Software Engineering A Practitioners Approach

For over 20 years, Software Engineering: A Practitioner's Approach has been the best selling guide to software engineering for students and industry professionals alike. The sixth edition continues to lead the way in software engineering. A new Part 4 on Web Engineering presents a complete engineering approach for the analysis, design, and testing of Web Applications, increasingly important for today's students. Additionally, the UML coverage has been enhanced and signficantly increased in this new edition. The pedagogy has also been improved in the new edition to include sidebars. They provide information on relevant softare tools, specific work flow for specific kinds of projects, and additional information on various topics. Additionally, Pressman provides a running case study called "Safe Home" throughout the book, which provides the application of software engineering to an industry project. New additions to the book also include chapters on the Agile Process Models, Requirements Engineering, and Design Engineering. The book has been completely updated and contains hundreds of new references to software tools that address all important topics in the book. The ancillary material for the book includes an expansion of the case study, which illustrates it with UML diagrams. The On-Line Learning Center includes resources for both instructors and students such as checklists, 700 categorized web references, Powerpoints, a test bank, and a software engineering library-containing over 500 software engineering papers.TAKEAWY HERE IS THE FOLLOWING:1. AGILE PROCESS METHODS ARE COVERED EARLY IN CH. 42. NEW PART ON WEB APPLICATIONS --5 CHAPTERS

Software quality stems from two distinctive, but associated, topics in software engineering: software functional quality and software structural quality. Software Quality Engineering studies the tenets of both of these notions, which focus on the efficiency and value of a design, respectively. The text addresses engineering quality on both the application and system levels with attention to Information Systems and Embedded Systems as well as recent developments. Targeted at graduate engineering students and software quality specialists, the book analyzes the relationship between functionality and quality with practical applications to related ISO/IEC JTCI SC7 standards.

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

A new, quantitative architecture simulation approach to software design that circumvents costly testing cycles by modeling quality of service in early design states. Too often, software designers lack an understanding of the effect of design decisions on such quality attributes as performance and reliability. This necessitates costly trial-and-error testing cycles, delaying or complicating rollout. This book presents a new, quantitative architecture simulation approach to software design, which allows software engineers to model quality of service in early design stages. It presents the first simulator for software architectures, Palladio, and shows students and professionals how to model reusable, parametrized components and configured, deployed systems in order to analyze service attributes. The text details the key concepts of Palladio's domain-specific modeling language for software architecture quality and presents the corresponding development stage. It describes how quality information can be used to calibrate architecture models from which detailed simulation models are automatically derived for quality predictions. Readers will learn how to approach systematically questions about scalability, hardware resources, and efficiency. The text features a running example to illustrate tasks and methods as well as three case studies from industry. Each chapter ends with exercises, suggestions for further reading, and “takeaways” that summarize the key points of the chapter. The simulator can be downloaded from a companion website, which offers additional material. The book can be used in graduate courses on software architecture, quality engineering, or performance engineering. It will also be an essential resource for software architects and software engineers and for practitioners who want to apply Palladio in industrial settings.

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.

The distinctive character of this book stems from two endeavors. First, this book is about the way software engineering is done in practice. Second, it is about software engineering for enterprise applications. ¿Enterprise applications include payroll, patient records, shipping tracking, cost analysis, credit scoring, insurance, supply chain, accounting, customer service, and foreign exchange trading. Enterprise applications don¿t include automobile fuel injection, word processors, elevator controllers, chemical plant controllers, telephone switches, operating systems, compilers, and games.¿ (Fowler, 2003, p.3). The book is pivoted on one main case-study, a large number of supporting examples, and end-of-chapter problem-solving exercises consisting of case-study exercises and minicases. A particular organization that the case-study, problem-solving exercises and most examples are derived from is a company specializing in advertising expenditure measurement. The book endeavors to give broad software engineering knowledge and to provide background information prior to presenting case-study solutions. However, a distinguishing emphasis of the book is to concentrate on support skills for system design and programming. For given requirements, the book iteratively develops design and implementation models. Case-study, examples and problem-solving exercises are carefully selected to emphasize various aspects of software development as necessitated by unique characteristics of different applications and target software solutions. The book consists of four parts. Part A (Software projects) discusses software lifecycle, software engineering tools, project planning, budgeting and scheduling, project quality, risk management, and change management. The next three parts (B, C, and D) concentrate on methods, techniques, processes, and development environments of software engineering. The case-study, examples and problem-solving exercises are based on the experience gained from a large ACNielsen project. For pedagogical reasons, industrial problems and solutions have been simplified and re-implemented specifically for the purpose of the book. Occasionally, for comparative purposes, more than one programming environment has been used in presented solutions. All programming code, including code not presented in the text, is available on the book¿s website. The code is mostly Java accessing Oracle database.

Software Engineering: Architecture-driven Software Development is the first comprehensive guide to the underlying skills embodied in the IEEE's Software Engineering Body of Knowledge (SWEBOK) standard. Standards expert Richard Schmidt explains the traditional software engineering practices recognized for developing projects for government or corporate systems. Software engineering education often lacks standardization, with many institutions focusing on implementation rather than design as it impacts product architecture. Many graduates join the workforce with incomplete skills, leading to software projects that either fail outright or run woefully over budget and behind schedule. Additionally, software engineers need to understand system engineering and architecture—the hardware and

peripherals their programs will run on. This issue will only grow in importance as more programs leverage parallel computing, requiring an understanding of the parallel capabilities of processors and hardware. This book gives both software developers and system engineers key insights into how their skillsets support and complement each other. With a focus on these key knowledge areas, Software Engineering offers a set of best practices that can be applied to any industry or domain involved in developing software products. A thorough, integrated compilation on the engineering of software products, addressing the majority of the standard knowledge areas and topics Offers best practices focused on those key skills common to many industries and domains that develop software Learn how software engineering relates to systems engineering for better communication with other engineering professionals within a project environment

This book presents the latest research on Software Engineering Frameworks for the Cloud Computing Paradigm, drawn from an international selection of researchers and practitioners. The book offers both a discussion of relevant software engineering approaches and practical guidance on enterprise-wide software deployment in the cloud environment, together with real-world case studies. Features: presents the state of the art in software engineering approaches for developing cloud-suitable applications; discusses the impact of the cloud computing paradigm on software engineering; offers guidance and best practices for students and practitioners; examines the stages of the software development lifecycle, with a focus on the requirements engineering and testing of cloud-based applications; reviews the efficiency and performance of cloud-based applications; explores feature-driven and cloud-aided software design; provides relevant theoretical frameworks, practical approaches and future research directions.

Do you... Use a computer to perform analysis or simulations in your daily work? Write short scripts or record macros to perform repetitive tasks? Need to integrate off-the-shelf software into your systems or require multiple applications to work together? Find yourself spending too much time working the kinks out of your code? Work with software engineers on a regular basis but have difficulty communicating or collaborating? If any of these sound familiar, then you may need a quick primer in the principles of software engineering. Nearly every engineer, regardless of field, will need to develop some form of software during their career. Without exposure to the challenges, processes, and limitations of software engineering, developing software can be a burdensome and inefficient chore. In What Every Engineer Should Know about Software Engineering, Phillip Laplante introduces the profession of software engineering along with a practical approach to understanding, designing, and building sound software based on solid principles. Using a unique question-and-answer format, this book addresses the issues and misperceptions that engineers need to understand in order to successfully work with software engineers, develop specifications for quality software, and learn the basics of the most common programming languages, development approaches, and paradigms.

Software engineering has advanced rapidly in recent years in parallel with the complexity and scale of software systems. New requirements in software systems yield innovative approaches that are developed either through introducing new paradigms or extending the capabilities of well-established approaches. Modern Software Engineering Concepts and Practices: Advanced Approaches provides emerging theoretical approaches and their practices. This book includes case studies and real-world practices and presents a range of advanced approaches to reflect various perspectives in the discipline.

and content management. Whether you're an industry practitioner or intend to become one, Web Engineering: A Practitioner's Approach can help you meet the challenge of the next generation of Web-based systems and applications." --Book Jacket.

For almost four decades, Software Engineering: A Practitioner's Approach (SEPA) has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

SEMAT (Software Engineering Methods and Theory) is an international initiative designed to identify a common ground, or universal standard, for software engineering. It is supported by some of the most distinguished contributors to the field. Creating a simple language to describe methods and practices, the SEMAT team expresses this common ground as a kernel–or framework–of elements essential to all software development. The Essence of Software Engineering introduces this kernel and shows how to apply it when developing software and improving a team’s way of working. It is a book for software professionals, not methodologists. Its usefulness to development team members, who need to evaluate and choose the best practices for their work, goes well beyond the description or application of any single method. “Software is both a craft and a science, both a work of passion and a work of principle. Writing good software requires both wild flights of imagination and creativity, as well as the hard reality of engineering tradeoffs. This book is an attempt at describing that balance.” —Robert Martin (unclebob) “The work of Ivar Jacobson and his colleagues, started as part of the SEMAT initiative, has taken a systematic approach to identifying a ‘kernel’ of software engineering principles and practices that have stood the test of time and recognition.” —Bertrand Meyer “The software development industry needs and demands a core kernel and language for defining software development practices—practices that can be mixed and matched, brought on board from other organizations; practices that can be measured; practices that can be integrated; and practices that can be compared and contrasted for speed, quality, and price. This thoughtful book gives a good grounding in ways to think about the problem, and a language to address the need, and every software engineer should read it.” —Richard Soley

Software development and information systems design have a unique relationship, but are often discussed and studied independently. However, meticulous software development is vital for the success of an information system. Software Development Techniques for Constructive Information Systems Design focuses the aspects of information systems and software development as a merging process. This reference source pays special attention to the emerging research, trends, and experiences in this area which is bound to enhance the reader's understanding of the growing and ever-adapting field. Academics, researchers, students, and working professionals in this field will benefit from this publication's unique perspective.

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven’t really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of Software Engineering: A Practitioner's Approach has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

Basic Optics: Principles and Concepts addresses in great detail the basic principles of the science of optics, and their related concepts. The book provides a lucid and coherent presentation of an extensive range of concepts from the field of optics, which is of central relevance to several broad areas of science, including physics, chemistry, and biology. With its extensive range of discourse, the book’s content arms scientists and students with knowledge of the essential concepts of classical and modern optics. It can be used as a reference book and also as a supplementary text by students at college and university levels and will, at the same time, be of considerable use to researchers and teachers. The book is composed of nine chapters and includes a great deal of material not covered in many of the more well-known textbooks on the subject. The science of optics has undergone major changes in the last fifty years because of developments in the areas of the optics of metamaterials, Fourier optics, statistical optics, quantum optics, and nonlinear optics, all of which find their place in this book, with a clear presentation of their basic principles. Even the more traditional areas of ray optics and wave optics are elaborated within the framework of electromagnetic theory, at a level more fundamental than what one finds in many of the currently available textbooks. Thus, the eikonal approximation leading to ray optics, the Lagrangian and Hamiltonian formulations of ray optics, the quantum theoretic interpretation of interference, the vector and dyadic diffraction theories, the geometrical theory of diffraction, and similar other topics of basic relevance are presented in clear terms. The presentation is lucid and elegant, capturing the essential magic and charm of physics. All this taken together makes the book a unique text, of major contemporary relevance, in the field of optics. Avijit Lahiri is a well-known researcher, teacher, and author, with publications in several areas of physics, and with a broad range of current interests, including physics and the philosophy of science. Provides extensive and thoroughly exhaustive coverage of classical and modern optics Offers a lucid presentation in understandable language, rendering the abstract and difficult concepts of physics in an easy, accessible way Develops all concepts from elementary levels to advanced stages Includes a sequential description of all needed mathematical tools Relates fundamental concepts to areas of current research interest

This text is written with a business school orientation, stressing the how to and heavily employing CASE technology throughout. The courses for which this text is appropriate include software engineering, advanced systems analysis, advanced topics in information systems, and IS project development. Software engineer should be familiar with alternatives, trade-offs and pitfalls of methodologies, technologies, domains, project life cycles, techniques, tools CASE environments, methods for user involvement in application development, software, design, trade-offs for the public domain and project personnel skills. This book discusses much of what should be the ideal software engineer's project related knowledge in order to facilitate and speed the process of novices becoming experts. The goal of this book is to discuss project planning, project life cycles, methodologies, technologies, techniques, tools, languages, testing, ancillary technologies (e.g. database) and CASE. For each topic, alternatives, benefits and disadvantages are discussed.

This book focuses on the topic of improving software quality using adaptive control approaches. As software systems grow in complexity, some of the central challenges include their ability to self-manage and adapt at run time, responding to changing user needs and environments, faults, and vulnerabilities. Control theory approaches presented in the book provide some of the answers to these challenges. The book weaves together diverse research topics (such as requirements engineering, software development processes, pervasive and autonomic computing, service-oriented architectures, on-line adaptation of software behavior, testing and QoS control) into a coherent whole. Written by world-renowned experts, this book is truly a noteworthy and authoritative reference for students, researchers and practitioners to better understand how the adaptive control approach can be applied to improve the quality of software systems. Book chapters also outline future theoretical and experimental challenges for researchers in this area.

The Software Engineering Risk Management (SERIM) application will help you find a safer path through the software development jungle. SERIM takes periodic "readings" on the status of your software development projects so you can focus on high-priority risk areas. After risks are identified, SERIM helps you develop proactive plans for mitigating risk before they sabotage your projects. SERIM may be used in the pre-requirements phase to develop risk projections that help you plan your projects more realistically. This interactive, easy-to-use Windows application gives you an automated way to determine the risks of your software project. Determine within minutes how risky your software project is during all stages of development. The product is based on the SERIM model in the bestselling book Software Engineering Risk Management. Using the mathematics of probability, Dr. Karolak has designed formulas that assess your projects' risks by entering numeric ratings for a series of metric questions within the ten major software development risk factors, analyze your projects' risk scores from any or all of the five different analytical perspectives, and "Drill down" within each analytical perspective to

design action plans to improve your probability of success with any high-priority metric question. The SERIM model:Identifies different risks for technical implementation, cost, and schedule, Predicts risks by software development phases, Provides a means for corrective action to reduce risks, Identifies the effectiveness of your software risk management activities, Measures the risk associated with your software product and process, Is user friendly and comes with example projects, Handles multiple projects for analyzing software risks.

A guide to software engineering. It focuses on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques.

A concise, engineering-oriented resource that provides practical support to IT professionals and those responsible for the quality of the software or systems they develop

Software quality stems from two distinctive, but associated, topics in software engineering: software functional quality and software structural quality. This book studies the tenets of both of these notions, which focus on the efficiency and value of a design, respectively. It addresses engineering quality on both the application and system levels with attention to information systems (IS) and embedded systems (ES) as well as recent developments. Software Quality Engineering introduces the basic concepts of quality engineering like the nature of the engineering process, quality models and measurements, and evaluation quality, and provides a step-by-step overview of the application of software quality engineering in commonly recognized phases of the software development process. It also discusses management of software quality engineering processes, with special attention to budget, planning, conflict resolution, and traceability of quality requirements. Targeted at graduate engineering students and software quality specialists, Software Quality Engineering: Provides an analysis of interdependence between software functionality and its quality Includes a list of software quality engineering “to-dos” and models of software quality requirements traceability Covers the practical use of related ISO/IEC JTCI/SC7 standards

A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Covers important concepts, issues, trends, methodologies, and technologies in quality assurance for model-driven software development.

"This book provides integrated chapters on software engineering and enterprise systems focusing on parts integrating requirements engineering, software engineering, process and frameworks, productivity technologies, and enterprise systems"--Provided by publisher.

Data Science for Software Engineering: Sharing Data and Models presents guidance and procedures for reusing data and models between projects to produce results that are useful and relevant. Starting with a background section of practical lessons and warnings for beginner data scientists for software engineering, this edited volume proceeds to identify critical questions of contemporary software engineering related to data and models. Learn how to adapt data from other organizations to local problems, mine privatized data, prune spurious information, simplify complex results, how to update models for new platforms, and more. Chapters share largely applicable experimental results discussed with the blend of practitioner focused domain expertise, with commentary that highlights the methods that are most useful, and applicable to the widest range of projects. Each chapter is written by a prominent expert and offers a state-of-the-art solution to an identified problem facing data scientists in software engineering. Throughout, the editors share best practices collected from their experience training software engineering students and practitioners to master data science, and highlight the methods that are most useful, and applicable to the widest range of projects. Shares the specific experience of leading researchers and techniques developed to handle data problems in the realm of software engineering Explains how to start a project of data science for software engineering as well as how to identify and avoid likely pitfalls Provides a wide range of useful qualitative and quantitative principles ranging from very simple to cutting edge research Addresses current challenges with software engineering data such as lack of local data, access issues due to data privacy, increasing data quality via cleaning of spurious chunks in data

For over 20 years, this has been the best-selling guide to software engineering for students and industry professionals alike. This seventh edition features a new part four on web engineering, which presents a complete engineering approach for the analysis, design and testing of web applications.

From theoretical and practical viewpoints, the application of intelligent software agents is a topic of major interest. There has been a growing interest not only in new methodologies for development of intelligent software agents, but also the way in which these methodologies can be supported by theories and practice. Intelligent Agent Software Engineering focuses on addressing the theories and practices associated with implementing intelligent software agents.

Pressman's Software Engineering: A Practitioner's Approach is celebrating 20 years of excellence in the software engineering field. This comprehensive 5th edition provides excellent explanations of all the important topics in software engineering and enhances them with diagrams, examples, exercises, and references. In the fifth edition, a new design has been added to make the book more user friendly. Several chapters have been added including chapters on Web Engineering and User Interface Design. The fifth edition is supported by an Online Learning

Center, which is an enhanced website that supports both teachers and students. Some of the materials that can be found on this website include: Transparency Masters, Instructor's Manual, Software Engineering essays, Testing and Quizzing, and Case Studies.

While the last few decades have witnessed incredible leaps forward in the technology of energy production, technological innovation can only be as transformative as its implementation and management allows. The burgeoning fields of renewable, efficient and sustainable energy have moved past experimentation toward realization, necessitating the transition to more sustainable energy management practices. Energy Management is a collective term for all the systematic practices to minimize and control both the quantity and cost of energy used in providing a service. This new book reports from the forefront of the energy struggle in the developing world, offering a guide to implementation of sustainable energy management in practice. The authors provide new paradigms for measuring energy sustainability, pragmatic methods for applying renewable resources and efficiency improvements, and unique insights on managing risk in power production facilities. The book highlights the possible financial and practical impacts of these activities, as well as the methods of their calculation. The authors' guidelines for planning, analyzing, developing, and optimizing sustainable energy production projects provide vital information for the nations, corporations, and engineering firms that must apply exciting new energy technology in the real world. Shows engineering managers and project developers how to transition smoothly to sustainable practices that can save up to 25% in energy costs! Features case studies from around the world, explaining the whys and hows of successes and failures in China, India, Brazil, the US and Europe Covers a broad spectrum of energy development issues from planning through realization, emphasizing efficiency, scale-up of renewables and risk mitigation Includes software on a companion website to make calculating efficiency gains quick and simple

Risk management is an interdisciplinary discipline that involves several aspects. It is absolutely necessary to make sure we manage risks in order to minimize their threats and maximize their potential. This book tries to investigate the complexity that characterizes risk management. It contains original research and application chapters from different perspectives and covers different areas such as human aspects, emergency management, cognitive factors, software engineering, and marketing. The idea of the book is to expand the reader's consciousness to deal with problems regarding risk management.

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Software Engineering: A Practitioner's ApproachMcGraw-Hill Education

With the growth of public and private data stores and the emergence of off-the-shelf data-mining technology, recommendation systems have emerged that specifically address the unique challenges of navigating and interpreting software engineering data. This book collects, structures and formalizes knowledge on recommendation systems in software engineering. It adopts a pragmatic approach with an explicit focus on system design, implementation, and evaluation. The book is divided into three parts: "Part I – Techniques" introduces basics for building recommenders in software engineering, including techniques for collecting and processing software engineering data, but also for presenting recommendations to users as part of their workflow. "Part II – Evaluation" summarizes methods and experimental designs for evaluating recommendations in software engineering. "Part III – Applications" describes needs, issues and solution concepts involved in entire recommendation systems for specific software engineering tasks, focusing on the engineering insights required to make effective recommendations. The book is complemented by the webpage rsse.org/book, which includes free supplemental materials for readers of this book and anyone interested in recommendation systems in software engineering, including lecture slides, data sets, source code, and an overview of people, groups, papers and tools with regard to recommendation systems in software engineering. The book is particularly well-suited for graduate students and researchers building new recommendation systems for software engineering applications or in other high-tech fields. It may also serve as the basis for graduate courses on recommendation systems, applied data mining or software engineering. Software engineering practitioners developing recommendation systems or similar applications with predictive functionality will also benefit from the broad spectrum of topics covered.

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

The topics covered in this book range from modeling and programming languages and environments, via approaches for design and verification, to issues of ethics and regulation. In terms of techniques, there are results on model-based engineering, product lines, mission specification, component-based development, simulation, testing, and proof. Applications range from manufacturing to service robots, to autonomous vehicles, and even robots than evolve in the real world. A final chapter summarizes issues on ethics and regulation based on discussions from a panel of experts. The origin of this book is a two-day event, entitled RoboSoft, that took place in November 2019, in London. Organized with the generous support of the Royal Academy of Engineering and the University of York, UK, RoboSoft brought together more than 100 scientists, engineers and practitioners from all over the world, representing 70 international institutions. The intended readership includes researchers and practitioners with all levels of experience interested in working in the area of robotics, and software engineering more generally. The chapters are all self-contained, include explanations of the core concepts, and finish with a discussion of directions for further work. Chapters 'Towards Autonomous Robot Evolution', 'Composition, Separation of Roles and Model-Driven Approaches as Enabler of a Robotics Software Ecosystem' and 'Verifiable Autonomy and Responsible Robotics' are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

As technology continues to evolve, the popularity of mobile computing has become inherent within today’s society. With the majority of the population using some form of mobile device, it has become increasingly important to develop more efficient cloud platforms. Modern Software Engineering Methodologies for Mobile and Cloud Environments investigates emergent trends and research on innovative software platforms in mobile and cloud computing. Featuring state-of-the-art software engineering methods, as well as new techniques being utilized in the field, this book is a pivotal reference source for professionals, researchers, practitioners, and students interested in mobile and cloud environments.