Component-Based Software Engineering
Growing Object-Oriented Software, Guided by Tests
Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition
From P2P and Grids to Services on the Web
Computerworld Network World Object-Oriented Software Development Using Java
Service-oriented Software Engineering (Sie) 7
Computerworld Verified Object-Oriented Information Systems
Java Software Solutions Computational Collective Intelligence
Technologies and Applications
Structured Object-Oriented Formal Language and Method
Adaptive Web Services for Modular and Reusable Software Development: Tactics and Solutions
Objects, Components, Architectures, Services, and Applications for a Networked World
Software, Services, and Systems
Java Software Solutions
Network World Design Patterns
Computerworld CIO Advances in Computer Vision and Information Technology
Object-Oriented Software Engineering Focused Software Process Improvement
Java Software Solutions
InfoWorld Agent-Oriented Software Engineering
VIII Information and Software Technologies
Java Software Solutions: CD-ROM
Testing Object-Oriented Software
Computerworld CIO Scientific and Technical Aerospace Reports
Object-oriented Software Engineering
Object-Oriented and Internet-Based Technologies
Formal Methods for Open Object-Based Distributed Systems

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. CIO magazine, launched in 1987, provides business technology leaders with award-winning analysis and insight on information technology trends and a keen understanding of IT's role in achieving business goals. The two-volume set LNAI 6922 and LNAI 6923 constitutes the refereed proceedings of the Third International Conference on Computational Collective Intelligence, ICCCI 2011, held in Gdynia, Poland, in September 2011. The 112 papers in this two volume set presented together with 3 keynote speeches were carefully reviewed and selected from 300 submissions. The papers are organized in topical sections on knowledge management, machine learning and applications, autonomous and collective decision-making, collective computations and optimization, Web services and semantic Web, social networks and computational swarm intelligence and applications. On behalf of the Organizing Committee I am pleased to present the proceedings of the 2005 Symposium on Component-Based Software Engineering (CBSE). CBSE is concerned with the development of
software-intensive systems from reusable parts (components), the
development of reusable parts, and system maintenance and
improvement by means of component replacement and c- tomization.
CBSE 2005, “Software Components at Work,” was the eighth in a series of
events that promote a science and technology foundation for
achieving predictable quality in software systems through the use of
software component technology and its associated software
engineering practices. We were fortunate to have a dedicated Program
Committee comprised of 30 internationally recognized researchers and
industrial practitioners. We received 91 submissions and each paper
was reviewed by at least three Program Committee members (four for
papers with an author on the Program Committee). The
entire reviewing process was supported by CyberChairPro, the Web-based paper
submission and review system developed and supported by Richard van de Stadt of
Borbala Online Conference Services. After a two-day virtual Program
Committee meeting, 21 submissions were accepted as long papers and 2
submissions were accepted as short papers. 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. Java Software Solutions teaches a foundation of
programming techniques to foster well-designed object-oriented
software. Heralded for its integration of small and large realistic
elements, this worldwide best-selling text emphasizes building solid
problem-solving and design skills to write high-quality programs.
MyProgrammingLab, Pearson's new online homework and assessment tool,
is available with this edition. InfoWorld is targeted to Senior IT
professionals. Content is segmented into Channels and Topic Centers.
InfoWorld also celebrates people, companies, and projects. Covers a
comprehensive range of P2P and Grid technologies. Provides a broad
overview of the P2P field and how it relates to other technologies,
such as Grid Computing, jini, Agent based computing, and web
services. This book constitutes the refereed proceedings of the 8th
IFIP WG 6.1 International Conference on Formal Methods for Open
Object-Based Distributed Systems, FMOODS 2006, held in Bologna,
Italy, June 2006. The book presents 16 revised full papers together
with an invited paper and abstracts of 2 invited talks. Coverage
includes component- and model-based design, service-oriented
computing, software quality, modeling languages implementation,
formal specification, verification, validation, testing, and service-
oriented systems. Based on the Net. ObjectDays tradition of bringing
together researchers from academia and industry on the one hand and
system architects, developers, and users from industry
and administration on the other hand, this year's conference took an
international research perspective, so that we see the rst volume of
Net. ObjectDays main conference proceedings published in the
Springer Lecture Notes in Computer Science series. This volume
consists of 16 papers carefully selected in a rigorous reviewing
process by an international program committee; to provide a concise overview, these papers are briefly described. In the Languages and Models session, Beate Ritterbach proposes a new language element for object-oriented programming languages that supports arbitrary value types. In her contribution Support for Value Types in an Object-Oriented Programming Language she describes the corresponding keywords, syntax, and consistency checks, thereby giving an impression of the look and feel of value types from an application programmer's perspective. Walter Binder and Jarle Hulaas look at portable CPU accounting and control in Java, which is based on program transformation techniques. In their paper Self-accounting as Principle for Portable CPU Control in Java periodically the threads of an application component aggregate the information of their respective CPU consumption within a shared account; scheduling functions make sure applications do not exceed their allowed CPU share.

This book is dedicated to Professor Martin Wirsing on the occasion of his emeritation from Ludwig-Maximilians-Universität in Munich, Germany. The volume is a reflection, with gratitude and admiration, on Professor Wirsing's life highly creative, remarkably fruitful and intellectually generous life. It also gives a snapshot of the research ideas that in many cases have been deeply influenced by Professor Wirsing's work. The book consists of six sections. The first section contains personal remembrances and expressions of gratitude from friends of Professor Wirsing. The remaining five sections consist of groups of scientific papers written by colleagues and collaborators of Professor Wirsing, which have been grouped and ordered according to his scientific evolution. More specifically, the papers are concerned with logical and algebraic foundations; algebraic specifications, institutions and rewriting; foundations of software engineering; service oriented systems; and adaptive and autonomic systems.

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. For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java. This is a textbook for a course in object-oriented software engineering at advanced undergraduate and graduate levels, as well as for
software engineers. It contains more than 120 exercises of diverse complexity. The book discusses fundamental concepts and terminology on object-oriented software development, assuming little background on software engineering, and emphasizes design and maintenance rather than programming. It also presents up-to-date and easily understood methodologies and puts forward a software life cycle model which explicitly encourages reusability during software development and maintenance. For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. This book constitutes the refereed proceedings of the 24th International Conference on Information and Software Technologies, ICIST 2018, held in Vilnius, Lithuania, in October 2018. The 48 papers presented were carefully reviewed and selected from 124 submissions. The papers are organized in topical sections on information systems; business intelligence for information and software systems; software engineering; and information technology applications. Addressing various aspects of object-oriented software techniques with respect to their impact on testing, this text argues that the testing of object-oriented software is not restricted to a single phase of software development. The book concentrates heavily on the testing of classes and of components or sub-systems, and a major part is devoted to this subject. C++ is used throughout this book that is intended for software practitioners, managers, researchers, students, or anyone interested in object-oriented technology and its impacts throughout the software engineering life-cycle. For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies). For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.
global IT media network. Software architectures that contain many dynamically interacting components, each with its own thread of control, engaging in complex coordination protocols, are difficult to correctly and efficiently engineer. Agent-oriented modeling techniques are important for the design and development of such applications. This book provides a diverse and interesting overview of the work that is currently being undertaken by a growing number of researchers in the area of Agent-Oriented Software Engineering. This volume constitutes the thoroughly refereed proceedings of the 8th International Workshop on Agent-Oriented Software Engineering, AOSRE 2007, held in Honolulu, Hawaii in May 2007 as part of AAMAS 2007. The 16 revised full papers were carefully selected from numerous submissions during two rounds of reviewing and improvement. The volume contains the papers presented at the workshop, together with papers resulting from discussions on tools and platforms. The papers have been organized into four sections on: methodology and processes, interacting heterogeneous agents, system development issues, and tools and case studies.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. This book constitutes the thoroughly refereed workshop proceedings of the 8th International Workshop on Structured Object-Oriented Formal Language and Method, SOFL+MSVL 2018, held in Gold Coast, QLD, Australia, in November 2018. The 11 revised full papers included in the volume were carefully reviewed and selected from 21 submissions. They are organized in the following topical sections: programming and testing; verification and validation; semantics; and blockchain.

Jia (software engineering, DePaul University) helps readers develop skills in designing software, and especially in writing object-oriented programs using Java. The text provides broad coverage of object-oriented technology, including object-oriented modeling using the Unified Modeling Language (UML), object-oriented design using design patterns, and object-oriented programming using Java. This second edition offers expanded coverage of design patterns, enhanced material on UML, and a new introduction to the iterative software development process made popular by extreme programming. Learning features include chapter summaries, exercises, and projects.

This book constitutes the thoroughly refereed post-proceedings of the international conference NetObjectDays 2002, held in Erfurt, Germany, in October 2002. The 26 revised full papers presented were carefully selected during two rounds of reviewing and revision. The papers are organized in topical sections on embedded and distributed systems; components and MDA; Java technology; Web services; aspect-oriented software design; agents and mobility; software product lines; synchronization; testing, refactoring, and CASE tools.

This book constitutes the refereed proceedings of the 8th International Conference on Object-Oriented Information Systems, OOIS 2002, held in Montpellier, France, in September 2002. The 34 revised full
papers and 17 short papers presented were carefully reviewed and selected from 116 submissions. The papers are organized in topical sections on developing web services, object databases, XML and web, component and ontology, UML modeling, object modeling and information systems adaptation, e-business models and workflow, performance and method evaluation, programming and tests, software engineering metrics, web-based information systems, architecture and Corba, and roles and evolvable objects. The latest trends in Information Technology represent a new intellectual paradigm for scientific exploration and visualization of scientific phenomena. The present treatise covers almost all the emerging technologies in the field. Academicians, engineers, industrialists, scientists and researchers engaged in teaching, research and development of Computer Science and Information Technology will find the book useful for their future academic and research work. The present treatise comprising 225 articles broadly covers the following topics exhaustively. 01. Advance Networking and Security/Wireless Networking/Cyber Laws 02. Advance Software Computing 03. Artificial Intelligence/Natural Language Processing/Neural Networks 04. Bioinformatics/Biometrics 05. Data Mining/E-Commerce/E-Learning 06. Image Processing, Content Based Image Retrieval, Medical and Bio-Medical Imaging, Wavelets 07. Information Processing/Audio and Text Processing/Cryptology, Steganography and Digital Watermarking 08. Pattern Recognition/Machine Vision/Image Motion, Video Processing 09. Signal Processing and Communication/Remote Sensing 10. Speech Processing & Recognition, Human Computer Interaction 11. Information and Communication Technology A vital new publication for scientists and researchers in the field, this book constitutes the refereed proceedings of the 8th International Conference on Product Focused Software Process Improvement, PROFES 2007, held in Riga, Latvia in July 2007. The 29 revised full papers, along with four reports on workshops and tutorials and four keynote addresses were carefully reviewed and selected from 55 submissions. The papers constitute a balanced mix of academic and industrial aspects; they are organized in topical sections for ease of reference. Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to
testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133796280/ISBN-13: 9780133796285. That package includes ISBN-10: 0133594955/ISBN-13: 9780133594959 and ISBN-10:0133781283 /ISBN-13: 9780133781281. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Java Software Solutions is intended for use in the Java programming course. It is also suitable for readers interested in introductory Java programming. Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs. MyProgrammingLab for Java Software Solutions is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams--resulting in better performance in the course--and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program will: Personalize Learning: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Help Students Build Sound Program-Development Skills: A software methodology is introduced early and revisited throughout the text to ensure that students build sound program-development skills. Enhance Learning with In-text Features: A variety of features in each chapter help motivate learning. Provide Opportunities to Practice Design Skills and Implement Java Programs: A wealth of end-of-chapter programming projects and chapter review features help reinforce key concepts. Support Instructors and Students: Resources to support learning are available on the Companion website and Instructor Resource Center. A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book
This volume contains the proceedings of the third working conference on Verified Software: Theories, Tools, and Experiments, VSTTE 2010, held in Edinburgh, UK, in August 2010. The 11 papers presented together with 3 invited talks were carefully revised and selected for inclusion in the book. This third conference is part of the Verified Software Initiative (VSI), which is a 15 year international project that focuses on the scientific and technical challenges of producing verified software. The goal of VSTTE 2010 was to advance the state of the art in the science and technology of software verification through the interaction of theory development, tool evolution, and experimental validation. The accepted papers represent work on verification techniques, specification languages, formal calculi, verification tools, solutions to challenge problems, software design methods, reusable components, refinement methodologies, and requirements modeling.

CIO magazine, launched in 1987, provides business technology leaders with award-winning analysis and insight on information technology trends and a keen understanding of IT’s role in achieving business goals. Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs.

Current IT developments like component-based development and Web services have emerged as effective ways of building complex enterprise-scale information systems and providing enterprise application integration. To aid this process, platforms such as .NET and WebSphere have become standards in web-based systems development. However, there are still a lot of issues that need to be addressed before service-oriented software engineering (SOSE) becomes a prominent and widely accepted paradigm for enterprise information systems development and integration. This book provides a comprehensive view of SOSE through a number of different perspectives. Some of those perspectives include: service-based concepts, modeling and documentation, service discovery and composition, service-oriented architecture, model-driven development of service-oriented applications, service security and service-orientation in mobile settings. The book provides readers with an in-depth knowledge of the main challenges and practices in the exciting, new world of service-oriented software engineering.

Addressing both technical and organizational aspects of this new field, it offers a balance making it valuable to a variety of readers, including IT architects, developers, managers, and analysts. Web services provide systems with great flexibility and easier maintenance which result in better ways to communicate and distribute applications. There are good procedures in place for the design, development, and management of Web services; however, there are areas in which Web service adaptation is required. To preserve the loosely coupled approach of Web services, service adaptations should be implemented appropriately. Adaptive Web Services for Modular and Reusable Software Development: Tactics and Solutions
includes current research on the area of Web service adaptation while embarking upon the different aspects related to Web services. This collection provides an overview of existing solutions for service adaption in different development scopes as well as covers a wide variety of challenges which emerge. It aims to keep industry professionals as well as academic researchers up to date with the latest research results.

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