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A clear-cut, practical approach to software development! Emphasizing both the design and analysis of the technology, Peters and Pedrycz have written a comprehensive and complete text on a quantitative approach to software engineering. As you read the text, you'll learn the software design practices that are standard practice in the industry today. Practical approaches to specifying, designing and testing software as well as the foundations of Software Engineering are also presented. And the latest information in the field, additional experiments, and solutions to selected problems are available at the authors's web site (<http://www.ee.umanitoba.ca/~clib/main.html>). Key Features \*

- \* Thorough coverage is provided on the quantitative aspects of software Engineering including software measures, software quality, software costs and software reliability.
- \* A complete case study allows students to trace the application of methods and practices in each chapter.
- \* Examples found throughout the text are in C++ and Java.
- \* A wide range of elementary and intermediate problems as well as more advanced research problems are available at the end of each chapter.
- \* Students are given the opportunity to expand their horizons through frequent references to related web pages.

There are many books on computers, networks, and software engineering but none that integrate the three with applications. Integration is important because, increasingly, software dominates the performance, reliability, maintainability, and availability of

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complex computer and systems. Books on software engineering typically portray software as if it exists in a vacuum with no relationship to the wider system. This is wrong because a system is more than software. It is comprised of people, organizations, processes, hardware, and software. All of these components must be considered in an integrative fashion when designing systems. On the other hand, books on computers and networks do not demonstrate a deep understanding of the intricacies of developing software. In this book you will learn, for example, how to quantitatively analyze the performance, reliability, maintainability, and availability of computers, networks, and software in relation to the total system. Furthermore, you will learn how to evaluate and mitigate the risk of deploying integrated systems. You will learn how to apply many models dealing with the optimization of systems. Numerous quantitative examples are provided to help you understand and interpret model results. This book can be used as a first year graduate course in computer, network, and software engineering; as an on-the-job reference for computer, network, and software engineers; and as a reference for these disciplines.

The ISSAC'88 is the thirteenth conference in a sequence of international events started in 1966 thanks to the then established ACM Special Interest Group on Symbolic and Algebraic Manipulation (SIGSAM). For the first time the two annual conferences "International Symposium on Symbolic and Algebraic Computation" (ISSAC) and "International Conference on Applied Algebra, Algebraic Algorithms and Error-

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Correcting Codes" (AAECC) have taken place as a Joint Conference in Rome, July 4-8, 1988. Twelve invited papers on subjects of common interest for the two conferences are included in the proceedings and divided between this volume and the preceding volume of Lecture Notes in Computer Science which is devoted to AAECC-6. This book contains contributions on the following topics: Symbolic, Algebraic and Analytical Algorithms, Automatic Theorem Proving, Automatic Programming, Computational Geometry, Problem Representation and Solution, Languages and Systems for Symbolic Computation, Applications to Sciences, Engineering and Education.

Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

"This book describes how to apply application threat modeling as an advanced preventive form of security"--

This book constitutes the refereed post-proceedings of the Third European Workshop on Software Architecture, EWSA 2006, held in France in September 2006. The 13

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revised full research papers and five revised position papers presented together with one invited talk were carefully reviewed and selected. All current aspects of software architectures are addressed ranging from foundational and methodological issues to application issues of practical relevance.

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Design of Industrial Information Systems presents a body of knowledge applicable to many aspects of industrial and manufacturing systems. New software systems, such as Enterprise Resource Planning, and new hardware technologies, such as RFID, have made it possible to integrate what were separate IT databases and operations into one system to realize the greatest possible operational efficiencies. This text provides a background in, and an introduction to, the relevant information technologies and shows how they are used to model and implement integrated IT systems. With the growth of courses in information technology offered in industrial engineering and engineering management programs, the authors have written this book to show how such computer-based knowledge systems are designed and used in modern manufacturing and industrial companies. Introduces Data Modeling and Functional Architecture Design, with a focus on integration for overall system design Encompasses hands-on approach, employing many in-chapter exercises and end-of-chapter problem sets with case studies in manufacturing and service industries Shows the reader how Information Systems can be integrated into a wider E-business/Web-Enabled Database business

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model Offers applications in Enterprise Resource Planning (ERP) and Manufacturing Execution Systems (MES)

Readership: Graduate students, researchers, programmers, managers and academics in software engineering and knowledge engineering. Key Features: There are no other handbooks in the market in this area. Keywords:

"This book presents cutting-edge research and analysis of the most recent advancements in the fields of database systems and software development"--Provided by publisher.

As a software architect you work in a wide-ranging and dynamic environment. You have to understand the needs of your customer, design architectures that satisfy both functional and non-functional requirements, and lead development teams in implementing the architecture. And it is an environment that is constantly changing: trends such as cloud computing, service orientation, and model-driven procedures open up new architectural possibilities. This book will help you to develop a holistic architectural awareness and knowledge base that extends beyond concrete methods, techniques, and technologies. It will also help you to acquire or expand the technical, methodological, and social competences that you need. The authors place the spotlight on you, the architect, and offer you long-term architectural orientation. They give you numerous guidelines, checklists, and best practices to support you in your practical work. "Software Architecture" offers IT students, software developers, and software

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architects a holistic and consistent orientation across relevant topics. The book also provides valuable information and suggestions for system architects and enterprise architects, since many of the topics presented are also relevant for their work. Furthermore, IT project leads and other IT managers can use the book to acquire an enhanced understanding of architecture. Further information is available at [www.software-architecture-book.org](http://www.software-architecture-book.org).

What is this book about? Open source technology enables you to build customized enterprise portal frameworks with more flexibility and fewer limitations. This book explains the fundamentals of a powerful set of open source tools and shows you how to use them. An outstanding team of authors provides a complete tutorial and reference guide to Java Portlet API, Lucene, James, and Slide, taking you step-by-step through constructing and deploying portal applications. You trace the anatomy of a search engine and understand the Lucene query syntax, set up Apache James configuration for a variety of servers, explore object to relational mapping concepts with Jakarta OJB, and acquire many other skills necessary to create J2EE portals uniquely suited to the needs of your organization. Loaded with code-intensive examples of portal applications, this book offers you the know-how to free your development process from the restrictions of pre-packaged solutions. What does this book cover? Here's what you will learn in this book: How to evaluate business requirements and plan the portal How to develop an effective browser environment How to provide a search engine, messaging,

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database inquiry, and content management services in an integrated portal application  
How to develop Web services for the portal  
How to monitor, test, and administer the portal  
How to create portlet applications compliant with the Java Portlet API  
How to reduce the possibility of errors while managing the portal to accommodate change  
How to plan for the next generation application portal  
Who is this book for? This book is for professional Java developers who have some experience in portal development and want to take advantage of the options offered by open source tools.

Software Design Methodology explores the theory of software architecture, with particular emphasis on general design principles rather than specific methods. This book provides in depth coverage of large scale software systems and the handling of their design problems. It will help students gain an understanding of the general theory of design methodology, and especially in analysing and evaluating software architectural designs, through the use of case studies and examples, whilst broadening their knowledge of large-scale software systems. This book shows how important factors, such as globalisation, modelling, coding, testing and maintenance, need to be addressed when creating a modern information system. Each chapter contains expected learning outcomes, a summary of key points and exercise questions to test knowledge and skills. Topics range from the basic concepts of design to software design quality; design strategies and processes; and software architectural styles. Theory and practice are reinforced with many worked examples and exercises, plus

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

Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems. This reference source is essential for researchers, engineers, practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems. It is with great pleasure that we present to you a collection of over 200 high quality technical papers from more than 10 countries that were presented at the Biomed 2008. The papers cover almost every aspect of Biomedical Engineering, from artificial intelligence to biomechanics, from medical informatics to tissue engineering. They also come from almost all parts of the globe, from America to Europe, from the Middle East to the Asia-Pacific. This set of papers presents to you the current research work being

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carried out in various disciplines of Biomedical Engineering, including new and innovative researches in emerging areas. As the organizers of Biomed 2008, we are very proud to be able to come-up with this publication. We owe the success to many individuals who worked very hard to achieve this: members of the Technical Committee, the Editors, and the International Advisory Committee. We would like to take this opportunity to record our thanks and appreciation to each and every one of them. We are pretty sure that you will find many of the papers illuminating and useful for your own research and study. We hope that you will enjoy yourselves going through them as much as we had enjoyed compiling them into the proceedings. Assoc. Prof. Dr. Noor Azuan Abu Osman Chairperson, Organising Committee, Biomed 2008

Regardless of the field or discipline, technology is rapidly advancing, and individuals are faced with the challenge of adapting to these new innovations. To remain up-to-date on the current practices, teachers and administrators alike must constantly stay informed of the latest advances in their fields. *Teacher Training and Professional Development: Concepts, Methodologies, Tools, and Applications* contains a compendium of the latest academic material on the methods, skills, and techniques that are essential to lifelong learning and professional advancement. Including innovative studies on teaching quality, pre-service teacher preparation, and faculty enrichment, this multi-volume book is an ideal source for academics, professionals, students, practitioners, and researchers.

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This book constitutes the proceedings of the 8th International Conference on End-User Development, IS-EUD 2021, held in July 2021. Due to COVID-19 pandemic the conference was held virtually. The paper track received 26 submissions, of which 11 full and 4 short papers were selected after a rigorous double-blind review process. The papers focus on “Democratizing AI development”, namely on EUD for AI-based systems, where end users are called-on to become end-user developers of intelligent agents, digital twins, collaborative systems and social robots.

A complete, timely update to the classic work on capturing software architecture in writing

- Updated to use UML 2.0 throughout, with a complete Java/SOA-based case study, and covers architecture documentation in agile/lightweight/spiral environments.
- Covers goals, strategies, rules, and hands-on best practices, and provides proven templates for generating coherent documentation.
- Foreword by Grady Booch. This book's first edition offered breakthrough, start-to-finish guidance for software architects who want to document their architectures in a way that others can understand and accurately implement. Already a classic - and still a best-seller - this book has now been thoroughly updated to reflect today's most important software trends. Both an overview and a hands-on guide, this book introduces the uses of software architecture documentation; provides rules for sound documentation; shows how to document both interfaces and behavior; and offers proven templates for generating coherent documentation. This edition's extensive updates include:
- The use of UML 2.0

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throughout. •A new case study based on Java and SOA. •Coverage of architectures generated via agile, lightweight, and spiral methods. •Updates for consistency with SEI's growing portfolio of architecture courses. •Clearer terminology and explanations throughout. •Coverage of frameworks such as TOGAF, DODAF, and FEAF. •Coverage of documentation tools such as wikis and Lattix DSMs. •New techniques for documenting variability across product lines. •Best practices for reviewing and validating documentation. •Comparisons of 'Views and Beyond' vs '4+1' approaches. •Improved alignment with the IEEE-471 standard. This book continues to stand alone in helping architects document their architectures so they will actually be implemented as intended.

What every software professional should know about security. Designing Secure Software consolidates Loren Kohnfelder's more than twenty years of experience into a concise, elegant guide to improving the security of technology products. Written for a wide range of software professionals, it emphasizes building security into software design early and involving the entire team in the process. The book begins with a discussion of core concepts like trust, threats, mitigation, secure design patterns, and cryptography. The second part, perhaps this book's most unique and important contribution to the field, covers the process of designing and reviewing a software design with security considerations in mind.

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The final section details the most common coding flaws that create vulnerabilities, making copious use of code snippets written in C and Python to illustrate implementation vulnerabilities. You'll learn how to:

- Identify important assets, the attack surface, and the trust boundaries in a system
- Evaluate the effectiveness of various threat mitigation candidates
- Work with well-known secure coding patterns and libraries
- Understand and prevent vulnerabilities like XSS and CSRF, memory flaws, and more
- Use security testing to proactively identify vulnerabilities introduced into code
- Review a software design for security flaws effectively and without judgment

Kohnfelder's career, spanning decades at Microsoft and Google, introduced numerous software security initiatives, including the co-creation of the STRIDE threat modeling framework used widely today. This book is a modern, pragmatic consolidation of his best practices, insights, and ideas about the future of software.

This book constitutes the proceedings of the 6th European Conference on Modelling Foundations and Applications, held in Paris, France, in June 2010. The purpose of large-scale software architecture is to capture and describe practical representations to make development teams more effective. In this book the authors show how to utilise software architecture as a tool to guide the development instead of capturing the architectural details after all the design

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decisions have been made. \* Offers a concise description of UML usage for large-scale architecture \* Discusses software architecture and design principles \*

Technology and vendor independent

To understand the principles and practice of software development, there is no better motivator than participating in a software project with real-world value and a life beyond the academic arena. *Software Development: An Open Source Approach* immerses students directly into an agile free and open source software (FOSS) development process. It focus

As knowledge-based software engineering matures and increasingly automates the software engineering life cycle, software engineering resources are shifting towards knowledge acquisition and the automated reuse of expert knowledge for developing software artifacts. This book summarizes the work and new research results presented at the Tenth Joint Conference on Knowledge-based Software Engineering (JCKBSE 2012), held on the island of Rhodes, Greece, in August 2012. The biennial Joint Conference on Knowledge-Based Software Engineering brings together researchers and practitioners to share ideas on the foundations, techniques, tools, and applications of knowledge-based software engineering theory and practice. Topics addressed include theoretical foundations, practical techniques, software tools, applications and/or experience reports in knowledge-

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based software engineering. This book is published in the subseries Knowledge-Based Intelligent Engineering Systems (KBIES).

Professional Portal Development with Open Source Tools  
JavaPortlet API,  
Lucene, James, Slide  
John Wiley & Sons

This book constitutes thoroughly revised and selected papers from the 6th International Conference on Model-Driven Engineering and Software Development, MODELSWARD 2018, held in Funchal, Madeira, Portugal, in January 2018. The 22 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 101 submissions. They contribute to the development of highly relevant research trends in model-driven engineering and software development such as innovative methods for MDD-based development and testing of web-based applications and user interfaces, support for development of Domain-Specific Languages (DSLs), MDD-based application development on multiprocessor platforms, advances in MDD tooling, formal semantics and behaviour modelling, and MDD-based product-line engineering.

Document the architecture of your software easily with this highly practical, open-source template. Key Features Get to grips with leveraging the features of arc42 to create insightful documents Learn the concepts of software architecture

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documentation through real-world examples Discover techniques to create compact, helpful, and easy-to-read documentation Book Description When developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each example in the book, whether it is a chess engine, a huge CRM system, or a cool web system, starts with a brief description of the problem domain and the quality requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you will learn Utilize arc42 to document a system's physical infrastructure Learn how to identify a system's scope and boundaries Break a system down into building blocks and illustrate the relationships between them Discover how to describe the runtime behavior of a system Know how to document design decisions and their reasons Explore the risks and technical debt of your system Who this book is for This book is for software developers and solutions architects who are looking for an easy, open-

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source tool to document their systems. It is a useful reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want to write better technical documentation will benefit from the general concepts covered in this book.

Discover one of the most comprehensive introductions to information systems hardware and software in business today with Burd's SYSTEMS ARCHITECTURE, 7E. This new edition remains an indispensable tool for current and future IS (Information Systems) professionals with a managerial, broad systems perspective that provides a holistic approach to systems architecture. This edition has been thoroughly updated to ensure all concepts, examples and applications reflects the latest in today's new and emerging technologies. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

"This book contributes to this search for better teaching methods by exploring the technical, social, cultural, organizational, human, cognitive, and commercial impact of technology in education"--Provided by publisher.

This book fills a gap between high-level overview texts that are often too general and low-level detail oriented technical handbooks that lose sight the "big picture". This book discusses SOA from the low-level perspective of middleware, various XML-

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based technologies, and basic service design. It also examines broader implications of SOA, particularly where it intersects with business process management and process modeling. Concrete overviews will be provided of the methodologies in those fields, so that students will have a hands-on grasp of how they may be used in the context of SOA.

Software architecture is foundational to the development of large, practical software-intensive applications. This brand-new text covers all facets of software architecture and how it serves as the intellectual centerpiece of software development and evolution. Critically, this text focuses on supporting creation of real implemented systems. Hence the text details not only modeling techniques, but design, implementation, deployment, and system adaptation -- as well as a host of other topics -- putting the elements in context and comparing and contrasting them with one another. Rather than focusing on one method, notation, tool, or process, this new text/reference widely surveys software architecture techniques, enabling the instructor and practitioner to choose the right tool for the job at hand. Software Architecture is intended for upper-division undergraduate and graduate courses in software architecture, software design, component-based software engineering, and distributed systems; the text may also be used in introductory as well as advanced software engineering courses.

This book constitutes the strictly refereed post-workshop proceedings of the

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International Workshop on Requirements Targeting Software and Systems Engineering, RTSE '97, held in Bernried, Germany in October 1997. The 15 revised full papers presented in the book were carefully revised and reviewed for inclusion in the book. Among the authors are internationally leading researchers. The book is divided in sections on foundations of software engineering, methodology, evaluation and case studies, and tool support and prototyping.

This book contains the extended and revised versions of selected papers from the 4th International Symposium on Business Modeling and Software Design, BMSD 2014, held in Luxembourg, Luxembourg, in June 2014. The symposium was organized and sponsored by the Interdisciplinary Institute for Collaboration and Research on Enterprise Systems and Technology (IICREST), in collaboration with the Public Research Centre Henri Tudor (TUDOR). Cooperating organizations were the Dutch Research School for Information and Knowledge Systems (SIKS), Aristotle University of Thessaloniki (AUTH), the UTwente Center for Telematics and Information Technology (CTIT), and AMAKOTA Ltd. The 37 papers presented at BMSD 2014 were selected from 52 submissions. The seven papers published in this book were carefully reviewed, selected, revised, and extended from the presented papers. The selection considers a large number of BMSD-relevant research topics: from modeling and simulation-related subjects, such as declarative business rules, business (process) modeling, business process simulation, and information systems modeling, through architectures-related

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areas, such as impact analysis with regard to enterprise architectures and architectural principles for service cloud applications, to topics touching upon quality-of-service-aware service systems.

UML (the Unified Modeling Language), design patterns, and software component technologies are three new advances that help software engineers create more efficient and effective software designs. Now Eric Braude pulls these three advances together into one unified presentation: A helpful project threaded throughout the book enables readers to apply what they are learning Presents a modern and applied approach to software design Numerous design patterns with detailed explanations provide essential tools for technical and professional growth Includes extensive discussion of UML with many UML examples

Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with

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the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense

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approach to help you with everything it takes to become a successful software architect.

Cascading style sheets (CSS) are the modern standard for website presentation. When combined with a structural markup language such as HTML, XHTML, or XML (though not limited to these), cascading style sheets provide Internet browsers with the information that enables them to present all the visual aspects of a web document. Cascading style sheets apply things such as borders, spacing between paragraphs, headings or images, control of font faces or font colors, background colors and images, textual effects such as underlined or strike-through text, layering, positioning, and a number of other presentational effects. CSS controls the presentational aspects of a web page's design, whereas HTML, XHTML, or XML controls the structure of a web page, which means little more than determining that certain text is a heading, other text is a paragraph, still other text is a list of hyperlinks, and so on. CSS provides enhanced and precise visual rendering; markup languages such as HTML provide meaning and structure. Beginning CSS: Cascading Style Sheets for Web Design, Second Edition covers all the details required to combine CSS with HTML, XHTML, or XML to create rich, aesthetically powerful designs. Throughout the book, you'll focus on combining CSS with XHTML specifically because XHTML is the standard hailed by Internet standards bodies as the successor to HTML and the present and future of website design. CSS and XHTML allow a web document to be presented with less code,

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resulting in a significantly smaller file size and greatly increased ease of maintenance. CSS also enables the presentation of a web document to be centralized, which allows for the look and feel of an entire website to be written and centralized in one or a few simple documents, which makes updating a website a breeze. With only a few simple edits to a single document, the look and feel of an entire website can be completely changed. By using modern standards like CSS and XHTML, you can drastically reduce the cost of building and maintaining a website when compared to legacy HTML-only pages. You can also greatly reduce the amount of physical bandwidth and hard disk space required, resulting in immediate long-term benefits for any website. This book also discusses how to style XML documents with CSS—XML being a more advanced markup language with multipurpose applications. XML will play an increasingly larger role in the production of XHTML documents in the future. This second edition of *Beginning CSS* features a near-complete overhaul of the content from the first edition. Changes based on what readers had to say about the first edition helped to create the most comprehensive introduction on CSS available on the market. Throughout this book, you see CSS broken down into simple examples that focus on a single concept at a time. This allows you to better understand how and why something works, since you aren't presented with a lot of irrelevant code, and you can better see the bits and pieces that come together that make something work. While these examples may not be particularly pretty, they are extremely valuable learning tools that will help you master

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cascading style sheets. To enhance the learning experience, most of the source code examples are presented in syntax-colored code, a special feature in this book. Syntax coloring is a feature that you commonly see in fancy development software, such as Zend Studio (used to develop PHP), or Microsoft's Visual Studio (used to develop ASP, C#, and so on), and other software used by professional programmers every day. Syntax coloring is used in these software suites to make programming easier and more intuitive, and it offers tremendous benefits in teaching as well. It allows you to see what the different bits and pieces are in source code, since each of the different bits and pieces has a differ

At a time when people use more and more geographic information and tools, the management of geographical information in software systems still holds many challenges and motivates researchers from different backgrounds to propose innovative solutions. Representing geographical space beyond our mere perception is key to making relevant decisions, whether it is with respect to sustainable development or to the planning of everyday activities. Designing, sharing and exploiting such representations entails many challenges. This book presents recent software design projects, led in teams, which sometimes have different backgrounds, to address these challenges. It analyzes the specificities of these projects in terms of motivation, data models and analysis methods. Proposals are also put forward to improve resource sharing in this domain. Contents 1. Introduction, Bénédicte Bucher and Florence LeBer.

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Part 1. Software Presentation 2. ORBISGIS: Geographical Information System Designed by and for Research, Erwan Bocher and Gwendall Petit. 3. GEOXYGENE: an Interoperable Platform for Geographical Application Development, Éric Grosso, Julien Perret and Mickaël Brasebin. 4. Spatiotemporal Knowledge Representation in AROM-ST, Bogdan Moisuc, Alina Miron, Marlène Villanova-Olivier and Jérôme Gensel. 5. GENGHIS: an Environment for the Generation of Spatiotemporal Visualization Interfaces, Paule-Annick Davoine, Bogdan Moisuc and Jérôme Gensel. 6. GEOLIS: a Logical Information System to Organize and Search Geo-Located Data, Olivier Bedel, Sébastien Ferré and Olivier Ridoux. 7. GENEXP-LANDSITES: a 2D Agricultural Landscape Generating Piece of Software, Florence Le Ber and Jean-François Mari. 8. MDWEB: Cataloging and Locating Environmental Resources, Jean-Christophe Desconnets and Thérèse Libourel. 9. WEBGEN: Web Services to Share Cartographic Generalization Tools, Moritz Neun, Nicolas Regnauld and Robert Weibel. Part 2. Summary and Suggestions 10. Analysis of the Specificities of Software Development in Geomatics Research, Florence Le Ber and Bénédicte Bucher. 11. Challenges and Proposals for Software Development Pooling in Geomatics, Bénédicte Bucher, Julien Gaffuri, Florence Le Ber and Thérèse Libourel.

A software architecture manifests the major early design decisions, which determine the system's development, deployment and evolution. Thus, making better architectural decisions is one of the large challenges in software engineering. Software

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architecture knowledge management is about capturing practical experience and translating it into generalized architectural knowledge, and using this knowledge in the communication with stakeholders during all phases of the software lifecycle. This book presents a concise description of knowledge management in the software architecture discipline. It explains the importance of sound knowledge management practices for improving software architecture processes and products, and makes clear the role of knowledge management in software architecture and software development processes. It presents many approaches that are in use in software companies today, approaches that have been used in other domains, and approaches under development in academia. After an initial introduction by the editors, the contributions are grouped in three parts on "Architecture Knowledge Management", "Strategies and Approaches for Managing Architectural Knowledge", and "Tools and Techniques for Managing Architectural Knowledge". The presentation aims at information technology and software engineering professionals, in particular software architects and software architecture researchers. For the industrial audience, the book gives a broad and concise understanding of the importance of knowledge management for improving software architecture process and building capabilities in designing and evaluating better architectures for their mission- and business-critical systems. For researchers, the book will help to understand the applications of various knowledge management approaches in an industrial setting and to identify research challenges and

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opportunities.

The routine jobs of yesterday are being replaced by technology and/or shipped off-shore. In their place, job categories that require knowledge management, abstract reasoning, and personal services seem to be growing. The modern workplace requires workers to have broad cognitive and affective skills. Often referred to as "21st century skills," these skills include being able to solve complex problems, to think critically about tasks, to effectively communicate with people from a variety of different cultures and using a variety of different techniques, to work in collaboration with others, to adapt to rapidly changing environments and conditions for performing tasks, to effectively manage one's work, and to acquire new skills and information on one's own. The National Research Council (NRC) has convened two prior workshops on the topic of 21st century skills. The first, held in 2007, was designed to examine research on the skills required for the 21st century workplace and the extent to which they are meaningfully different from earlier eras and require corresponding changes in educational experiences. The second workshop, held in 2009, was designed to explore demand for these types of skills, consider intersections between science education reform goals and 21st century skills, examine models of high-quality science instruction that may develop the skills, and consider science teacher readiness for 21st century skills. The third workshop was intended to delve more deeply into the topic of assessment. The goal for this workshop was to capitalize on the prior efforts and

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explore strategies for assessing the five skills identified earlier. The Committee on the Assessment of 21st Century Skills was asked to organize a workshop that reviewed the assessments and related research for each of the five skills identified at the previous workshops, with special attention to recent developments in technology-enabled assessment of critical thinking and problem-solving skills. In designing the workshop, the committee collapsed the five skills into three broad clusters as shown below:

Cognitive skills: nonroutine problem solving, critical thinking, systems thinking

Interpersonal skills: complex communication, social skills, team-work, cultural sensitivity, dealing with diversity

Intrapersonal skills: self-management, time management, self-development, self-regulation, adaptability, executive functioning

Assessing 21st Century Skills provides an integrated summary of the presentations and discussions from both parts of the third workshop.

Learn how to develop powerful data analytics applications quickly for SQL Server database administrators and developers. Organizations will be able to sift data and derive the business intelligence needed to drive business decisions and profit. The addition of R to SQL Server 2016 places a powerful analytical processor into an environment most developers are already comfortable with – Visual Studio. This book walks even the newest of users through the creation process of a powerful R-language tool set for use in analyzing and reporting on your data. As a SQL Server database administrator or developer, it is sometimes difficult to stay on the bleeding edge of

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technology. Microsoft's addition of R to SQL Server 2016 is sure to be a game-changer, and the language will certainly become an integral part of future releases. R is in fact widely used today in statistical and related applications, and its use is only growing. Beginning SQL Server R Services helps you jump on board this important trend by providing good examples with detailed explanations of the WHY and not just the HOW. Walks you through setup and installation of SQL Server R Services. Explains the basics of working with R Tools for Visual Studio. Provides a road map to successfully creating custom R code. What You Will Learn Discover R's role in the SQL Server 2016 hierarchy. Manage the components needed to run SQL Server R Services code. Run R-language analytics and queries inside the database. Create analytic solutions that run across multiple datasets. Gain in-depth knowledge of the R language itself. Implement custom SQL Server R Services solutions. Who This Book Is For Any level of database administrator or developer, but specifically it's for those developers with the need to develop powerful data analytics applications quickly. Seasoned R developers will appreciate the book for its robust learning pattern, using visual aids in combination with properties explanations and scenarios. Beginning SQL Server R Services is the perfect "new hire" gift for new database developers in any organization.

With this practical book, architects, CTOs, and CIOs will learn a set of patterns for the practice of architecture, including analysis, documentation, and communication. Author

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Eben Hewitt shows you how to create holistic and thoughtful technology plans, communicate them clearly, lead people toward the vision, and become a great architect or Chief Architect. This book covers each key aspect of architecture comprehensively, including how to incorporate business architecture, information architecture, data architecture, application (software) architecture together to have the best chance for the system's success. Get a practical set of proven architecture practices focused on shipping great products using architecture Learn how architecture works effectively with development teams, management, and product management teams through the value chain Find updated special coverage on machine learning architecture Get usable templates to start incorporating into your teams immediately Incorporate business architecture, information architecture, data architecture, and application (software) architecture together

Job titles like “Technical Architect” and “Chief Architect” nowadays abound in software industry, yet many people suspect that “architecture” is one of the most overused and least understood terms in professional software development. Gorton's book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and service-oriented architectures to recent

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technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICi integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

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