

Distillation Control Optimization Operation Fundamentals Through Software Control 1st Edition By Brambilla Alessandro 2014 Hardcover

Fundamentals of Software Integration Fundamentals of Embedded Software [Fundamentals of Software Engineering](#) [Fundamentals of Software Engineering](#) [Fundamentals of Software Architecture](#) [Computing Fundamentals](#) [Code Simplicity](#) [Fundamentals of Multicore Software Development](#) **Multi-sensor Fusion Fundamentals of Dependable Computing for Software Engineers Fundamentals of Software Testing Software Fundamentals The R Software** *Distillation Control & Optimization: Operation Fundamentals through Software Control* **Software Testing Fundamentals Software Architecture Fundamentals Real-World Software Development Fundamentals of Software Startups Fundamentals of Global Positioning System Receivers Fundamentals of Software Engineering FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION Righting Software Fundamentals of Computer Programming with C# Software Engineering Fundamentals** [Software Architecture Fundamentals Informatics in Schools](#). [Fundamentals of Computer Science and Software Engineering Handbook Of Software Aging And Rejuvenation: Fundamentals, Methods, Applications, And Future Directions](#) **Pocket CIO - The Guide to Successful IT Asset Management** [Fundamentals of Software Startups](#) **Fundamentals of Information Systems** [Fundamentals of Software Engineering](#) **Fundamentals of Dependable Computing for Software Engineers Fundamentals of Software Engineering Fundamentals of Software Engineering** [Real-World Software Development](#) [Fundamentals of Software Engineering](#) **Fundamentals of Software Engineering Exam 98-361 MTA Software Development Fundamentals** [Guide to Computing Fundamentals in Cyber-Physical Systems](#) **Systems Analysis & Design Fundamentals**

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Multi-sensor Fusion Feb 23 2022 Understand multi-sensor fusion--the most sophisticated way to deliver accurate real-world data to computer systems. Applications include aviation, medicine, military, manufacturing, and transportation. The Sensor Fusion Toolkit on disk contains C programs discussed in the book and supports each section. **The R Software** Oct 22 2021 The contents of The R Software are presented so as to be both comprehensive and easy for the reader to use. Besides its application as a self-learning text, this book can support lectures on R at any level from beginner to advanced. This book can serve as a textbook on R for beginners as well as more advanced users, working on Windows, MacOS or Linux OSes. The first part of the book deals with the heart of the R language and its fundamental concepts, including data organization, import and export, various manipulations, documentation, plots, programming and maintenance. The last chapter in this part deals with oriented object programming as well as interfacing R with C/C++ or Fortran, and contains a section on debugging techniques. This is followed by the second part of the book, which provides detailed explanations on how to perform many standard statistical analyses, mainly in the Biostatistics field. Topics from mathematical and statistical settings that are included are matrix operations, integration, optimization, descriptive statistics, simulations, confidence intervals and hypothesis testing, simple and multiple linear regression, and analysis of variance. Each statistical chapter in the second part relies on one or more real biomedical data sets, kindly made available by the Bordeaux School of Public Health (Institut de Santé Publique, d'Épidémiologie et de Développement - ISPED) and described at the beginning of the book. Each chapter ends with an assessment section: memorandum of most important terms, followed by a section of theoretical exercises (to be done on paper), which can be used as questions for a test. Moreover, worksheets enable the reader to check his new abilities in R. Solutions to all exercises and worksheets are included in this book.

Software Engineering Fundamentals Nov 10 2020 While encouraging the use of modeling techniques for sizing, cost and schedule estimation, reliability, risk assessment, and real-time design, the authors 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.

Fundamentals of Global Positioning System Receivers Apr 15 2021 All the expert guidance you need to understand, build, and operate GPS receivers The Second Edition of this acclaimed publication

enables readers to understand and apply the complex operation principles of global positioning system (GPS) receivers. Although GPS receivers are widely used in everyday life to aid in positioning and navigation, this is the only text that is devoted to complete coverage of their operation principles. The author, one of the foremost authorities in the GPS field, presents the material from a software receiver viewpoint, an approach that helps readers better understand operation and that reflects the forecasted integration of GPS receivers into such everyday devices as cellular telephones. Concentrating on civilian C/A code, the book provides the tools and information needed to understand and exploit all aspects of receiver technology as well as relevant navigation schemes: Overview of GPS basics and the constellation of satellites that comprise the GPS system Detailed examination of GPS signal structure, acquisition, and tracking Step-by-step presentation of the mathematical formulas for calculating a user's position Demonstration of the use of computer programs to run key equations Instructions for developing hardware to collect digitized data for a software GPS receiver Complete chapter demonstrating a GPS receiver following a signal flow to determine a user's position The Second Edition of this highly acclaimed text has been greatly expanded, including three new chapters: Acquisition of weak signals Tracking of weak signals GPS receiver related subjects Following the author's expert guidance and easy-to-follow style, engineers and scientists learn all that is needed to understand, build, and operate GPS receivers. The book's logical flow from basic concepts to applications makes it an excellent textbook for upper-level undergraduate and graduate students in electrical engineering, wireless communications, and computer science. [Fundamentals of Software Engineering](#) Apr 03 2020 The present volume contains the proceedings of the Third IPM International Conference on Fundamentals of Software Engineering (FSEN), Kish, Iran, April 15-17, 2009. FSEN 2009 was organized by the School of Computer Science at the Institute for Studies in Fundamental Sciences (IPM) in Iran, in cooperation with the ACM SIGSOFT and IFIP WG 2.2. This conference brought together around 100 researchers and practitioners working on different aspects of formal methods in software engineering from 15 different countries. The topics of interest in FSEN span over all aspects of formal methods, especially those related to advancing the application of formal methods in software industry and promoting their integration with practical engineering techniques. The Program Committee of FSEN 2009 consisted of top researchers from 24 different academic institutes in 11 countries. We received a total of 88 submissions from 25 countries out of which the Program Committee selected 22 as regular papers, 5 as short papers, and 7 as poster presentations in the

conference program. Each submission was reviewed by at least three independent referees, for its quality, originality, contribution, clarity of presentation, and its relevance to the conference topics. This volume contains the revised versions of the regular and short papers presented at FSEN 2009. Three distinguished keynote speakers delivered their lectures at FSEN 2009 on models of computation: automata and processes (Jos Baeten), verification, performance analysis and controllers synthesis for real-time systems (Kim Larsen), and theory and tool for component-based model-driven development in rCOS (Zhiming Liu). Our invited speakers also contributed to this volume by submitting their keynote papers, which were accepted after they were reviewed by independent referees.

Fundamentals of Dependable Computing for Software Engineers

Jan 25 2022 Fundamentals of Dependable Computing for Software Engineers presents the essential elements of computer system dependability. The book describes a comprehensive dependability-engineering process and explains the roles of software and software engineers in computer system dependability. Readers will learn: Why dependability matters What it means for a system to be dependable How to build a dependable software system How to assess whether a software system is adequately dependable The author focuses on the actions needed to reduce the rate of failure to an acceptable level, covering material essential for engineers developing systems with extreme consequences of failure, such as safety-critical systems, security-critical systems, and critical infrastructure systems. The text explores the systems engineering aspects of dependability and provides a framework for engineers to reason and make decisions about software and its dependability. It also offers a comprehensive approach to achieve software dependability and includes a bibliography of the most relevant literature. Emphasizing the software engineering elements of dependability, this book helps software and computer engineers in fields requiring ultra-high levels of dependability, such as avionics, medical devices, automotive electronics, weapon systems, and advanced information systems, construct software systems that are dependable and within budget and time constraints.

Computing Fundamentals May 29 2022 The book introduces the reader to computer programming, i.e. algorithms and data structures. It covers many new programming concepts that have emerged in recent years including object-oriented programming and design patterns. The book emphasizes the practical aspects of software construction without neglecting their solid theoretical foundation.

Fundamentals of Software Engineering Mar 15 2021 This book constitutes the thoroughly refereed post-conference proceedings of the 7th International Conference on Fundamentals of Software Engineering, FSEN 2017, held in Tehran, Iran, in April 2017. The 16 full papers presented in this volume were carefully reviewed and selected from 49 submissions. The topics of interest in FSEN span over all aspects of formal methods, especially those related to advancing the application of formal methods in software industry and promoting their integration with practical engineering techniques.

Software Testing Fundamentals Aug 20 2021 A highly anticipated book from a world-class authority who has trained on every continent and taught on many corporate campuses, from GTE to Microsoft First book publication of the two critically acclaimed and widely used testing methodologies developed by the author, known as MITs and S-curves, and more methods and metrics not previously available to the public Presents practical, hands-on testing skills that can be used everyday in real-life development tasks Includes three in-depth case studies that demonstrate how the tests are used Companion Web site includes sample worksheets, support materials, a discussion group for readers, and links to other resources

Guide to Computing Fundamentals in Cyber-Physical Systems Jul 27 2019 This book presents an in-depth review of the state of the art of cyber-physical systems (CPS) and their applications. Relevant case studies are also provided, to help the reader to master the interdisciplinary material. Features: includes self-test exercises in each chapter, together with a glossary; offers a variety of teaching support materials at an associated website, including a comprehensive set of slides and lecture videos; presents a brief overview of the study of systems, and embedded computing systems, before defining CPS; introduces the concepts of the Internet of Things, and ubiquitous (or pervasive) computing; reviews the design challenges of CPS, and their impact on systems and software engineering; describes the ideas behind Industry 4.0 and the revolutions in digital manufacturing, including smart and agile manufacturing, as well as cybersecurity in

manufacturing; considers the social impact of the changes in skills required by the globalized, digital work environment of the future.

Fundamentals of Software Engineering Oct 29 2019

Handbook Of Software Aging And Rejuvenation: Fundamentals, Methods, Applications, And Future Directions

Aug 08 2020 The Handbook of Software Aging and Rejuvenation provides a comprehensive overview of the subject, making it indispensable to graduate students as well as professionals in the field. It begins by introducing fundamental concepts, definitions, and the history of software aging and rejuvenation research, followed by methods, tools, and strategies that can be used to detect, analyze, and overcome software aging.

Fundamentals of Multicore Software Development Mar 27 2022 With multicore processors now in every computer, server, and embedded device, the need for cost-effective, reliable parallel software has never been greater. By explaining key aspects of multicore programming, Fundamentals of Multicore Software Development helps software engineers understand parallel programming and master the multicore challenge. Accessible to newcomers to the field, the book captures the state of the art of multicore programming in computer science. It covers the fundamentals of multicore hardware, parallel design patterns, and parallel programming in C++, .NET, and Java. It also discusses manycore computing on graphics cards and heterogeneous multicore platforms, automatic parallelization, automatic performance tuning, transactional memory, and emerging applications. As computing power increasingly comes from parallelism, software developers must embrace parallel programming. Written by leaders in the field, this book provides an overview of the existing and up-and-coming programming choices for multicores. It addresses issues in systems architecture, operating systems, languages, and compilers.

Fundamentals of Embedded Software Oct 02 2022 Reflecting current industrial applications and programming practice, this book lays a foundation that supports the multi-threaded style of programming and high-reliability requirements of embedded software. Using a non-product specific approach and a programming (versus hardware) perspective, it focuses on the 32-bit protected mode processors and on C as the dominant programming language—with coverage of Assembly and how it can be used in conjunction with, and support of, C. Features an abundance of examples in C and an accompanying CD-ROM with software tools. Data Representation. Getting the Most Out of C. A Programmer's View of Computer Organization. Mixing C and Assembly. Input/Output Programming. Concurrent Software. Scheduling. Memory Management. Shared Memory. System Initialization. For Computer Scientists, Computer Engineers, and Electrical Engineers involved with embedded software applications.

Fundamentals of Dependable Computing for Software Engineers

Mar 03 2020 Fundamentals of Dependable Computing for Software Engineers presents the essential elements of computer system dependability. The book describes a comprehensive dependability-engineering process and explains the roles of software and software engineers in computer system dependability. Readers will learn: Why dependability matters What it means for a

Real-World Software Development Jun 17 2021 Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software development how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

Fundamentals of Software Integration Nov 03 2022 Integration is one of the most critical technical challenges in software today, as well as a difficult topic to generalize because of the many things affecting it — the technologies involved, the timeframe, the number and types of user communities requiring access, regulatory requirements, and so on. For this reason, Hammer and Timmerman have developed this comprehensive and unique overview of the evolution of software technology, with a particular emphasis on long-standing problems that remain unsolved. Fundamentals of Software Integration builds on this through background, presenting an abstract model of the software application and its environment, along with a methodology for how to use

this model to develop an integration strategy that meets both the short- and long-term needs of an organization. This text utilizes an accessible writing style and strategic exercises to help students recognize similarities in the integration challenges faced across technologies.

Fundamentals of Software Engineering Sep 01 2022 Appropriate for both undergraduate and graduate introductory software engineering courses found in Computer Science and Computer Engineering departments.

This text provides selective, in-depth coverage of the fundamentals of software engineering by stressing principles and methods through rigorous formal and informal approaches. The authors emphasize, identify, and apply fundamental principles that are applicable throughout the software lifecycle, in contrast to other texts which are based in the lifecycle model of software development. This emphasis enables students to respond to the rapid changes in technology that are common today.

Exam 98-361 MTA Software Development Fundamentals Aug 27 2019 Students who are beginning studies in technology need a strong foundation in the basics before moving on to more advanced technology courses and certification programs. The Microsoft Technology Associate (MTA) is a new and innovative certification track designed to provide a pathway for future success in technology courses and careers. The MTA program curriculum helps instructors teach and validate fundamental technology concepts and provides students with a foundation for their careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This text covers fundamental skills in such areas as Programming and an understanding of general software development, web, desktop, and database applications.

Code Simplicity Apr 27 2022 Good software design is simple and easy to understand. Unfortunately, the average computer program today is so complex that no one could possibly comprehend how all the code works. This concise guide helps you understand the fundamentals of good design through scientific laws—principles you can apply to any programming language or project from here to eternity. Whether you're a junior programmer, senior software engineer, or non-technical manager, you'll learn how to create a sound plan for your software project, and make better decisions about the pattern and structure of your system. Discover why good software design has become the missing science Understand the ultimate purpose of software and the goals of good design Determine the value of your design now and in the future Examine real-world examples that demonstrate how a system changes over time Create designs that allow for the most change in the environment with the least change in the software Make easier changes in the future by keeping your code simpler now Gain better knowledge of your software's behavior with more accurate tests

Fundamentals of Software Testing Dec 24 2021 The testing market is growing at a fast pace and ISTQB certifications are being increasingly requested, with more than 180,000 persons currently certified throughout the world. The ISTQB Foundations level syllabus was updated in 2011, and this book provides detailed course study material including a glossary and sample questions to help adequately prepare for the certification exam. The fundamental aspects of testing are approached, as is testing in the lifecycles from Waterfall to Agile and iterative lifecycles. Static testing, such as reviews and static analysis, and their benefits are examined as well as techniques such as Equivalence Partitioning, Boundary Value Analysis, Decision Table Testing, State Transitions and use cases, along with selected white box testing techniques. Test management, test progress monitoring, risk analysis and incident management are covered, as are the methods for successfully introducing tools in an organization. Contents 1.

Fundamentals of Testing. 2. Testing Throughout the Software Life Cycle. 3. Static Techniques (FL 3.0). 4. Test Design Techniques (FL 4.0). 5. Test Management (FL 5.0). 6. Tools support for Testing (FL 6.0). 7. Mock Exam. 8. Templates and Models. 9. Answers to the Questions.

Fundamentals of Software Engineering Jan 31 2020 This book constitutes the thoroughly refereed post-conference proceedings of the 8th International Conference on Fundamentals of Software Engineering, FSEN 2019, held in Tehran, Iran, in May 2019. The 14 full papers and 3 short papers presented in this volume were carefully reviewed and selected from 47 submissions. The topics of interest in FSEN span over all aspects of formal methods, especially those related to advancing the application of formal methods in the software industry and promoting their integration with practical engineering techniques. The papers are organized in topical sections on agent based systems, theorem proving, learning, verification, distributed algorithms, and program analysis.

Fundamentals of Software Engineering Jan 01 2020 Practical Handbook to understand the hidden language of computer hardware and softwareDESCRIPTION This book teaches the essentials of software engineering to anyone who wants to become an active and independent software engineer expert. It covers all the software engineering fundamentals without forgetting a few vital advanced topics such as software engineering with artificial intelligence, ontology, and data mining in software engineering. The primary goal of the book is to introduce a limited number of concepts and practices which will achieve the following two objectives: Teach students the skills needed to execute a smallish commercial project. Provide students with the necessary conceptual background for undertaking advanced studies in software engineering through courses or on their own. KEY FEATURES This book contains real-time executed examples along with case studies. Covers advanced technologies that are intersectional with software engineering. Easy and simple language, crystal clear approach, and straight forward comprehensible presentation. Understand what architecture design involves, and where it fits in the full software development life cycle. Learning and optimizing the critical relationships between analysis and design. Utilizing proven and reusable design primitives and adapting them to specific problems and contexts. WHAT WILL YOU LEARN This book includes only those concepts that we believe are foundational. As executing a software project requires skills in two dimensions—engineering and project management—this book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively. WHO THIS BOOK IS FOR The book is primarily intended to work as a beginner's guide for Software Engineering in any undergraduate or postgraduate program. It is directed towards students who know the program but have not had formal exposure to software engineering. The book can also be used by teachers and trainers who are in a similar state—they know some programming but want to be introduced to the systematic approach of software engineering. TABLE OF CONTENTS 1. Introductory Concepts of Software Engineering 2. Modelling Software Development Life Cycle 3. Software Requirement Analysis and Specification 4. Software Project Management Framework 5. Software Project Analysis and Design 6. Object-Oriented Analysis and Design 7. Designing Interfaces & Dialogues and Database Design 8. Coding and Debugging 9. Software Testing 10. System Implementation and Maintenance 11. Reliability 12. Software Quality 13. CASE and Reuse 14. Recent Trends and Development in Software Engineering 15. Model Questions with Answers ABOUT THE AUTHOR Hitesh Mohapatra received a B.E. degree in Information Technology from Gandhi Institute of Engineering and Technology, Gunupur, Biju Patnaik University of Technology, Odisha in 2006, and an MTech. Degree in CSE from Govt. College of Engineering and Technology, Bhubaneswar, Biju Patnaik University of Technology, Odisha in 2009. He is currently a full-time PhD scholar at Veer Surendra Sai University of Technology, Burla, India since 2017 and expected to complete by August 2020. He has contributed 10+ research-level papers (SCI/Scopus), eight international/national conferences (Scopus), and a book on C Programming. He has 12+ years of teaching experience both in industry and academia. His current research interests include wireless sensor network, smart city, smart grid, smart transportation, and smart water. Amiya Kumar Rath received a B.E. degree in computer from Dr Babasaheb Ambedkar Marathwada University, Aurangabad, in 1990, and an M.B.A. degree in systems management from Shivaji University in 1993. He also received an MTech. Degree in computer science from Utkal University in 2001, and a PhD degree in computer science from Utkal University, in 2005, with a focus on embedded systems. He is currently a Professor with the Department of Computer Science and Engineering, Veer Surendra Sai University of Technology, Burla, India. He has contributed over 80 research-level papers to many national and international journals and conferences, authored seven books published by reputed publishers. His research interests include embedded systems, ad hoc networks, sensor network, power minimization, evolutionary computation, and data mining. Currently, deputed as an adviser to the National Assessment and Accreditation Council (NAAC), Bangalore, India.

Software Architecture Fundamentals Oct 10 2020 Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and constraints. They ensure the

creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software developers and other parties involved in the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is designed for self-study and covers the curriculum for the Certified Professional for Software Architecture - Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board (iSAQB).

FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION

Feb 11 2021 This new edition of the book, is restructured to trace the advancements made and landmarks achieved in software engineering. The text not only incorporates latest and enhanced software engineering techniques and practices, but also shows how these techniques are applied into the practical software assignments. The chapters are incorporated with illustrative examples to add an analytical insight on the subject. The book is logically organised to cover expanded and revised treatment of all software process activities. **KEY FEATURES** • Large number of worked-out examples and practice problems • Chapter-end exercises and solutions to selected problems to check students' comprehension on the subject • Solutions manual available for instructors who are confirmed adopters of the text • PowerPoint slides available online at www.phindia.com/rajibmall to provide integrated learning to the students **NEW TO THE FIFTH EDITION** • Several rewritten sections in almost every chapter to increase readability • New topics on latest developments, such as agile development using SCRUM, MC/DC testing, quality models, etc. • A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts **TARGET AUDIENCE** • BE/B.Tech (CS and IT) • BCA/MCA • M.Sc. (CS) • MBA

Fundamentals of Information Systems May 05 2020 Combining the latest research and most current coverage available into a succinct nine chapters, **FUNDAMENTALS OF INFORMATION SYSTEMS, 8E** equips students with a solid understanding of the core principles of IS and how it is practiced. The streamlined 560-page eighth edition features a wealth of new examples, figures, references, and cases as it covers the latest developments from the field--and highlights their impact on the rapidly changing role of today's IS professional. In addition to a stronger career emphasis, the text includes expanded coverage of mobile solutions, energy and environmental concerns, the increased use of cloud computing across the globe, and two cases per chapter. Learning firsthand how information systems can increase profits and reduce costs, students explore new information on e-commerce and enterprise systems, artificial intelligence, virtual reality, green computing, and other issues reshaping the industry. The text introduces the challenges and risks of computer crimes, hacking, and cyberterrorism. It also presents some of the most current research on virtual communities, global IS work solutions, and social networking. No matter where students' career paths may lead, **FUNDAMENTALS OF INFORMATION SYSTEMS, 8E** and its resources can help them maximize their success as employees, decision makers, and business leaders. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

Software Fundamentals Nov 22 2021 This title presents 30 papers on software engineering by David L. Parnas. Topics covered include: software design, social responsibility, concurrency, synchronization, scheduling and the Strategic Defence Initiative ("Star Wars").

Pocket CIO - The Guide to Successful IT Asset Management Jul 07 2020 Create and manage a clear working IT asset management strategy with this unique guide **Key Features** A detailed IT Asset Management (ITAM) guidebook with real-world templates that can be converted into working ITAM documents. Includes in-depth discussion on how risk management has changed and the possible solutions needed to address the new normal A step-by-step ITAM manual for newbies as well as seasoned ITAM veterans **Description** This book is a detailed IT Asset Management (ITAM) guidebook with real-world templates that can be converted into working ITAM documents. It is a step-by-step IT Asset Management manual for the newbies as well as the seasoned ITAM veterans, providing a unique insight into asset management. It discusses how risk management has changed over time and the possible solutions

needed to address the new normal. This book is your perfect guide to create holistic IT Asset Management and Software Asset Management programs that close the risk gaps, increases productivity and results in cost efficiencies. It allows the IT Asset Managers, Software Asset Managers, and/or the full ITAM program team to take a deep dive by using the templates offered in the guidebook. You will be aware of the specific roles and responsibilities for every aspect of IT Asset Management, Software Asset Management, and Software License Compliance Audit Response. By the end of this book, you will be well aware of what IT and Software Asset Management is all about and the different steps, processes, and roles required to truly master it. What you will learn Close the hidden risk gaps created by IT assets (hardware and software) Create and manage a proactive ITAM and SAM program and policy A clear, concise explanation of what IT Asset Management and Software Asset Management is, the benefits, and results The best ways to manage a software audit and how to be prepared for one Considerations for selecting the best technology for a specific company including what questions should be asked at the onset Increasing ITAM program and project success with change management Who this book is for This book is intended for CIOs, VPs and CTOs of mid to large-sized enterprises and organizations. If you are dealing with changes such as mergers, acquisitions, divestitures, new products or services, cyber security, mandated regulations, expansion, and much more, this book will help you too.

Distillation Control & Optimization: Operation Fundamentals through Software Control Sep 20 2021 The latest methodologies for the control of distillation processes Written by an expert with more than 30 years of industry experience, **Distillation Control and Optimization: Operation Fundamentals through Software Control** is filled with proven solutions to control problems in distillation processes. This authoritative guide discusses regulatory control and the development of advanced control systems such as multivariable predictive control. Realworld examples of commercial units analyzed using the results of rigorous simulation models are included. Detailed diagrams illustrate the proven methods presented in this practical resource. **COVERAGE INCLUDES:** Two-product columns Multiproduct columns Liquid and vapor sidestream columns Column operating pressure Column capacity and efficiency Two-product column basic control Two-product column quality control Disturbances to the column Multiproduct column control Crude oil fractionators control Multivariable predictive control technology Inferentials in distillation Quality estimators of refinery distillation products

Systems Analysis & Design Fundamentals Jun 25 2019 **Systems Analysis & Design Fundamentals: A Business Process Redesign Approach** uniquely integrates traditional and modern systems analysis with design methods and techniques. By using a business process redesign approach, author Ned Kock enables readers to understand, in a very applied and practical way, how information technologies can be used to significantly improve organizational quality and productivity.

Fundamentals of Software Architecture Jun 29 2022 Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Informatics in Schools. Fundamentals of Computer Science and Software Engineering Sep 08 2020 This book constitutes the proceedings of the 11th International Conference on Informatics in Schools: Situation, Evolution and Perspectives, ISSEP 2018, held in St. Petersburg, Russia, in October 2018. The 29 full papers presented in this volume were carefully reviewed and selected from 74 submissions. They were

organized in topical sections named: role of programming and algorithmics in informatics for pupils of all ages; national concepts of teaching informatics; teacher education in informatics; contests and competitions in informatics; socio-psychological aspects of teaching informatics; and computer tools in teaching and studying informatics.

Fundamentals of Software Startups Jun 05 2020 This book discusses important topics for engineering and managing software startups, such as how technical and business aspects are related, which complications may arise and how they can be dealt with. It also addresses the use of scientific, engineering, and managerial approaches to successfully develop software products in startup companies. The book covers a wide range of software startup phenomena, and includes the knowledge, skills, and capabilities required for startup product development; team capacity and team roles; technical debt; minimal viable products; startup metrics; common pitfalls and patterns observed; as well as lessons learned from startups in Finland, Norway, Brazil, Russia and USA. All results are based on empirical findings, and the claims are backed by evidence and concrete observations, measurements and experiments from qualitative and quantitative research, as is common in empirical software engineering. The book helps entrepreneurs and practitioners to become aware of various phenomena, challenges, and practices that occur in real-world startups, and provides insights based on sound research methodologies presented in a simple and easy-to-read manner. It also allows students in business and engineering programs to learn about the important engineering concepts and technical building blocks of a software startup. It is also suitable for researchers at different levels in areas such as software and systems engineering, or information systems who are studying advanced topics related to software business.

Fundamentals of Computer Programming with C# Dec 12 2020 The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph,

depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Real-World Software Development Nov 30 2019 Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

Righting Software Jan 13 2021 Right Your Software and Transform Your Career Righting Software presents the proven, structured, and highly engineered approach to software design that renowned architect Juval Löwy has practiced and taught around the world. Although companies of every kind have successfully implemented his original design ideas across hundreds of systems, these insights have never before appeared in print. Based on first principles in software engineering and a comprehensive set of matching tools and techniques, Löwy's methodology integrates system design and project design. First, he describes the primary area where many software architects fail and shows how to decompose a system into smaller building blocks or services, based on volatility. Next, he shows how to flow an effective project design from the system design; how to accurately calculate the project duration, cost, and risk; and how to devise multiple execution options. The method and principles in Righting Software apply regardless of your project and company size, technology, platform, or industry. Löwy starts the reader on a journey that addresses the critical challenges of software development today by righting software systems and projects as well as careers—and possibly the software industry as a whole. Software professionals, architects, project leads, or managers at any stage of their career will benefit greatly from this book, which provides guidance and knowledge that would otherwise take decades and many projects to acquire. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Fundamentals of Software Engineering Sep 28 2019 The discipline of engineering which focuses on building robust software systems is termed as software engineering. The primary objective of software engineering is to create solutions which are able to meet their users' requirements. Software engineering is applied to small, medium and large-scale organizations. It utilizes engineering methods, processes, and techniques to create effective software solutions. According to the availability of resources, software development can be done by a team or an individual. Network control systems, operating systems, computer games and business applications are some common applications of software engineering. Software design, software development, software testing and software maintenance are few of its various sub-fields. Changing technology and new areas of specialization are evolving this field at a rapid pace. The topics included in this book on software engineering are of utmost significance and bound to provide incredible insights to readers. While understanding the long-term perspectives of the topics, it makes an effort in highlighting their impact as a modern tool for the growth of the discipline. For all those who are interested in software engineering, this book can prove to be an essential guide.

Fundamentals of Software Startups May 17 2021 This book discusses important topics for engineering and managing software startups, such as how technical and business aspects are related, which complications may arise and how they can be dealt with. It also addresses the use of scientific, engineering, and managerial approaches to successfully develop software products in startup companies. The book covers a wide range of software startup phenomena, and includes the knowledge,

skills, and capabilities required for startup product development; team capacity and team roles; technical debt; minimal viable products; startup metrics; common pitfalls and patterns observed; as well as lessons learned from startups in Finland, Norway, Brazil, Russia and USA. All results are based on empirical findings, and the claims are backed by evidence and concrete observations, measurements and experiments from qualitative and quantitative research, as is common in empirical software engineering. The book helps entrepreneurs and practitioners to become aware of various phenomena, challenges, and practices that occur in real-world startups, and provides insights based on sound research methodologies presented in a simple and easy-to-read manner. It also allows students in business and engineering programs to learn about the important engineering concepts and technical building blocks of a software startup. It is also suitable for researchers at different levels in areas such as software and systems engineering, or information systems who are studying advanced topics related to software business.

Software Architecture Fundamentals Jul 19 2021 Software architecture is an important factor for the success of any software project. In the context of systematic design and construction, solid software architecture ensures the fulfilment of quality requirements such as expandability, flexibility, performance, and time-to-market. Software architects reconcile customer requirements with the available technical options and the prevailing conditions and constraints. They ensure the creation of appropriate structures and smooth interaction of all system components. As team players, they work closely with software developers and other parties involved in the project. This book gives you all the basic know-how you need to begin designing scalable system software architectures. It goes into detail on all the most important terms and concepts and how they relate to other IT practices. Following on from the basics, it describes the techniques and methods required for the planning, documentation, and quality management of software architectures. It details the role, the tasks, and the work environment of a software architect, as well as looking at how the job itself is embedded in company and project structures. The book is designed for self-study and covers the curriculum for the Certified Professional for Software Architecture - Foundation Level (CPSA-F) exam as defined by the International Software Architecture Qualification Board (iSAQB).

Fundamentals of Software Engineering Jul 31 2022 Practical Handbook to understand the hidden language of computer hardware and software

DESCRIPTION This book teaches the essentials of software engineering to anyone who wants to become an active and independent software engineer expert. It covers all the software engineering fundamentals without forgetting a few vital advanced topics such as software engineering with artificial intelligence, ontology, and data mining in software engineering. The primary goal of the book is to introduce a limited number of concepts and practices which will achieve the following two objectives: Teach students the skills needed to execute a smallish commercial project. Provide students with the necessary conceptual background for undertaking advanced studies in software engineering through courses or on their own.

KEY FEATURES - This book contains real-time executed examples along with case studies. - Covers advanced technologies that are intersectional with software engineering. - Easy and simple language, crystal clear approach, and straight forward comprehensible presentation. - Understand what architecture design involves, and where it fits in the full software development life cycle. - Learning and optimizing the critical relationships between analysis and design. - Utilizing proven and reusable design primitives and adapting them to specific problems and contexts.

WHAT WILL YOU LEARN This book includes only those concepts that we believe are foundational. As executing a software project requires skills in two dimensions—engineering and project management—this book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively.

WHO THIS BOOK IS FOR The book is primarily intended to work as a beginner’s guide for Software Engineering in any undergraduate or postgraduate program. It is directed towards students who know the program but have not had formal exposure to software engineering. The book can also be used by teachers and trainers who are in a similar state—they know some programming but want to be introduced to the systematic approach of software engineering.

TABLE OF CONTENTS 1. Introductory Concepts of Software Engineering 2. Modelling Software Development Life Cycle 3. Software Requirement Analysis and Specification 4. Software Project Management Framework 5. Software Project Analysis and Design 6. Object-Oriented Analysis and Design 7. Designing Interfaces & Dialogues and Database Design 8. Coding and Debugging 9. Software Testing 10. System Implementation and Maintenance 11. Reliability 12. Software Quality 13. CASE and Reuse 14. Recent Trends and Development in Software Engineering 15. Model Questions with Answers