Software Fundamentals

Collected Papers by David L. Parnas

Edited by Daniel M. Hoffman and David M. Weiss

Foreword by Jon Bentley

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Software Fundamentals Collected Papers By David L Parnas

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Software Fundamentals Collected Papers By David L Parnas:

   Software Fundamentals David Lorge Parnas,Daniel M. Hoffman,David M. Weiss,2001-01 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   **Mathematical Approaches to Software Quality** Gerard O'Regan,2006-02-16 This book provides a comprehensive introduction to various mathematical approaches to achieving high quality software An introduction to mathematics that is essential for sound software engineering is provided as well as a discussion of various mathematical methods that are used both in academia and industry The mathematical approaches considered include Z specification language Vienna Development Methods VDM Irish school of VDM VDM approach of Dijkstra and Hoare classical engineering approach of Parnas Cleanroom approach developed at IBM software reliability and unified modelling language UML Additionally technology transfer of the mathematical methods to industry is considered The book explains the main features of these approaches and applies mathematical methods to solve practical problems Written with both student and professional in mind this book assists the reader in applying mathematical methods to solve practical problems that are relevant to software engineers   **Documenting Software Architectures** Paul Clements,Felix Bachmann,Len Bass,David Garlan,James Ivers,Reed Little,Paulo Merson,Robert Nord,Judith Stafford,2010-10-05 Software architecture the conceptual glue that holds every phase of a project together for its many stakeholders is widely recognized as a critical element in modern software development Practitioners have increasingly discovered that close attention to a software system s architecture pays valuable dividends Without an architecture that is appropriate for the problem being solved a project will stumble along or most likely fail Even with a superb architecture if that architecture is not well understood or well communicated the project is unlikely to succeed Documenting Software Architectures Second Edition provides the most complete and current guidance independent of language or notation on how to capture an architecture in a commonly understandable form Drawing on their extensive experience the authors first help you decide what information to document and then with guidelines and examples in various notations including UML show you how to express an architecture so that others can successfully build use and maintain a system from it The book features rules for sound documentation the goals and strategies of documentation architectural views and styles documentation for software interfaces and software behavior and templates for capturing and organizing information to generate a coherent package New and improved in this second edition Coverage of architectural styles such as service oriented architectures multi tier architectures and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale reflecting best industrial practices Improved templates reflecting years of use and feedback and more documentation layout options A new comprehensive example available online featuring documentation of a Web based service oriented system Reference guides for three important architecture documentation languages UML AADL and

SySML *Lean Software Strategies* Peter Middleton,James Sutton,2020-03-06 Lean production which has radically benefited traditional manufacturing can greatly improve the software industry with similar methods and results This transformation is possible because the same overarching principles that apply in other industries work equally well in software development The software industry follows the same industrial concepts of production as those applied in manufacturing however the software industry perceives itself as being fundamentally different and has largely ignored what other industries have gained through the application of lean techniques , **Code Quality** Diomidis Spinellis,2006-04-03 Page 26 How can I avoid off by one errors Page 143 Are Trojan Horse attacks for real Page 158 Where should I look when my application can t handle its workload Page 256 How can I detect memory leaks Page 309 How do I target my application to international markets Page 394 How should I name my code s identifiers Page 441 How can I find and improve the code coverage of my tests Diomidis Spinellis first book Code Reading showed programmers how to understand and modify key functional properties of software Code Quality focuses on non functional properties demonstrating how to meet such critical requirements as reliability security portability and maintainability as well as efficiency in time and space Spinellis draws on hundreds of examples from open source projects such as the Apache web and application servers the BSD Unix systems and the HSQLDB Java database to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately Complete files for the open source code illustrated in this book are available online at http www spinellis gr codequality **Software Architecture in Practice** Len Bass,Paul Clements,Rick Kazman,2003-04-09 This award winning book substantially updated to reflect the latest developments in the field introduces the concepts and best practices of software architecture how a software system is structured and how that system s elements are meant to interact Distinct from the details of implementation algorithm and data representation an architecture holds the key to achieving system quality is a reusable asset that can be applied to subsequent systems and is crucial to a software organization s business strategy Drawing on their own extensive experience the authors cover the essential technical topics for designing specifying and validating a system They also emphasize the importance of the business context in which large systems are designed Their aim is to present software architecture in a real world setting reflecting both the opportunities and constraints that companies encounter To that end case studies that describe successful architectures illustrate key points of both technical and organizational discussions Topics new to this edition include Architecture design and analysis including the Architecture Tradeoff Analysis Method ATAM Capturing quality requirements and achieving them through quality scenarios and tactics Using architecture reconstruction to recover undocumented architectures Documenting architectures using the Unified Modeling Language UML New case studies including Web based examples and a wireless Enterprise JavaBeansTM EJB system designed to support wearable computers The financial aspects of architectures including use of the Cost Benefit Analysis Method CBAM to make decisions If you

design develop or manage the building of large software systems or plan to do so or if you are interested in acquiring such systems for your corporation or government agency use Software Architecture in Practice Second Edition to get up to speed on the current state of software architecture   **Software Modeling and Design** Hassan Gomaa,2011-02-21 This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML based modeling and design method to real world problems The author describes architectural patterns for various architectures such as broker discovery and transaction patterns for service oriented architectures and addresses software quality attributes including maintainability modifiability testability traceability scalability reusability performance availability and security Complete case studies illustrate design issues for different software architectures a banking system for client server architecture an online shopping system for service oriented architecture an emergency monitoring system for component based software architecture and an automated guided vehicle for real time software architecture Organized as an introduction followed by several short self contained chapters the book is perfect for senior undergraduate or graduate courses in software engineering and design and for experienced software engineers wanting a quick reference at each stage of the analysis design and development of large scale software systems   **Discovering Requirements** Ian F. Alexander,Ljerka Beus-Dukic,2009-02-11 This book is not only of practical value It s also a lot of fun to read Michael Jackson The Open University Do you need to know how to create good requirements Discovering Requirements offers a set of simple robust and effective cognitive tools for building requirements Using worked examples throughout the text it shows you how to develop an understanding of any problem leading to questions such as What are you trying to achieve Who is involved and how What do those people want Do they agree How do you envisage this working What could go wrong Why are you making these decisions What are you assuming The established author team of Ian Alexander and Ljerka Beus Dukic answer these and related questions using a set of complementary techniques including stakeholder analysis goal modelling context modelling storytelling and scenario modelling identifying risks and threats describing rationales defining terms in a project dictionary and prioritizing This easy to read guide is full of carefully checked tips and tricks Illustrated with worked examples checklists summaries keywords and exercises this book will encourage you to move closer to the real problems you re trying to solve Guest boxes from other experts give you additional hints for your projects Invaluable for anyone specifying requirements including IT practitioners engineers developers business analysts test engineers configuration managers quality engineers and project managers A practical sourcebook for lecturers as well as students studying software engineering who want to learn about requirements work in industry Once you ve read this book you will be ready to create good requirements   **The Art of Agile Product Ownership** Allan Kelly,2019-09-27 Every product owner faces a complex and unique set of challenges within their team This provides each individual the opportunity to fill the role with different ambitions skills and insights Your product ownership journey can take a variety of paths and The

Art of Agile Product Ownership is here to be your guide Author Allan Kelly who delivers Agile training courses to major companies pulls from his experience to help you discover what it takes to be a successful product owner You will learn how you need to define your role within a team and how you can best incorporate ownership with strategy With the Agile method time is the key factor and after using the lessons from this book you will confidently be able to synthesize features functionality and scope against delivery You will find out how other team members such as the UX designer and business analyst can support and enhance your role as product owner and how every type of company structure can adapt for optimal agility The Art of Agile Product Ownership is a beacon for current product owners programmers who are ready to take the next step towards ownership and analysts transitioning into the product space This book helps you determine for yourself the best way to fill the product owner role so that you utilize your unique combination of skills Product ownership is central to a successful Agile team and after reading this book you will be more than ready for the challenge What You Will Learn Explores activities the product owner needs to do in order to write good and valuable user stories Identifies skills product owners can learn from product managers and business analysts Demonstrates how to make decisions based on business and customer demand rather than technical needs and feasibility Who This Book Is ForThis is a book for anyone becoming a product owner developers and programmers who after some years at the code face are ready to step up to the next stage to own the product that they have been coding Business Analysts and Product Managers who see themselves transitioning into the a product owner role will find value in this book in understanding their new role and how the work is the same and how it is different   **Product Lines for Digital Information Products** Victor Pankratius,2007 Digital information products are an important class of widely used digital products whose core benefit is the delivery of information or education e g electronic books online newspapers e learning courses This book introduces a novel and systematic approach Product Lines for Digital Information Products PLANT which focuses on the creation of variants of such products within a product line and which extends concepts from the area of software product lines   Reliable Implementation of Real Number Algorithms: Theory and Practice Peter Hertling,Christoph M. Hoffmann,Wolfram Luther,Nathalie Revol,2008-08-06 A large amount of the capacity of today s computers is used for computations that can be described as computations involving real numbers In this book the focus is on a problem arising particularly in real number computations the problem of veri edor reliablecomputations Since real numbersare objects c taining an in nite amount of information they cannot be represented precisely on a computer This leads to the well known problems caused by unveri ed plementations of real number algorithms using nite precision While this is t ditionally seen to be a problem in numerical mathematics there are also several scienti c communities in computer science that are dealing with this problem This book is a follow up of the Dagstuhl Seminar 06021 on Reliable Imp mentation of Real Number Algorithms Theory and Practice which took place January 8 13 2006 It was intended to stimulate an exchange of ideas between the di erent communities that deal with the problem of reliable

implementation of real number algorithms either from a theoretical or from a practical point of view Forty eight researchers from many di erent countries and many di erent disciplines gathered in the castle of Dagstuhl to exchange views and ideas in a relaxed atmosphere The program consisted of 35 talks of 30 minutes each and of three evening sessions with additional presentations and discussions There were also lively discussions about di erent theoretical models and practical proaches for reliable real number computations **Computing Handbook, Third Edition** Teofilo Gonzalez,Jorge Diaz-Herrera,Allen Tucker,2014-05-07 Computing Handbook Third Edition Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery ACM and the IEEE Computer Society IEEE CS Written by established leading experts and influential young researchers the first volume of this popular handbook examines the elements involved in designing and implementing software new areas in which computers are being used and ways to solve computing problems The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals Like the second volume this first volume describes what occurs in research laboratories educational institutions and public and private organizations to advance the effective development and use of computers and computing in today s world Research level survey articles provide deep insights into the computing discipline enabling readers to understand the principles and practices that drive computing education research and development in the twenty first century **Real-Time Systems Design and Analysis** Phillip A. Laplante,Seppo J. Ovaska,2011-11-22 The leading text in the field explains step by step how to write software that responds in real time From power plants to medicine to avionics the world increasingly depends on computer systems that can compute and respond to various excitations in real time The Fourth Edition of Real Time Systems Design and Analysis gives software designers the knowledge and the tools needed to create real time software using a holistic systems based approach The text covers computer architecture and organization operating systems software engineering programming languages and compiler theory all from the perspective of real time systems design The Fourth Edition of this renowned text brings it thoroughly up to date with the latest technological advances and applications This fully updated edition includes coverage of the following concepts Multidisciplinary design challenges Time triggered architectures Architectural advancements Automatic code generation Peripheral interfacing Life cycle processes The final chapter of the text offers an expert perspective on the future of real time systems and their applications The text is self contained enabling instructors and readers to focus on the material that is most important to their needs and interests Suggestions for additional readings guide readers to more in depth discussions on each individual topic In addition each chapter features exercises ranging from simple to challenging to help readers progressively build and fine tune their ability to design their own real time software programs Now fully up to date with the latest technological advances and applications in the field Real Time Systems Design and Analysis remains the top choice for students and software engineers who want to

design better and faster real time systems at minimum cost **Data Virtualization for Business Intelligence Systems** Rick van der Lans,2012-07-25 Data virtualization can help you accomplish your goals with more flexibility and agility Learn what it is and how and why it should be used with Data Virtualization for Business Intelligence Systems In this book expert author Rick van der Lans explains how data virtualization servers work what techniques to use to optimize access to various data sources and how these products can be applied in different projects You ll learn the difference is between this new form of data integration and older forms such as ETL and replication and gain a clear understanding of how data virtualization really works Data Virtualization for Business Intelligence Systems outlines the advantages and disadvantages of data virtualization and illustrates how data virtualization should be applied in data warehouse environments You ll come away with a comprehensive understanding of how data virtualization will make data warehouse environments more flexible and how it make developing operational BI applications easier Van der Lans also describes the relationship between data virtualization and related topics such as master data management governance and information management so you come away with a big picture understanding as well as all the practical know how you need to virtualize your data First independent book on data virtualization that explains in a product independent way how data virtualization technology works Illustrates concepts using examples developed with commercially available products Shows you how to solve common data integration challenges such as data quality system interference and overall performance by following practical guidelines on using data virtualization Apply data virtualization right away with three chapters full of practical implementation guidance Understand the big picture of data virtualization and its relationship with data governance and information management

Enterprise Ontology Jan L. G. Dietz,Hans B. F. Mulder,2024-06-22 Enterprise ontology is one of the conceptual pillars of enterprise engineering next to enterprise design and enterprise governance together accomplishing the goals of intellectual manageability organisational concinnity and social devotion By revealing the essence of an enterprise s organisation enterprise ontology addresses business processes data and rules in a fundamental and truly integrated way In addition it provides deep insight into and broad overview over complex organisational transformations The book is divided into three parts Part I is an introduction in enterprise engineering and enterprise ontology Part II explores the theories underlying enterprise ontology explaining the foundations of each theory the elaborations in practical methods and techniques and the relationships with other comparable approaches Part III presents the practical application of the theories It includes a comprehensive summary of the DEMO methodology and the DEMO specification language as well as exercises and applications of DEMO in various business areas It also features a chapter on combining DEMO with comparable approaches to modelling business processes data and rules to the benefit of the latter This second edition comprises two major improvements driven by increased theoretical precision and further practical experience with DEMO One is the clear separation between documents or data sets and the files that carry them the other one is the re positioning of the input data

in the action rules Discussing the theoretical foundations of enterprise ontology and its practical applications in equal measure this book is the principal textbook in courses on enterprise engineering Since it unites elements from management science and information systems engineering it is also relevant to students and professionals in either field   Computer Safety, Reliability, and Security Rune Winther,Bjoern Axel Gran,Gustav Dahll,2005-10-10 This book constitutes the refereed proceedings of the 24th International Conference on Computer Safety Reliability and Security SAFECOMP 2005 held in Fredrikstad Norway in September 2005 The 30 revised full papers were carefully reviewed and selected for inclusion in the book The papers address all aspects of dependability and survivability of critical computerized systems in various branches and infrastructures   *Systems Analysis and Design: Techniques, Methodologies, Approaches, and Architecture* Roger Chiang,Keng Siau,Bill C. Hardgrave,2017-07-05 For the last two decades IS researchers have conducted empirical studies leading to better understanding of the impact of Systems Analysis and Design methods in business managerial and cultural contexts SA D research has established a balanced focus not only on technical issues but also on organizational and social issues in the information society This volume presents the very latest state of the art research by well known figures in the field The chapters are grouped into three categories techniques methodologies and approaches   **Practical Foundations of Business System Specifications** Haim Kilov,Ken Baclavski,2013-06-29 In the mathematics I can report no deficience except that it be that men do not sufficiently understand the excellent use of the pure mathematics in that they do remedy and cure many defects in the wit and faculties intellectual For if the wit be too dull they sharpen it if too wandering they fix it if too inherent in the sense they abstract it Roger Bacon 1214 1294 Mathematics the art and science of effective reasoning E W Dijkstra 1976 A person who had studied at a good mathematical school can do anything Ye Bunimovich 2000 This is the third book published by Kluwer based on the very successful OOPSLA workshops on behavioral semantics the first two books were published in 1996 KH 1996 and 1999 KRS 1999 These workshops fostered precise and explicit specifications of business and system semantics independently of any possible realization Some progress has been made in these areas both in academia and in industry At the same time in too many cases only lip service to elegant specifica tions of semantics has been provided and as a result the systems we build or buy are all too often not what they are supposed to be We used to live with that and quite often users relied on human intermediaries to sort the things out This approach worked perfectly well for a long time   Cyber War Jens David Ohlin,Kevin Govern,Claire Finkelstein,2015-03-19 Cyber weapons and cyber warfare have become one of the most dangerous innovations of recent years and a significant threat to national security Cyber weapons can imperil economic political and military systems by a single act or by multifaceted orders of effect with wide ranging potential consequences Unlike past forms of warfare circumscribed by centuries of just war tradition and Law of Armed Conflict prohibitions cyber warfare occupies a particularly ambiguous status in the conventions of the laws of war Furthermore cyber attacks put immense pressure on conventional notions of sovereignty and the moral and legal doctrines

that were developed to regulate them This book written by an unrivalled set of experts assists in proactively addressing the ethical and legal issues that surround cyber warfare by considering first whether the Laws of Armed Conflict apply to cyberspace just as they do to traditional warfare and second the ethical position of cyber warfare against the background of our generally recognized moral traditions in armed conflict The book explores these moral and legal issues in three categories First it addresses foundational questions regarding cyber attacks What are they and what does it mean to talk about a cyber war The book presents alternative views concerning whether the laws of war should apply or whether transnational criminal law or some other peacetime framework is more appropriate or if there is a tipping point that enables the laws of war to be used Secondly it examines the key principles of jus in bello to determine how they might be applied to cyber conflicts in particular those of proportionality and necessity It also investigates the distinction between civilian and combatant in this context and studies the level of causation necessary to elicit a response looking at the notion of a proximate cause Finally it analyses the specific operational realities implicated by particular regulatory regimes This book is unmissable reading for anyone interested in the impact of cyber warfare on international law and the laws of war

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