'll get an even better (not to mention updated) feast of Joel's opinions and impressions on software development, software design, running a software business, and so much more. This is a new selection of essays from the author's web site, http://www.joelonsoftware.com. Joel Spolsky started his weblog in March 2000 in order to offer his insights, based on years of experience, on how to improve the world of programming. This weblog has become infamous among the programming world, and is linked to more than 600 other web sites and translated into 30+ languages! Spolsky's extraordinary writing skills, technical knowledge, and caustic wit have made him a programming guru. With the success of Joel on Software, there has been a strong demand for additional gems and advice, and this book is the answer to those requests. Containing a collection of all–new articles from the original, More Joel on Software has even more of an edge than the original, and the tips for running a business or managing people have far broader application than the software industry. We feel it is safe to say that this is the most useful book you will buy this year.

Making Software Andy Oram,Greg Wilson,2010-10-14 Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make

better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

Just Enough Software Architecture George Fairbanks,2010-08-30 This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

Introduction to the Team Software Process Watts S. Humphrey,2000 TSPi overview; The logic of the team software process; The TSPi process; The team roles; Using the TSPi; Teamwork.

How to Engineer Software Steve Tockey,2019-09-04 A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically develop and maintain software.

Software Engineering Vaclav Rajlich,2011-11-17 Software Engineering: The Current Practice teaches students basic software engineering skills and helps practitioners refresh their knowledge and explore recent developments in the field, including software changes and iterative processes of software development. After a historical overview and an introduction to software technology and models, the book discusses the software change and its phases, including concept location, impact analysis, refactoring, actualization, and verification. It then covers the most common iterative processes: agile, directed, and centralized processes. The text also journeys through the software life span from the initial development of software from scratch to the final stages that lead toward software closedown. For Professionals The book gives programmers and software managers a unified view of the contemporary practice of software engineering. It shows how various developments fit together and fit into the contemporary software engineering mosaic. The knowledge gained from the book allows practitioners to evaluate and improve the software engineering processes in their projects. For Instructors Instructors have several options for using this classroom-tested material. Designed to be run in conjunction with the lectures, ideas for student projects include open source programs that use Java or C++ and range in size from 50 to 500 thousand lines of code. These projects emphasize the role of developers in a classroom-tailored version of the directed iterative process (DIP). For Students Students gain a real understanding of software engineering processes through the lectures and projects. They acquire hands-on experience with software of the size and quality comparable to that of industrial software. As is the case in the industry, students work in teams but have individual assignments and accountability.

Coding Places Yuri Takhteyev,2012-09-21 An examination of software practice in Brazil that reveals both the globalization and the localization of software development. Software development would seem to be a quintessential example of today's Internet-enabled "knowledge work"—a global profession not bound by the constraints of geography. In Coding Places, Yuri Takhteyev looks at the work of software developers who inhabit two contexts: a geographical area—in this case, greater Rio de Janeiro—and a "world of practice," a global system of activities linked by shared meanings and joint practice. The work of the Brazilian developers, Takhteyev discovers, reveals a paradox of the world of software: it is both diffuse and sharply centralized. The world of software revolves around a handful of places—in particular, the San Francisco Bay area—that exercise substantial control over both the material and cultural elements of software production. Takhteyev shows how in this context Brazilian software developers work to find their place in the world of software and to bring its benefits to their city. Takhteyev's study closely examines Lua, an open source programming language developed in Rio but used in such internationally popular products as World of Warcraft and Angry Birds. He shows that Lua had to be separated from its local origins on the periphery in order to achieve success abroad. The developers, Portuguese speakers, used English in much of their work on Lua. By bringing to light the work that peripheral practitioners must do to give software its seeming universality, Takhteyev offers a revealing perspective on the not-so-flat world of globalization.

Tools and Techniques for Software Development in Large Organizations: Emerging Research and Opportunities Pendyala, Vishnu,2019-12-20 The development of software has expanded substantially in recent years. As these technologies continue to advance, well-known organizations have begun implementing these programs into the ways they conduct business. These large companies play a vital role in the economic environment, so understanding the software that they utilize is pertinent in many aspects. Researching and analyzing the tools that these corporations use will assist in the practice of software engineering and give other organizations an outline of how to successfully implement their own computational methods. Tools and Techniques for Software Development in Large Organizations: Emerging Research and Opportunities is an essential reference source that discusses advanced software methods that prominent companies have adopted to develop high quality products. This book will examine the various devices that organizations such as Google, Cisco, and Facebook have implemented into their production and

development processes. Featuring research on topics such as database management, quality assurance, and machine learning, this book is ideally designed for software engineers, data scientists, developers, programmers, professors, researchers, and students seeking coverage on the advancement of software devices in today's major corporations.

Software Design for Six Sigma Basem S. El-Haik,Adnan Shaout,2011-02-16 This proposal constitutes an algorithm of design applying the design for six sigma thinking, tools, and philosophy to software design. The algorithm will also include conceptual design frameworks, mathematical derivation for Six Sigma capability upfront to enable design teams to disregard concepts that are not capable upfront, learning the software development cycle and saving development costs. The uniqueness of this book lies in bringing all those methodologies under the umbrella of design and provide detailed description about how these methods, QFD, DOE, the robust method, FMEA, Design for X, Axiomatic Design, TRIZ can be utilized to help quality improvement in software development, what kinds of different roles those methods play in various stages of design and how to combine those methods to form a comprehensive strategy, a design algorithm, to tackle any quality issues in the design stage.

Testing Computer Software Cem Kaner,Jack Falk,Hung Q. Nguyen,1999-04-26 This book will teach you how to test computer software under real-world conditions. The authors have all been test managers and software development managers at well-known Silicon Valley software companies. Successful consumer software companies have learned how to produce high-quality products under tight time and budget constraints. The book explains the testing side of that success. Who this book is for: * Testers and Test Managers * Project Managers-Understand the timeline, depth of investigation, and quality of communication to hold testers accountable for. * Programmers-Gain insight into the sources of errors in your code, understand what tests your work will have to pass, and why testers do the things they do. * Students-Train for an entry-level position in software development. What you will learn: * How to find important bugs quickly * How to describe software errors clearly * How to create a testing plan with a minimum of paperwork * How to design and use a bug-tracking system * Where testing fits in the product development process * How to test products that will be translated into other languages * How to test for compatibility with devices, such as printers * What laws apply to software quality

Software Engineering Education A.I. Wasserman,P. Freeman,2012-12-06 Software engineering is a term which was coined in the late 1960's as the theme for a workshop on the problems involved in producing software that could be developed economicaLly and would run reliably on real machines. Even now, software engineering is more of a wish than a reality, but the last few years have seen an increased awareness of the need to apply an engineering-type discipline to the design and construction of software systems. Many new proposals have been made for the management of software development and maintenance and many methodologies have been suggested for improving the programming process. As these problems and solutions become better understood, there is a growing need to teach these concepts to students and to practicing professionals. As a prelude to the educational process, it is necessary to gain an understanding of the software design and development process in industry and government, to define the appropriate job categories, and to identify the fundamental content areas of soft ware engineering. The need for quality education in software engineering is now recognized by practitioners and educators alike, and various educational endeavors in this area are now being formulated. Yet, discussions we had had over the past year or so led us to believe that there was insufficient contact between practitioners and educators, with the resultant danger that each group would go off in separate ways rather than working together.

Software Evolution and Feedback Nazim H. Madhavji,Juan Fernandez-Ramil,Dewayne Perry,2006-08-30 Evolution of software has long been recognized as one of the most problematic and challenging areas in the field of software engineering, as evidenced by the high, often up to 60-80%, life-cycle costs attributed to this activity over the life of a software system. Studies of software evolution are central to the understanding and

practice of software development. Yet it has received relatively little attention in the field of software engineering. This book focuses on topics aimed at giving a scientific insight into the aspect of software evolution and feedback. In summary, the book covers conceptual, phenomenological, empirical, technological and theoretical aspects of the field of software evolution - with contributions from the leading experts. This book delivers an up-to-date scientific understanding of what software evolution is, to show why it is inevitable for real world applications, and it demonstrates the role of feedback in software development and maintenance. The book also addresses some of the phenomenological and technological underpinnings and includes rules and guidelines for increased software evolvability and, in general, sustainability of the evolution process. Software Evolution and Feedback provides a long overdue, scientific focus on software evolution and the role of feedback in the software process, making this the indispensable guide for all software practitioners, researchers and managers in the software industry.

Concise Guide to Software Engineering Gerard O'Regan,2022-09-24 This textbook presents a concise introduction to the fundamental principles of software engineering, together with practical guidance on how to apply the theory in a real-world, industrial environment. The wide-ranging coverage encompasses all areas of software design, management, and quality. Topics and features: presents a broad overview of software engineering, including software lifecycles and phases in software development, and project management for software engineering; examines the areas of requirements engineering, software configuration management, software inspections, software testing, software quality assurance, and process quality; covers topics on software metrics and problem solving, software reliability and dependability, and software design and development, including Agile approaches; explains formal methods, a set of mathematical techniques to specify and derive a program from its specification, introducing the Z specification language; discusses software process improvement, describing the CMMI model, and introduces UML, a visual modelling language for software systems; reviews a range of tools to support various activities in software engineering, and offers advice on the selection and management of a software supplier; describes such innovations in the field of software as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics, summaries and review questions in each chapter, together with a useful glossary. This practical and easy-to-follow textbook/reference is ideal for computer science students seeking to learn how to build high quality and reliable software on time and on budget. The text also serves as a self-study primer for software engineers, quality professionals, and software managers.

Software Performability: From Concepts to Applications Ann T. Tai,John F. Meyer,Algirdas Avizienis,2012-12-06 Computers are currently used in a variety of critical applications, including systems for nuclear reactor control, flight control (both aircraft and spacecraft), and air traffic control. Moreover, experience has shown that the dependability of such systems is particularly sensitive to that of its software components, both the system software of the embedded computers and the application software they support. Software Performability: From Concepts to Applications addresses the construction and solution of analytic performability models for critical-application software. The book includes a review of general performability concepts along with notions which are peculiar to software performability. Since fault tolerance is widely recognized as a viable means for improving the dependability of computer system (beyond what can be achieved by fault prevention), the examples considered are fault-tolerant software systems that incorporate particular methods of design diversity and fault recovery. Software Performability: From Concepts to Applications will be of direct benefit to both practitioners and researchers in the area of performance and dependability evaluation, fault-tolerant computing, and dependable systems for critical applications. For practitioners, it supplies a basis for defining combined performance-dependability criteria (in the form of objective functions) that can be used to enhance the performability (performance/dependability) of existing software designs. For those with research interests in model-based evaluation, the book provides an analytic framework and a variety of performability modeling examples in an

application context of recognized importance. The material contained in this book will both stimulate future research on related topics and, for teaching purposes, serve as a reference text in courses on computer system evaluation, fault-tolerant computing, and dependable high-performance computer systems.

Seriously Good Software Marco Faella,2020-03-05 Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application's speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on seven pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For developers with basic object-oriented programming skills and intermediate Java skills. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

The Software Arts Warren Sack,2019-04-09 An alternative history of software that places the liberal arts at the very center of software's evolution. In The Software Arts, Warren Sack offers an alternative history of computing that places the arts at the very center of software's evolution. Tracing the origins of software to eighteenth-century French encyclopedists' step-by-step descriptions of how things were made in the workshops of artists and artisans, Sack shows that programming languages are the offspring of an effort to describe the mechanical arts in the language of the liberal arts. Sack offers a reading of the texts of computing—code, algorithms, and technical papers—that emphasizes continuity between prose and programs. He translates concepts and categories from the liberal and mechanical arts—including logic, rhetoric, grammar, learning, algorithm, language, and simulation—into terms of computer science and then considers their further translation into popular culture, where they circulate as forms of digital life. He considers, among other topics, the "arithmetization" of knowledge that presaged digitization; today's multitude of logics; the history of demonstration, from deduction to newer forms of persuasion; and the post-Chomsky absence of meaning in grammar. With The Software Arts, Sack invites artists and humanists to see how their ideas are at the root of software and invites computer scientists to envision themselves as artists and humanists.

Java Software Development with Event B Néstor Cataño Collazos,2022-05-31 The cost of fixing software design flaws after the completion of a software product is so high that it is vital to come up with ways to detect software design flaws in the early stages of software development, for

instance, during the software requirements, the analysis activity, or during software design, before coding starts. It is not uncommon that software requirements are ambiguous or contradict each other. Ambiguity is exacerbated by the fact that software requirements are typically written in a natural language, which is not tied to any formal semantics. A palliative to the ambiguity of software requirements is to restrict their syntax to boilerplates, textual templates with placeholders. However, as informal requirements do not enjoy any particular semantics, no essential properties about them (or about the system they attempt to describe) can be proven easily. Formal methods are an alternative to address this problem. They offer a range of mathematical techniques and mathematical tools to validate software requirements in the early stages of software development. This book is a living proof of the use of formal methods to develop software. The particular formalisms that we use are EVENT B and refinement calculus. In short: (i) software requirements as written as User Stories; (ii) they are ported to formal specifications; (iii) they are refined as desired; (iv) they are implemented in the form of a prototype; and finally (v) they are tested for inconsistencies. If some unit-test fails, then informal as well as formal specifications of the software system are revisited and evolved. This book presents a case study of software development of a chat system with EVENT B and a case study of formal proof of properties of a social network.

Software Engineering at Google Titus Winters,Tom Manshreck,Hyrum Wright,2020-02-28 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 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

Successful Software Development Scott E. Donaldson,Stanley G. Siegel,2000-12-27 A systematic approach to consistently successful software development. In the age of the Internet, where software is more mission-critical than ever, it's no longer enough for your development projects to succeed some of the time. You need to deliver excellence, consistently—and you must do it faster than ever. Successful Software Development proceeds from the fact that there is no one way to develop software systems and introduces a model for a mature software development process that accommodates flexibility, the Systems Engineering Environment (SEE). This model comprises two fundamental, interlocked elements: the policies and procedures that define how software development is performed and the technologies available to get the job done. Using the SEE framework, learn how to: Understand and sell the business case for software improvement Establish and nourish an ongoing, productive dialogue between developers and customers Manage the multiple constituencies, personalities, issues, and egos that complicate software development Create plans that reflect the need for change–and take into account real-world risks Write clearer, more useful contracts and statements of work Successful Software Development includes over 200 figures, process diagrams, and annotated outlines–all designed to help you understand and implement better processes quickly and with less resistance. This book's techniques will work with any software quality methodology you choose, as well as SEI's capability maturity models and ISO 9000. They will work with any development technology, from CASE to object-oriented design to rapid prototyping. And they will work for you whether you're a programmer, manager, or customer. When it comes to delivering better software, if you

need to get results, you need this book.

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Software Introduction

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