Software Fortresses Modeling Enterprise Architectures

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design approaches.
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This is a set, comprising of Enterprise Level Security and Enterprise Level Security 2. Enterprise Level Security: Securing Information Systems in an Uncertain World provides a modern alternative to the fortress approach to security. The new approach is more distributed and has no need for passwords or accounts. Global attacks become much more difficult, and losses are localized, should they occur. The security approach is derived from a set of tenets that form the basic security model requirements. Many of the changes in authorization within the enterprise model happen automatically. Identities and claims for access occur during each step of the computing process. Many of the techniques in this book have been piloted. These techniques have been proven to be resilient, secure, extensible, and scalable. The operational model of a distributed computer environment defense is currently being implemented on a broad scale for a particular enterprise. The first section of the book comprises seven chapters that cover basics and philosophy, including discussions on identity, attributes, access and privilege, cryptography, the cloud, and the network. These chapters contain an evolved set of principles and philosophies that were not apparent at the beginning of the project. The second section, consisting of chapters eight through twenty-two, contains technical information and details obtained by making painful mistakes and reworking processes until a workable formulation was derived. Topics covered in this section include claims-based authentication, credentials for access claims, claims creation, invoking an application, cascading authorization, federation, and content access control. This section also covers delegation, the enterprise attribute ecosystem, database access, building enterprise software, vulnerability analyses, the enterprise support desk, and network defense. Enterprise Level Security 2: Advanced Topics in an Uncertain World follows on from the authors' first book on Enterprise Level Security (ELS), which covered the basic concepts of ELS and the discoveries made during the first eight years of its development. This book follows on from this to give a discussion of advanced topics and solutions, derived from 16 years of research, pilots, and operational trials in putting an enterprise system together. The chapters cover specific advanced topics derived from painful mistakes and numerous revisions of processes. This book covers many of the topics omitted from the first book including multi-factor authentication, cloud key management, enterprise change management, entity veracity, homomorphic computing, device management, mobile ad hoc, big data, mediation, and several other topics. The ELS model of enterprise security is endorsed by the Secretary of the Air Force for Air Force computing systems and is a candidate for DoD systems

under the Joint Information Environment Program. The book is intended for enterprise IT architecture developers, application developers, and IT security professionals. This is a unique approach to end-to-end security and fills a niche in the market. Dr. Kevin E. Foltz, Institute for Defense Analyses, has over a decade of experience working to improve security in information systems. He has presented and published research on different aspects of enterprise security, security modeling, and high assurance systems. He also has degrees in Mathematics, Computer Science, Electrical Engineering, and Strategic Security Studies. Dr. William R. Simpson, Institute for Defense Analyses, has over two decades of experience working to improve systems security. He has degrees in Aeronautical Engineering and Business Administration, as well as undergoing military and government training. He spent many years as an expert in aeronautics before delving into the field of electronic and system testing, and he has spent the last 20 years on IT-related themes (mostly security, including processes, damage assessments of cyber intrusions, IT security standards, IT security evaluation, and IT architecture).
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Form-based applications range from simple web shops to complex enterprise resource planning systems. Draheim and Weber adapt well-established basic modeling techniques in a novel way to achieve a modeling framework optimized for this broad application domain. They introduce new modeling artifacts, such as page diagrams and form storyboards, and separate dialogue patterns to allow for reuse. In their implementation they have developed new constructs such as typed server pages, and tools for forward and reverse engineering of presentation layers. The methodology is explained using an online bookshop as a running example in which the user can experience the modeling concepts in action. The combination of theoretical achievements and hands-on practical advice and tools makes this book a reference work for both researchers in the areas of software architectures and submit-response style user interfaces, and professionals designing and developing such applications. More information and additional material is also available online.
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Software Requirements: Encapsulation, Quality, and Reuse describes how to make requirements easy to change by using encapsulation. It introduces the Freedom methodology that shows how to encapsulate requirements thereby promoting reuse and quality. Encapsulating requirements reduces software life cycle costs by making requirements and the code that
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"This book provides a comprehensive assessment of the latest developments in Web services research, focusing on composing and coordinating Web services, XML security, and service oriented architecture, and presenting new and emerging research in the Web services discipline"--Provided by publisher.
Software FortressesModeling Enterprise ArchitecturesAddison-Wesley Professional
Argues that simplicity is a core architectural requirement to achieve successful IT projects and better results for one's business.
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From a widely published, international expert in both the theory and practical applications of the entity-relationship approach, this reference takes the reader from data entity analysis at the enterprise level through data element analysis and physical design considerations.
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This book constitutes the refereed proceedings of the Second International Working Conference on Component Deployment, CD 2004, held in Edinburgh, UK in May 2004. The 16 revised full papers presented were carefully reviewed and selected from 34 submissions. The papers address all relevant issues on component deployment, once a software component has been developed, in particular component customization, component systems configuration, component integration, component activation, component de-activation, and de-commissioning.
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Traditional Chinese edition of Make Good Art by bestselling author Neil Gaiman. It is the commencement address he delivered at Philadelphias University of the Arts in May 2012. In Traditional Chinese. Annotation copyright Tsai Fong Books, Inc. Distributed by Tsai Fong Books, Inc.
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This book introduces a new approach for modeling large enterprise systems: the software fortress model. In the software fortress model, an enterprise architecture is viewed as a series of self-contained, mutually suspicious, marginally cooperating software fortresses interacting with each other through carefully crafted and meticulously managed treaty relationships. The software fortress model is an intuitive, simple, expressive approach that maps readily to existing technologies such as .NET and Java 2 Enterprise Edition (J2EE). This book is designed to meet an immediate need to define, clarify, and explain the basics of this new modeling methodology for large enterprise software architectures. "Software Fortresses is your essential roadmap to all aspects of software fortresses. Key topics include: The fundamental

concepts and terminology of software fortressesDocumentation techniques, including Fortress Ally Responsibility Cards (based on Class Responsibility Cards) and Sequence Ally Diagrams (based on UML's Class Sequence Diagrams)The proper use of drawbridges to provide fortress interoperabilityThe innovative software fortress model for enterprise securityCorrect design approaches to fortress walls, which keep intruders out, and to guards, which let allies in.The role of loosely coupled and tightly coupled transactions in a software fortress architectureDesign and technology issues associated with the six major software fortress types This book is a must-read for all enterprise software professionals, whether you are a manager seeking to rein in run-away enterprise system complexity, an architect seeking to design interoperable, scalable, and highly secure systems, aconsultant expected to give advice on how .NET and J2EE fit into the enterprise space, an implementer wanting to understand how your system relates to a larger enterprise architecture, or a business analyst needing to know that your system requirements will be translated into a successful software implementation. 0321166086B12202002
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Dismantle the overwhelming complexity in your IT projects with strategies and real-world examples from a leading expert on enterprise architecture. This guide describes best practices for creating an efficient IT organization that consistently delivers on time, on budget, and in line with business needs. IT systems have become too complex—and too expensive. Complexity can create delays, cost overruns, and outcomes that do not meet business requirements. The resulting losses can impact your entire company. This guide demonstrates that, contrary to popular belief, complex problems demand simple solutions. The author believes that 50 percent of the complexity of a typical IT project can and should be eliminated—and he shows you how to do it. You'll learn a model for understanding complexity, the three tenets of complexity control, and how to apply specific techniques such as checking architectures for validity. Find out how the author's methodology could have saved a real-world IT project that went off track, and ways to implement his solutions in a variety of situations.
?Pelican Books 1967????