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The most comprehensive General, Organic, and Biochemistry book available, Introduction to General, Organic, and Biochemistry, 11th Edition continues its tradition of a solid development of problem-solving skills, numerous examples and practice problems, along with coverage of current applications. Written by an experienced author team, they skillfully anticipate areas of difficulty and pace the book accordingly. Readers will find the right mix of general chemistry compared to the discussions on organic and biochemistry. Introduction to General, Organic, and Biochemistry, 11th Edition has clear & logical explanations of chemical concepts and great depth of coverage as well as a clear, consistent writing style which provides great readability. An emphasis on Real-World aspects of chemistry makes the reader comfortable in seeing how the chemistry will apply to their career.

Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering Java software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems The four-volume set LNCS 6946-6949 constitutes the refereed proceedings of the 13th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2011, held in Lisbon, Portugal, in September 2011. The fourth volume includes 27 regular papers organized in topical sections on usable privacy and security, user experience, user modelling, visualization, and Web interaction, 5 demo papers, 17 doctoral consortium papers, 4 industrial papers, 54 interactive posters, 5 organization overviews, 2 panels, 3 contributions on special interest groups, 11 tutorials, and 16 workshop papers.

Ongoing advancements in modern technology have led to significant developments in intelligent systems. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Intelligent Systems: Concepts, Methodologies, Tools, and Applications contains a compendium of the latest academic material on the latest breakthroughs and recent progress in intelligent systems. Including innovative studies on information retrieval, artificial intelligence, and software engineering, this multi-volume book is an ideal source for researchers, professionals, academics, upper-level students, and practitioners interested in emerging perspectives in the field of intelligent systems.

This book focuses on soft computing and its applications to solve real-life problems occurring in different domains ranging from medical and health care, supply chain management and image processing to cryptanalysis. It presents the proceedings of International Conference on Soft Computing: Theories and Applications (SoCTA 2016), offering significant insights into soft computing for teachers and researchers and inspiring more and more researchers to work in the field of soft computing. The term soft computing represents an umbrella term for computational techniques like fuzzy logic, neural networks, and nature inspired algorithms. In the past few decades, there has been an exponential rise in the application of soft computing

techniques for solving complex and intricate problems arising in different spheres of life. The versatility of these techniques has made them a favorite among scientists and researchers working in diverse areas. SoCTA is the first international conference being organized at Amity University Rajasthan (AUR), Jaipur. The objective of SoCTA 2016 is to provide a common platform to researchers, academicians, scientists, and industrialists working in the area of soft computing to share and exchange their views and ideas on the theory and application of soft computing techniques in multi-disciplinary areas. The aim of the conference is to bring together young and experienced researchers, academicians, scientists, and industrialists for the exchange of knowledge. SoCTA especially encourages the young researchers at the beginning of their career to participate in this conference and present their work on this platform.

The three-volume set LNCS 8016, 8017, and 8018 constitutes the refereed proceedings of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, NV, USA in July 2013. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers in the thematic area of human interface and the management of Information, addressing the following major topics: interacting with information, information searching, browsing and structuring, design and development methods and tools for interactive systems and services, personalized information and interaction, cognitive and emotional aspects of interacting with information. We are currently witnessing the launch and development of many new learning management system (LMS) innovations whose main objective is to meet society's requirements and the knowledge economy, which is fully emerging. Understanding new LMS innovations is essential for the improvement of the training and learning processes. To effectively implement these new LMSs in the classroom, teachers and trainers need access to real-life cases in which these methods were successfully used. New smart LMSs should be easy to use and to administer online educational content to ensure better adaptation to course teaching and learning styles. Therefore, it is necessary to find a method of modeling for all types of LMS. By combining learning theories that have long inspired the design of computer applications and putting them into perspective with emerging education features, a new smart LMS can be developed and studied. Modeling and Prototyping New Smart Learning Management Systems is a critical scholarly resource that examines current advances in educational innovation and presents cases that allow for the improvement of personalized and active learning. It examines diverse issues of social, organizational, economic, cultural, and technological context related to internal and external management of learning and teaching and their technological improvements. The chapters cover issues, methods, models, constructs, solution applications, or specific architectures and theories in LMS and feature a wide range of topics such as higher education, teacher education, and learning strategies. This book is ideal for graduate-level students, researchers and industry practitioners, engineers, research scientists/academicians, educational administrators, educational professionals, teachers and professors, and researchers involved in practical applications of engineering-pedagogical and didactic aspects in learning management systems.

This book constitutes extended selected papers from the 17th Conference on Advanced Information Technologies for Management, AITM 2019, and the 14th Conference on Information Systems Management, ISM 2019, held as part of the Federated Conference on Computer Science and Information Systems, FedCSIS, which took place in Leipzig, Germany, in September 2019. The total of 7 full and 6 short papers presented in this volume were

carefully reviewed and selected from a total of 45 submissions. The papers selected to be included in this book contribute to the understanding of relevant trends of current research on and future directions of information technology for management in business and public organizations. They were organized in topical sections named: information technology assessment for future development; methods and models for designing information technology, and aspects of implementing information technology.

Application-level monitoring of continuously operating software systems provides insights into their dynamic behavior, helping to maintain their performance and availability during runtime. Such monitoring may cause a significant runtime overhead to the monitored system, depending on the number and location of used instrumentation probes. In order to improve a system's instrumentation and to reduce the caused monitoring overhead, it is necessary to know the performance impact of each probe. While many monitoring frameworks are claiming to have minimal impact on the performance, these claims are often not backed up with a detailed performance evaluation determining the actual cost of monitoring. Benchmarks can be used as an effective and affordable way for these evaluations. However, no benchmark specifically targeting the overhead of monitoring itself exists. Furthermore, no established benchmark engineering methodology exists that provides guidelines for the design, execution, and analysis of benchmarks. This thesis introduces a benchmark approach to measure the performance overhead of application-level monitoring frameworks. The core contributions of this approach are 1) a definition of common causes of monitoring overhead, 2) a general benchmark engineering methodology, 3) the MooBench micro-benchmark to measure and quantify causes of monitoring overhead, and 4) detailed performance evaluations of three different application-level monitoring frameworks. Extensive experiments demonstrate the feasibility and practicality of the approach and validate the benchmark results. The developed benchmark is available as open source software and the results of all experiments are available for download to facilitate further validation and replication of the results.

Thorough and continuous architecting is the key to overall success in software engineering, and architecture evaluation is a crucial part of it. This book presents a pragmatic architecture evaluation approach and insights gained from its application in more than 75 projects with industrial customers in the past decade. It presents context factors, empirical data, and example cases, as well as lessons learned on mitigating the risk of change through architecture evaluation. By providing comprehensive answers to more than 100 typical questions and discussing more than 60 frequent mistakes and lessons learned, the book allows readers to not only learn how to conduct architecture evaluations and interpret its results, but also to become aware of risks such as false conclusions, manipulating data, and unsound lines of argument. It equips readers to become confident in assessing quantitative measurement results and recognize when it is better to rely on qualitative expertise. The target readership includes both practitioners and researchers. By demonstrating its impact and providing clear

guidelines, data, and examples, it encourages practitioners to conduct architecture evaluations. At the same time, it offers researchers insights into industrial architecture evaluations, which serve as the basis for guiding research in this area and will inspire future research directions.

In a changing and complex environment currently facing the main challenges of sustainable development, effective management of knowledge, intellectual assets, organizational learning, and talent management are the basis for social innovation and new ways of competition. In this sense, management and business practice are incorporating social and environmental demands made by all types of stakeholders to improve business decisions and strategies.

Knowledge Management for Corporate Social Responsibility provides research exploring the theoretical and practical aspects of linking firm profitability, social development, and natural environment in respect to business management practices. Featuring coverage on a broad range of topics such as employer branding, intellectual capital, and organizational performance, this book is ideally designed for business professionals, small business owners, entrepreneurs, academicians, researchers, and business students.

This book provides a comprehensive overview of the field of software processes, covering in particular the following essential topics: software process modelling, software process and lifecycle models, software process management, deployment and governance, and software process improvement (including assessment and measurement). It does not propose any new processes or methods; rather, it introduces students and software engineers to software processes and life cycle models, covering the different types ranging from “classical”, plan-driven via hybrid to agile approaches. The book is structured as follows: In chapter 1, the fundamentals of the topic are introduced: the basic concepts, a historical overview, and the terminology used. Next, chapter 2 covers the various approaches to modelling software processes and lifecycle models, before chapter 3 discusses the contents of these models, addressing plan-driven, agile and hybrid approaches. The following three chapters address various aspects of using software processes and lifecycle models within organisations, and consider the management of these processes, their assessment and improvement, and the measurement of both software and software processes. Working with software processes normally involves various tools, which are the focus of chapter 7, before a look at current trends in software processes in chapter 8 rounds out the book. This book is mainly intended for graduate students and practicing professionals. It can be used as a textbook for courses and lectures, for self-study, and as a reference guide. When used as a textbook, it may support courses and lectures on software processes, or be used as complementary literature for more basic courses, such as introductory courses on software engineering or project management. To this end, it includes a wealth of examples and case studies, and each chapter is complemented by exercises that help readers gain a better command of the concepts discussed.

This volume constitutes the refereed proceedings of the 25th European Conference on Systems, Software and Services Process Improvement, EuroSPI conference, held in Bilbao, Spain, in September 2018. The 56 revised full papers presented were carefully reviewed and selected from 95 submissions. They are organized in topical sections on SPI context and agility, SPI and safety testing, SPI and management issues, SPI and assessment, SPI and safety critical, gamifySPI, SPI in industry 4.0, best practices in implementing traceability, good and bad practices in improvement, safety and security, experiences with agile and lean, standards and assessment models, team skills and diversity strategies, SPI in medical device industry, empowering the future infrastructure.

This book constitutes the refereed proceedings of the International Standard Conference on Trustworthy Distributed Computing and Services, ISCTCS 2012, held in Beijing, China, in May/June 2012. The 92 revised full papers presented were carefully reviewed and selected from 278 papers. The topics covered are architecture for trusted computing systems, trusted computing platform, trusted systems build, network and protocol security, mobile network security, network survivability and other critical theories and standard systems, credible assessment, credible measurement and metrics, trusted systems, trusted networks, trusted mobile network, trusted routing, trusted software, trusted operating systems, trusted storage, fault-tolerant computing and other key technologies, trusted e-commerce and e-government, trusted logistics, trusted internet of things, trusted cloud and other trusted services and applications.

The usability and design in technological systems is imperative due to their abundance in numerous professional industries. Computer interfaces have seen significant advancement in their design and development as they have become an integral part of today's society. As humans continue to interact with technology on a regular basis, it is essential for professionals, professors, and students to keep pace with innovative research on interface design and the various applications interfaces have in professional fields. Interactivity and the Future of the Human-Computer Interface is a collection of innovative research on the development and application of interfaces in today's modern society and the generational implications for design of human and technology interaction. While highlighting topics including digital gaming, augmented reality, and e-learning, this book is ideally designed for educators, developers, web designers, researchers, technology specialists, scientists, and students seeking current research on modern advancements and applications in human-computer interaction.

The European Conference on e-Government has been running now for 18 years. This event has been held in Italy, Ireland, Belgium, UK, Slovenia, to mention a few of the countries who have hosted it. This year we are refocusing the conference to look more broadly at the area of Digital Government. The conference is generally attended by participants from more than 40 countries and attracts an interesting combination of academic scholars, public sector workers

and individuals who are engaged in various aspects of Digital Government research and application.

This book features peer reviewed contributions from across the disciplines on themes relating to protection of data and to privacy protection. The authors explore fundamental and legal questions, investigate case studies and consider concepts and tools such as privacy by design, the risks of surveillance and fostering trust. Readers may trace both technological and legal evolution as chapters examine current developments in ICT such as cloud computing and the Internet of Things. Written during the process of the fundamental revision of revision of EU data protection law (the 1995 Data Protection Directive), this volume is highly topical. Since the European Parliament has adopted the General Data Protection Regulation (Regulation 2016/679), which will apply from 25 May 2018, there are many details to be sorted out. This volume identifies and exemplifies key, contemporary issues. From fundamental rights and offline alternatives, through transparency requirements to health data breaches, the reader is provided with a rich and detailed picture, including some daring approaches to privacy and data protection. The book will inform and inspire all stakeholders. Researchers with an interest in the philosophy of law and philosophy of technology, in computers and society, and in European and International law will all find something of value in this stimulating and engaging work.

The five-volume set LNCS 9786-9790 constitutes the refereed proceedings of the 16th International Conference on Computational Science and Its Applications, ICCSA 2016, held in Beijing, China, in July 2016. The 239 revised full papers and 14 short papers presented at 33 workshops were carefully reviewed and selected from 849 submissions. They are organized in five thematical tracks: computational methods, algorithms and scientific applications; high performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies.

DS/ISO/IEC 25010 (2011) Software Quality Concepts and Practice John Wiley & Sons
These days, more and more software development projects are being carried out using agile methods like Scrum. Agile software development promises higher software quality, a shorter time to market, and improved focus on customer needs. However, the transition to working within an agile methodology is not easy. Familiar processes and procedures change drastically. Software testing and software quality assurance have a crucial role in ensuring that a software development team, department, or company successfully implements long-term agile development methods and benefits from this framework. This book discusses agile methodology from the perspective of software testing and software quality assurance management. Software development managers, project managers, and quality assurance managers will obtain tips and tricks on how to organize testing and assure quality so that agile projects maintain their impact. Professional certified testers and software quality assurance experts will learn how to work successfully within agile software teams and how best to integrate their expertise. Topics include: Agile methodology and classic process models How to plan an agile project Unit tests and test first approach Integration testing and continuous integration System testing and test nonstop Quality management and quality assurance Also included are five case studies from the manufacturing, online-trade, and software industry as well as test exercises for self-assessment. This book covers the new ISTQB Syllabus for Agile Software Testing and is a relevant resource for all students and trainees worldwide who plan to undertake this ISTQB certification.

This book constitutes the thoroughly refereed post-conference proceedings of the workshops held at the 11th International Conference on Web Engineering, ICWE 2011, in Paphos, Cyprus, in June 2011. The 42 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in sections on the Third International Workshop on Lightweight Composition on the Web (ComposableWeb 2011); First

International Workshop on Search, Exploration and Navigation of Web Data Sources (ExploreWeb 2011); Second International Workshop on Enterprise Crowdsourcing (EC 2011); Seventh Model-Driven Web Engineering Workshop (MDWE 2011); Second International Workshop on Quality in Web Engineering (QWE 2011); Second Workshop on the Web and Requirements Engineering (WeRE 2011); as well as the Doctoral Symposium 2011, and the ICWE 2011 Tutorials.

This volume constitutes the refereed proceedings of the 20th EuroSPI conference, held in Dundalk, Ireland, in June 2013. The 31 revised papers presented in this volume were carefully reviewed and selected. They are organized in topical sections on SPI Safety and Regulation Issues; SPI Lifecycle and Models; SPI Quality and Testing Issues; SPI Networks and Teams; SPI and Reference Models; SPI Implementation; Agile organisations and an agile management process group; Managing Diversity and Innovation; SPI and Measurement; Risk Management and Functional Safety Standards.

Software and systems quality is playing an increasingly important role in the growth of almost all ? profit and non-profit ? organisations. Quality is vital to the success of enterprises in their markets. Most small trade and repair businesses use software systems in their administration and marketing processes. Every doctor's surgery is managing its patients using software. Banking is no longer conceivable without software. Aircraft, trucks and cars use more and more software to handle their increasingly complex technical systems. Innovation, competition and cost pressure are always present in on-going business decisions. The question facing all these organisations is how to achieve the right quality of their software-based systems and products; how to get the required level of quality, a level that the market will reward, a level that mitigates the organisation's risks and a level that the organisation is willing to pay for. Although a number of good practices are in place, there is still room for huge improvements. Thus, let us take a look into the two worlds of "Embedded systems" and "ICT systems" and let us learn from both worlds, from overlaps and individual solutions. The next step for industrialisation in the software industry is required now. Hence, three pillars will be focused in this book: (1) a fundamental notion of right software and systems quality (RiSSQ); (2) portfolio management, quality governance, quality management, and quality engineering as holistic approach over the three layers of an enterprise, i.e. strategic, tactical, and operational layer; and (3) an industrialisation framework for implementing our approach.

Professional testing of software is an essential task that requires a profound knowledge of testing techniques. The International Software Testing Qualifications Board (ISTQB) has developed a universally accepted, international qualification scheme aimed at software and system testing professionals, and has created the Syllabi and Tests for the "Certified Tester." Today about 300,000 people have taken the ISTQB certification exams. The authors of Software Testing Foundations, 4th Edition, are among the creators of the Certified Tester Syllabus and are currently active in the ISTQB. This thoroughly revised and updated fourth edition covers the "Foundations Level" (entry level) and teaches the most important methods of software testing. It is designed for self-study and provides the information necessary to pass the Certified Tester-Foundations Level exam, version 2011, as defined by the ISTQB. Also in this new edition, technical terms have been precisely stated according to the recently revised and updated ISTQB glossary. Topics covered: Fundamentals of Testing Testing and the Software Lifecycle Static and Dynamic Testing Techniques Test Management Test Tools Also mentioned are some updates to the syllabus that are due in 2015.

Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering C# software that's easy to

maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in C#, while our companion Java book provides clear examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems

This book provides a coherent methodology for Model-Driven Requirements Engineering which stresses the systematic treatment of requirements within the realm of modelling and model transformations. The underlying basic assumption is that detailed requirements models are used as first-class artefacts playing a direct role in constructing software. To this end, the book presents the Requirements Specification Language (RSL) that allows precision and formality, which eventually permits automation of the process of turning requirements into a working system by applying model transformations and code generation to RSL. The book is structured in eight chapters. The first two chapters present the main concepts and give an introduction to requirements modelling in RSL. The next two chapters concentrate on presenting RSL in a formal way, suitable for automated processing. Subsequently, chapters 5 and 6 concentrate on model transformations with the emphasis on those involving RSL and UML. Finally, chapters 7 and 8 provide a summary in the form of a systematic methodology with a comprehensive case study. Presenting technical details of requirements modelling and model transformations for requirements, this book is of interest to researchers, graduate students and advanced practitioners from industry. While researchers will benefit from the latest results and possible research directions in MDRE, students and practitioners can exploit the presented information and practical techniques in several areas, including requirements engineering, architectural design, software language construction and model transformation. Together with a tool suite available online, the book supplies the reader with what it promises: the means to get from requirements to code "in a snap".

The contributions in this volume set out to understand and map parts of the vast territory of specialized communication that have yet to be charted from a research perspective. Specific aspects from the fields of translation studies, technical communication and accessibility are explored from different perspectives bringing new insights into how we conceptualize the practice of technical writing and translation. The findings of this expedition are of interest to researchers, practitioners and students of specialized communication.

The highly dynamic world of information technology service management stresses the benefits of the quick and correct implementation of IT services. A disciplined approach relies on a separate set of assumptions and principles as an agile approach, both of which have complicated implementation processes as well as copious benefits. Combining these two approaches to enhance the effectiveness of each, while difficult, can yield exceptional dividends. *Balancing Agile and Disciplined Engineering and Management Approaches for IT Services and Software Products* is an essential publication that focuses on clarifying theoretical foundations of balanced design methods with conceptual frameworks and empirical cases. Highlighting a broad range of topics including business trends, IT service, and software development, this book is ideally designed for software engineers, software developers, programmers, information technology professionals, researchers, academicians, and students.

This book focuses on innovative strategies to manage and build software systems for generating new knowledge from large archaeological data sets. The book also reports on two case studies carried out in real-world scenarios within the Cultural Heritage setting. The book presents an original conceptual framework for developing software solutions to assist the knowledge generation process in connection with large archaeological data sets and related cultural heritage information—a context in which the inputs are mainly textual sources written in freestyle, i.e. without a predetermined, standard structure. Following an in-depth exploration of recent works on the knowledge generation process in the above-mentioned context and IT-based options for facilitating it, the book proposes specific new techniques capable of capturing the structure and semantics implicit in such textual sources, and argues for using this information in the knowledge generation process. The main result is the development of a conceptual framework that can accommodate textual sources and integrate the information included in them into a software engineering framework. The said framework is meant to assist cultural heritage professionals in general, and archaeologists in particular, in both knowledge extraction and the subsequent decision-making process.

This book constitutes the thoroughly refereed proceedings of the 7th International Conference on Software and Data Technologies, ICSoft 2012, held in Rome, Italy, in July 2012. The 14 revised full papers presented were carefully reviewed and selected from 127 submissions. The papers focus on the following research topics and applications: programming issues, theoretical aspects of software engineering, management information systems, distributed systems, ubiquity, data interoperability, context understanding.

The six volumes LNCS 11619-11624 constitute the refereed proceedings of the 19th International Conference on Computational Science and Its Applications, ICCSA 2019, held in Saint Petersburg, Russia, in July 2019. The 64 full papers, 10 short papers and 259 workshop papers presented were carefully reviewed and selected from numerous submissions. The 64 full papers are organized in

the following five general tracks: computational methods, algorithms and scientific applications; high performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 259 workshop papers were presented at 33 workshops in various areas of computational sciences, ranging from computational science technologies to specific areas of computational sciences, such as software engineering, security, artificial intelligence and blockchain technologies.

This book constitutes the proceedings of the 4th International Conference on Human Aspects of Information Security, Privacy, and Trust, HAS 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016 and received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The 25 papers presented in the HAS 2016 proceedings are organized in topical sections as follows: human factors of authentication; security, privacy, and human behavior; and security technologies. The book presents a comprehensive discussion on software quality issues and software quality assurance (SQA) principles and practices, and lays special emphasis on implementing and managing SQA. Primarily designed to serve three audiences; universities and college students, vocational training participants, and software engineers and software development managers, the book may be applicable to all personnel engaged in a software projects Features: A broad view of SQA. The book delves into SQA issues, going beyond the classic boundaries of custom-made software development to also cover in-house software development, subcontractors, and readymade software. An up-to-date wide-range coverage of SQA and SQA related topics. Providing comprehensive coverage on multifarious SQA subjects, including topics, hardly explored till in SQA texts. A systematic presentation of the SQA function and its tasks: establishing the SQA processes, planning, coordinating, follow-up, review and evaluation of SQA processes. Focus on SQA implementation issues. Specialized chapter sections, examples, implementation tips, and topics for discussion. Pedagogical support: Each chapter includes a real-life mini case study, examples, a summary, selected bibliography, review questions and topics for discussion. The book is also supported by an Instructor's Guide.

This book constitutes a collection of selected contributions from the 12th International Conference on Perspectives in Business Informatics Research, BIR 2013, held in Warsaw, Poland, in September 2013. Overall, 54 submissions were rigorously reviewed by 41 members of the Program Committee representing 21 countries. As a result, 19 full and 5 short papers from 12 countries have been

selected for publication in this volume. This book also includes the two keynotes by Witold Abramowicz and Bernhard Thalheim. The papers cover many aspects of business information research and have been organized in topical sections on: business process management; enterprise and knowledge architectures; organizations and information systems development; information systems and services; and applications.

With recent releases of affordable hardware devices the fields of Virtual, Mixed, and Augmented Reality gained considerable attention, wherefore the creation of corresponding software becomes increasingly important. In the absence of a common model for flexibly combining and reusing appropriate software modules, such Realtime Interactive Systems are commonly implemented from scratch. Borrowing from the fields of Software Engineering and Knowledge Representation, this work develops a model for the creation of reusable components from existing software modules. With a Knowledge Representation Layer at its core the model additionally enables the utilization of methods from the field of Artificial Intelligence, thereby supporting the creation of Intelligent Realtime Interactive Systems.

Open Agile Architecture™, a standard of The Open Group, offers an approach to architect at scale with agility. It provides guidance and best practices for Enterprise Architects seeking to transition into Agile and Digital contexts. Empowering an Enterprise to Succeed with its Digital-Agile Transformation Agile teams drive the enterprise's Digital Transformation by inventing new business models, delivering superior customer experiences, developing digital products, and architecting highly-automated operating systems. The Open Agile Architecture Standard was designed keeping the needs of all business stakeholders in mind: Business Leaders – to drive the enterprise's Digital and Agile change journey Enterprise Architects – to extend their scope of influence in an Agile at scale world Product Managers – to help transform customer experience, innovate products, and generate growth Product Owners – to accelerate their transformation from managing feature backlogs to steering value delivery Operations Managers – to enable them to leverage Lean and automation to generate sustainable competitive advantages Software Engineers – to leverage the power of digital technologies to co-innovate with the business The more Agile the enterprise, the faster the learning cycles, and faster learning cycles translate to shorter time-to-market resulting in more agility. By adopting an Open Agile Architecture approach, your organization can capitalize on this accelerated learning cycle, meaning your Agile and Digital capabilities continuously and simultaneously co-create one another.

This book constitutes the refereed proceedings of the 13th International Conference on Software Process Improvement and Capability Determination, SPICE 2013, held in Bremen, Germany, in June 2013. The 21 revised full papers presented and 7 short papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on process

quality; medical device software processes; design and use of process models; studies of software development; agile development; IT service management; assessment for diagnosis.

The effects of recent economic and financial crises have reached an international scale. A number of different nations have experienced the fallout of these events, calling into question issues of accountability and reform in public management. The Handbook of Research on Modernization and Accountability in Public Sector Management is an essential scholarly publication that focuses on responsibility within public sector institutions and the importance of these institutions being ethical, transparent, and rigorous. Featuring coverage on a broad range of topics, such as corporate social responsibility, e-government, and financial accountability, this publication is geared toward regulatory authorities, researchers, managers, and professionals working in the public domain.

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