

## Srs Document For Banking System

This concise text provides an insight into practical aspects of software testing and discusses all the recent technological developments in this field including quality assurance. The book also illustrates the specific kinds of problems that software developers often encounter during development of software. The book first builds up the basic concepts inherent in the software development life cycle (SDLC). It then elaborately discusses the methodologies of both static testing and dynamic testing of the software, covering the concepts of structured group examinations, control flow and data flow, unit testing, integration testing, system testing and acceptance testing. The text also focuses on the importance of the cost–benefit analysis of testing processes. The concepts of test automation, object-oriented applications, client-server and web-based applications have been covered in detail. Finally, the book brings out the underlying concepts of commercial off-the-shelf (COTS) software applications and describes the testing methodologies adopted in them. The book is intended for the undergraduate and postgraduate students of computer science and engineering for a course in software testing. **KEY FEATURES :** Provides real-life examples, illustrative diagrams and tables to explain the concepts discussed. Gives a number of

assignments drawn from practical experience to help the students in assimilating the concepts in a practical way. Includes model questions in addition to a large number of chapter-end review questions to enable the students to hone their skills and enhance their understanding of the subject matter.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

**SOFTWARE TESTING : A Practical Approach** PHI Learning Pvt. Ltd.

- Kofler's book offers more up-to-date coverage than other books on the market - Provides in-depth coverage of topics normally overlooked, such as the File Scripting Objects, accessing external databases using the ADO library, automating data analysis with pivot tables, and automating diagrams.

Publisher Fact Sheet A concise, hands-on approach to managing & improving the critical requirements process in software development.

How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other popular technologies Enterprise Java with UML is the first

comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

This book constitutes the refereed proceedings of the First International Visual Informatics Conference, IVIC 2009, held in Kuala Lumpur, Malaysia, in November 2009. The 82 revised research papers presented together with four invited keynote papers were carefully reviewed and selected from 216 submissions. The papers are organized in topical sections on virtual technologies and systems, virtual environment, visualization, engineering and simulation, as well as visual culture, services and society.

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It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project.

Software Systems are now everywhere. Almost all electrical equipment now includes some kind of software; software is used to help run manufacturing, schools and universities, healthcare, finance and government; many people use different types of software for entertainment and education. The specification, development, management and development of these software systems constitute the discipline of software engineering. Even simple software systems have a high inherent complexity, so engineering principles must be used in their development. Therefore, software engineering is an engineering discipline, and software engineers use computer science methods and theories, and apply this in a cost-effective way to solve problems. These difficult problems mean that many software development projects have not been successful. However, most

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modern software provides users with good service; we should not let high-profile failures blur the true success of software engineers over the past 30 years. Software engineering was developed to address the issue of building large custom software systems for defense, government, and industrial applications. We are now developing a wider range of software, from games on professional consoles to PC products and network-based systems to large-scale distributed systems. While some technologies for custom systems, such as object-oriented development, are common, new software engineering technologies are being developed for different types of software. It's impossible to cover everything in a book, so we focus on developing common technologies and technologies for large systems rather than individual software products. Although this book is intended as a general introduction to software engineering, it is geared toward system requirements engineering. We think this is especially important for software engineering in the 21st century. The challenge we face is to ensure that our software meets the actual needs of users without damaging them or the environment. The approach we take in this book is to present a broad perspective on software engineering, and we won't focus on any particular method or tool. There are no simple solutions to software engineering problems, and we need a wide range of tools and techniques to solve software engineering problems. While encouraging the use of modeling techniques for sizing, cost and schedule estimation, reliability, risk assessment, and real-time design, the authors

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emphasize the need to calibrate models with actual data. Explicit guidance is provided for virtually every task that a software engineer may be assigned, and realistic case studies and examples are used extensively to reinforce the topics presented.

PHP and MySQL Web Development, Fourth Edition The definitive guide to building database-drive Web applications with PHP and MySQL and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce effective, interactive Web applications. It clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the server. The fourth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP 5 through version 5.3, such as namespaces and closures, as well as features introduced in MySQL 5.1. This is the eBook version of the title. To gain access to the contents on the CD bundled with the printed book, please register your product at [informit.com/register](http://informit.com/register)

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and

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operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—*Site Reliability Engineering* and *The Site Reliability*

*Workbook*—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

Banks represent a sizable share of the financial sector in Thailand, but other deposit-taking institutions and NBFIs have grown significantly in the last decade. While assets of banks represented 46 percent of total financial assets at end-2018, the government-owned SFIs and TCCs now play a key role in providing credit to households. Assets of the insurance and mutual fund sectors have doubled as a share of GDP over the last decade, and capital markets are largely on par with regional peers.

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Financial vulnerabilities appear to be contained, but household indebtedness is relatively high and there are signs of weaknesses in some corporates and SMEs. Weaker-than-expected growth in China and advanced economies, sharp rise in risk premia, and entrenched low inflation would adversely impact the financial system. Despite these risks, the banking sector is resilient to severe shocks. Stress tests results and sensitivity analysis indicate that the largest banks can withstand a shock broadly as severe as the Asian financial crisis. While data is limited, deposit-taking SFIs appear to be vulnerable to asset concentration and interest rate risk. Systemic and contagion risks stemming from interlinkages across banks and nonbanks are limited. Risk analysis could benefit from data improvements, including on liquidity and SFIs, and from the development of tools to assess concentration risk at an entity level.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Life cycle software engineering activities; Software quality: introduction to life cycle activities; The software project infrastructure; Software quality; Planning for software quality; Quality evaluation of the software development process; Software process metrics; Software product quality; Software quality metrics; Special topics in software quality management; Project data: management, production

and control; Quality evaluation techniques - the tools of the trade; Organization and personnel; The effect of resource availability on quality; Appendix; Glossary; Bibliography.

· 300 Software Testing Interview Questions You'll Most Likely Be Asked · 77 HR Interview Questions · Real life scenario based questions · Strategies to respond to interview questions · 2 Aptitude Tests

Software Testing Interview Questions You'll Most Likely Be Asked is a perfect companion to stand ahead above the rest in today's competitive job market. Rather than going through comprehensive, textbook-sized reference guides, this book includes only the information required immediately for job search to build an IT career. This book puts the interviewee in the driver's seat and helps them steer their way to impress the interviewer. The following is included in this book: a) 300 Software Testing Interview Questions, Answers and proven strategies for getting hired as an IT professional b) Dozens of examples to respond to interview questions c) 77 HR Questions with Answers and proven strategies to give specific, impressive, answers that help nail the interviews d) 2 Aptitude Tests download available on [www.vibrantpublishers.com](http://www.vibrantpublishers.com)

This book contains proceedings of the International Conference on Advances in Computing, Control and Communication Technology (IAC3T) organized by Centre for Computer Education, Institute of

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Professional Studies, University of Allahabad during March 25-27, 2016 at Allahabad. A total of 138 full papers were submitted to the conference, out of which about 40 papers were accepted and finally 35 papers were presented during the conference. This book contains these papers. The conference was a major multidisciplinary conference organized with the objective to expose the participants to the emerging trends in the area of computing, control and communication technology. The conference intended to serve as a major international forum for the exchange of ideas and to provide an interactive platform to the students (budding engineers), engineers, researchers and academicians to exchange their innovative ideas and experiences in the area of advancements in computing, control and communication technology.

This book is useful for IGNOU BCA & MCA students. A perusal of past questions papers gives an idea of the type of questions asked, the paper pattern and so on, it is for this benefit, we provide these IGNOU MCS-034: Software Engineering Notes. Students are advised to refer these solutions in conjunction with their reference books. It will help you to improve your exam preparations. This book covers Software Process Models, Project Management, Software Requirements Analysis, Requirement Engineering Process, Software System Specifications, Software Metrics and Measures, Application Systems and

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Design Issues, Software Development Methods and Reuse, Verification and Validation, Software Testing and Cost Estimation, Quality Management, Process Improvement and Measurement. Published by MeetCoogole

This book aims at providing the necessary knowledge in understanding the concepts of software testing and software quality assurance so that you can take any internationally recognized software testing / quality assurance certification examination and come out with flying colors. Also, equipped with this knowledge, you can do a great job as a testing and quality assurance professional in your career and contribute in developing reliable software for different applications, which in turn improves the quality of life of everyone on this earth.

Introduction· Software Development Life Cycle and Quality Assurance· Fundamentals of Testing· Testing Levels and Types· Static Testing Techniques· Dynamic Testing and Test Case Design Techniques· Managing the Testing Process· Software Testing Tools· Code of Ethics for Software Professionals

This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Praise for the first edition: “This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and

does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding.” –Philip Allen

This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for “bridging the gap” between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services

Each chapter provides definitions of key terms, guiding principles, examples, author’s notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices

Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-

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Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals. Brimming with valuable graphical presentations, this text provides an overview of object-oriented design, object-oriented programming, and correlates the features in C++ to the framework of an object model. It features useful definitions for object-oriented concepts, and uses object-oriented notation that

conveys the design of a system in a clear and standard manner. The accompanying disk contains examples from the text.

Since its inception in 1968, software engineering has undergone numerous changes. In the early years, software development was organized using the waterfall model, where the focus of requirements engineering was on a frozen requirements document, which formed the basis of the subsequent design and implementation process. Since then, a lot has changed: software has to be developed faster, in larger and distributed teams, for pervasive as well as large-scale applications, with more flexibility, and with ongoing maintenance and quick release cycles. What do these ongoing developments and changes imply for the future of requirements engineering and software design? Now is the time to rethink the role of requirements and design for software intensive systems in transportation, life sciences, banking, e-government and other areas. Past assumptions need to be questioned, research and education need to be rethought. This book is based on the Design Requirements Workshop, held June 3-6, 2007, in Cleveland, OH, USA, where leading researchers met to assess the current state of affairs and define new directions. The papers included were carefully reviewed and selected to give an overview of the current state of the art as well as an outlook on probable future challenges and priorities. After a

general introduction to the workshop and the related NSF-funded project, the contributions are organized in topical sections on fundamental concepts of design; evolution and the fluidity of design; quality and value-based requirements; requirements intertwining; and adapting requirements practices in different domains.

Non-Functional Requirements in Software Engineering presents a systematic and pragmatic approach to 'building quality into' software systems. Systems must exhibit software quality attributes, such as accuracy, performance, security and modifiability. However, such non-functional requirements (NFRs) are difficult to address in many projects, even though there are many techniques to meet functional requirements in order to provide desired functionality. This is particularly true since the NFRs for each system typically interact with each other, have a broad impact on the system and may be subjective. To enable developers to systematically deal with a system's diverse NFRs, this book presents the NFR Framework. Structured graphical facilities are offered for stating NFRs and managing them by refining and inter-relating NFRs, justifying decisions, and determining their impact. Since NFRs might not be absolutely achieved, they may simply be satisfied sufficiently ('satisficed'). To reflect this, NFRs are represented as 'softgoals', whose interdependencies, such as tradeoffs and

synergy, are captured in graphs. The impact of decisions is qualitatively propagated through the graph to determine how well a chosen target system satisfies its NFRs. Throughout development, developers direct the process, using their expertise while being aided by catalogues of knowledge about NFRs, development techniques and tradeoffs, which can all be explored, reused and customized. Non-Functional Requirements in Software Engineering demonstrates the applicability of the NFR Framework to a variety of NFRs, domains, system characteristics and application areas. This will help readers apply the Framework to NFRs and domains of particular interest to them. Detailed treatments of particular NFRs - accuracy, security and performance requirements - along with treatments of NFRs for information systems are presented as specializations of the NFR Framework. Case studies of NFRs for a variety of information systems include credit card and administrative systems. The use of the Framework for particular application areas is illustrated for software architecture as well as enterprise modelling. Feedback from domain experts in industry and government provides an initial evaluation of the Framework and some case studies. Drawing on research results from several theses and refereed papers, this book's presentation, terminology and graphical notation have been integrated and illustrated with many figures. Non-

Functional Requirements in Software Engineering is an excellent resource for software engineering practitioners, researchers and students.

This paper presents a framework for planning the development of computerized government budgeting and accounting systems in economies in transition and developing economies. It argues that a comprehensive framework is needed to enable fiscal management issues to be addressed effectively, then outlines a methodology for planning systems development and proposes strategies for implementing the methodology in transitional and developing economies.

This book introduces the Process for Attack Simulation & Threat Analysis (PASTA) threat modeling methodology. It provides an introduction to various types of application threat modeling and introduces a risk-centric methodology aimed at applying security countermeasures that are commensurate to the possible impact that could be sustained from defined threat models, vulnerabilities, weaknesses, and attack patterns. This book describes how to apply application threat modeling as an advanced preventive form of security. The authors discuss the methodologies, tools, and case studies of successful application threat modeling techniques. Chapter 1 provides an overview of threat modeling, while Chapter 2 describes the objectives and benefits of threat

modeling. Chapter 3 focuses on existing threat modeling approaches, and Chapter 4 discusses integrating threat modeling within the different types of Software Development Lifecycles (SDLCs). Threat modeling and risk management is the focus of Chapter 5. Chapter 6 and Chapter 7 examine Process for Attack Simulation and Threat Analysis (PASTA). Finally, Chapter 8 shows how to use the PASTA risk-centric threat modeling process to analyze the risks of specific threat agents targeting web applications. This chapter focuses specifically on the web application assets that include customer's confidential data and business critical functionality that the web application provides.

- Provides a detailed walkthrough of the PASTA methodology alongside software development activities, normally conducted via a standard SDLC process
- Offers precise steps to take when combating threats to businesses
- Examines real-life data breach incidents and lessons for risk management

Risk Centric Threat Modeling: Process for Attack Simulation and Threat Analysis is a resource for software developers, architects, technical risk managers, and seasoned security professionals.

We would like to welcome you to the proceedings of the workshops held in conjunction with the 27th International Conference on Conceptual Modeling (ER 2008). While the ER main conference covers a

wide spectrum of conceptual modeling research, increasingly complex real-world problems demand new perspectives and active research in new applications. The ER workshops attempt to provide researchers, students, and industry professionals with a forum to present and discuss emerging hot topics related to conceptual modeling. We received 13 excellent proposals for workshops to be held with ER 2008. We accepted the following seven based on peer reviews: 1. The Second International Workshop on Conceptual Modeling for Life Sciences Applications (CMLSA 2008), organized by Yi-Ping Phoebe Chen and Sven Hartmann. 2. The 5th International Workshop on Evolution and Change in Data Management (ECDM 2008), organized by Fabio Grandi. 3. The 4th International Workshop on Foundations and Practices of UML (FP-UML 2008), organized by Juan Trujillo and Andreas L. Opdahl. 4. The First International Workshop on Modeling Mobile Applications and Services (M2AS 2008), organized by Fernando Ferri, Patrizia Grifoni, and Maria Chiara Caschera. 5. The Second International Workshop on Requirements, Intentions and Goals in Conceptual Modeling (RIGiM 2008), organized by Colette Rolland, C-son Woo, and Camille Salinesi. 6. The Second International Workshop on Semantic and Conceptual Issues in Geographic Information Systems (SeCoGIS 2008), organized by Esteban Zimányi and Christophe

Claramunt. 7. The 5th International Workshop on Web Information Systems Modeling (WISM 2008), organized by Flavius Frasincar, Geert-Jan Houben, and Philippe Thiran.

Presents case studies resulting from participation in the World Bank by developing countries such as Chad, Brazil, and Nigeria

Is it impossible to schedule enough time to include users in your design process? Is it difficult to incorporate elaborate user-centered design techniques into your own standard design practices? Do the resources needed seem overwhelming? This handbook introduces Rapid CD, a fast-paced, adaptive form of Contextual Design. Rapid CD is a hands-on guide for anyone who needs practical guidance on how to use the Contextual Design process and adapt it to tactical projects with tight timelines and resources. Rapid Contextual Design provides detailed suggestions on structuring the project and customer interviews, conducting interviews, and running interpretation sessions. The handbook walks you step-by-step through organizing the data so you can see your key issues, along with visioning new solutions, storyboarding to work out the details, and paper prototype interviewing to iterate the design all with as little as a two-person team with only a few weeks to spare! \*Includes real project examples with actual customer data that illustrate how a CD project actually works. \*Covers the entire scope of a project, from deciding on the number and type of interviews, to interview set up and analyzing collected data. Sample project schedules are also included for a variety of different types of projects. \*Provides examples of how-to write affinity notes and affinity labels, build an affinity diagram, and step-by-step instructions for consolidating sequence models. \*Shows

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how to use consolidated data to define a design within tight time frames with examples of visions, storyboards, and paper prototypes. \*Introduces CDTools, the first application designed to support customer-centered design.

This thoroughly revised and updated book, now in its second edition, intends to be much more comprehensive book on software testing. The treatment of the subject in the second edition maintains to provide an insight into the practical aspects of software testing, along with the recent technological development in the field, as in the previous edition, but with significant additions. These changes are designed to provide in-depth understanding of the key concepts. Commencing with the introduction, the book builds up the basic concepts of quality and software testing. It, then, elaborately discusses the various facets of verification and validation, methodologies of both static testing and dynamic testing of the software, covering the concepts of structured group examinations, control flow and data flow, unit testing, integration testing, system testing and acceptance testing. The text also focuses on the importance of the cost-benefit analysis of testing processes, test automation, object-oriented applications, client-server and web-based applications. The concepts of testing commercial off-the-shelf (COTS) software as well as object-oriented testing have been described in detail. Finally, the book brings out the underlying concepts of usability and accessibility testing. Career in software testing is also covered in the book. The book is intended for the undergraduate and postgraduate students of computer science and engineering for a course in software testing. The revised and updated edition includes the latest developments in the field of ERP, information technology and new technologies that are changing the ERP landscape. Divided into eight sections, the book covers ERP Basics, ERP and Technology, ERP Implementation, Operation and

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Maintenance of the ERP system, Business Modules of ERP, ERP Market, Present and Future of ERP, ERP Resources, Case studies, Career guidance, Manufacturing perspective, etc.

In MySQL, Paul DuBois provides you with a comprehensive guide to one of the most popular relational database systems. Paul has contributed to the online documentation for MySQL, and is an active member of the MySQL community. The principal MySQL developer, Monty Widenius, and a network of his fellow developers reviewed the manuscript, providing Paul with the kind of insight no one else could supply. Instead of merely giving you a general overview of MySQL, Paul teaches you how to make the most of its capabilities. Through two sample database applications that run throughout the book, he gives you solutions to problems you're sure to face. He helps you integrate MySQL efficiently with third-party tools, such as PHP and Perl, enabling you to generate dynamic Web pages through database queries. He teaches you to write programs that access MySQL databases, and also provides a comprehensive set of references to column types, operators, functions, SQL syntax, MySQL programming, C API, Perl DBI, and PHP API. MySQL simply gives you the kind of information you won't find anywhere else.

This book offers a unique insight into a revolution in software development that allows model specifications to be fully and efficiently translated into code. Using the most widely adopted, industry standard, software modelling language, UML, the reader will learn how to build robust specifications based on OMG's Model Driven Architecture (MDA). From there, the authors describe the steps needed to translate the Executable UML (xUML) models to any platform-specific implementation. The benefits of this approach go well beyond simply reducing or eliminating the coding stage - it also

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ensures platform independence, avoids obsolescence (programming languages may change, the model doesn't) and allows full verification of the models by executing them in a test and debug xUML environment. This is an excellent reference for anyone embarking on what is surely the future of software development for medium and large scale projects.

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