

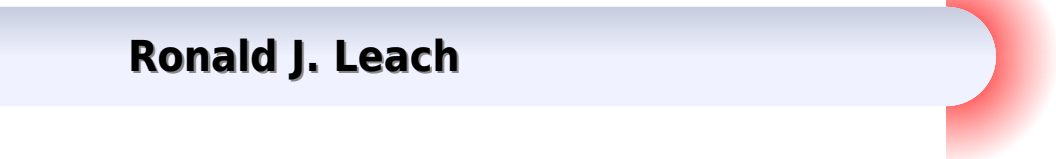
Software
Reuse:
Methods,
Models,
Costs

2nd Edition

Ronald J. Leach

Software Reuse Methods Models And Costs

Ronald J. Leach



Software Reuse Methods Models And Costs:

Software Reuse Ronald J. Leach, 1997 Software reuse offers great cost saving potential and this book spells out the methods and tools to realize these savings Covering cost models for reuse certification for reusable components and reuse driven requirements engineering this book helps demystify this area of software development Software Reuse, Second Edition Ronald J. Leach, 2013-05 This book is an updated edition of the previous McGraw Hill edition which was an essential guide to successful reuse across the entire software life cycle It explains in depth the fundamentals economics and metrics of software reuse The bottom line is good news for designers of complex systems Systematic software reuse can succeed even if the underlying technology is changing rapidly Software reuse has been called the central technical concept of object oriented design This book covers reuse in object oriented systems but goes far beyond in its coverage of complex systems the type that may evolve into systems of systems Important new material has been added to this edition on the changed state of the art and state of the practice of software reuse on product line architectures on the economics of reuse on the maintenance of COTS based systems A case study using DoDAF The Department of Defense Architectural Framework in system design has been included to show some new thinking about reuse and some attributes of large scale components of very large systems After an introduction to basics the book shows you how to 1 Access reuse and disadvantages for your systems 2 Understand and use domain analysis 3 Estimate total costs including maintenance using life cycle based models 4 Organize and manage reuse libraries 5 Certify software components that have been created at any phase of the software life cycle your organization uses 6 Implement systematic reuse using COTS commercial off the shelf components and other existing software The book includes several models and reengineering checklists as well as important case studies These models and checklists help anyone faced with the problem of whether to build buy reuse or reengineer any software component system or subsystem of reasonable complexity Such components subsystems and systems often fit into the new paradigms of service oriented architectures SOA and software as a service SaAS Software Reuse Methods Models Costs emphasizes the cost efficient development of high quality software systems in changing technology environments Our primary example of domain analysis which is the analysis of software into potentially reusable artifacts often at a higher level than simply source code modules is the assessment of possibilities for reuse in the Linux kernel There are eight chapters in Software Reuse Methods Models Costs What is Software Reuse Techniques which included domain analysis Reuse Libraries Certification of Reusable Software Components The Economics of Software Reuse Reengineering Case Studies and Tools For Software Reuse

Software Reuse: Methods, Techniques, and Tools Jan Bosch, Charles C. Krueger, 2004-06-25 This book constitutes the refereed proceedings of the 8th International Conference on Software Reuse ICSR 8 held in Madrid Spain in July 2004 The 28 revised full papers presented were carefully reviewed and selected from numerous submissions The papers are organized in topical sections on software variability requirements testing reusable software feature modeling aspect oriented software

development component and service development code level reuse libraries classification and retrieval model based approaches transformation and generation and requirements

Software Reuse: Methods, Techniques, and Tools

Cristina Gacek,2003-08-01 As a result of the open source movement there is now a great deal of reusable software available in the public domain This offers significant functionality that commercial software vendors can use in their software projects Open source approaches to software development have illustrated that complex mission critical software can be developed by distributed teams of developers sharing a common goal Commercial software vendors have an opportunity to both learn from the op source community as well as leverage that knowledge for the benefit of its commercial clients Nonetheless the open source movement is a diverse collection of ideas knowledge techniques and solutions As a result it is far from clear how these approaches should be applied to commercial software engineering This paper has looked at many of the dimensions of the open source movement and provided an analysis of the different opportunities available to commercial software vendors

References and Notes 1 It can be argued that the open source community has produced really only two essential 9 products Apache undeniably the most popular web server and Linux although both are essentially reincarnations of prior systems Both are also somewhat products of their times Apache filled a hole in the then emerging Web at a time no platform vendor really knew how to step in and Linux filled a hole in the fragmented Unix market colored by the community s general anger against Microsoft 2 Evans Marketing Services Linux Developers Survey Volume 1 March 2000 *Software Reuse* James W.

Hooper,Rowena O. Chester,2012-12-06 Observers in the present usually have an advantage when it comes to interpreting events of the past In the case of software reuse how ever it is unclear why an idea that has gained such universal accep tance was the source of swirling controversy when it began to be taken seriously by the software engineering community in the mid 1980 s From a purely conceptual point of view the reuse of software de signs and components promises nearly risk free benefits to the devel oper Virtually every model of software cost and development effort predicts first order dependencies on either products size or the num ber of steps carried out in development Reduce the amount of new product to be developed and the cost of producing the product de creases Remove development steps and total effort is reduced By reusing previously developed engineering products the amount of new product and the number of development steps can be reduced In this way reuse clearly has a major influence on reducing total development cost and effort This of course raises the issue of from whence the reused products arise There has to be a prior investment in creating libraries of reuse products before reuse can be successfuL How can organizations with a bottom line orientation be enticed into contributing to a reuse venture

Fortunately the economics of reuse l resembles many other financial investment situations Software Engineering Roger S. Pressman,2005 For more than 20 years this has been the best selling guide to software engineering for students and industry professionals alike This edition has been completely updated and contains hundreds of new references to software tools **Handbook Of Software Engineering And Knowledge Engineering, Vol 2: Emerging Technologies** Shi-kuo

Chang,2002-05-10 This is the first handbook to cover comprehensively both software engineering and knowledge engineering two important fields that have become interwoven in recent years Over 60 international experts have contributed to the book Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information Each chapter covers one topic and can be read independently of other chapters providing both a general survey of the topic and an in depth exposition of the state of the art Practitioners will find this handbook useful when looking for solutions to practical problems Researchers can use it for quick access to the background current trends and most important references regarding a certain topic The handbook consists of two volumes Volume One covers the basic principles and applications of software engineering and knowledge engineering Volume Two will cover the basic principles and applications of visual and multimedia software engineering knowledge engineering data mining for software knowledge and emerging topics in software engineering and knowledge engineering *Software Reuse* James W. Hooper,R. O. Chester,1991 1 Background and Introduction 1 1 The Problem 1 2 Concepts and Definitions 1 3 Research Activities 1 4 Status of Reuse Practice 1 5 Scope and Organization of this Book 1 6 References 2 Managerial Guidelines 2 1 Managerial Issues and Approaches 2 1 1 Organizational Management and Structure 2 1 2 Organizational Behavior 2 1 3 Contractual and Legal Considerations 2 1 4 Financial Considerations 2 1 5 Case Study Reuse Program at Hartford Insurance Group 2 2 Software Development and Maintenance Incorporating Reuse 2 2 1 The Software Process 2 2 2 Life Cycle Models 2 2 3 A Generic Reuse Reusability Model 2 2 4 Establishing a Process 2 2 5 Case Study JIAWG Reuse Based Process Plan 2 3 References 3 Technical Guidelines 3 1 Domain Analysis 3 1 1 Overview 3 1 2 Case Study The Domain Analysis Project at Software Engineering Institute SEI 3 2 Creating Reusable Components 3 2 1 Spanning the Life Cycle 3 2 2 Requirements and Designs 3 2 2 1 Overview 3 2 2 2 Object Oriented Approaches 3 2 3 Code Components 3 2 3 1 Code Component Structures 3 2 3 2 Programming Style 3 2 4 Component Quality 3 2 5 Classifying and Storing Components 3 2 6 Case Study A Design Study of Telephony Software at Ericsson Telecom 3 3 Reusing Components 3 3 1 Cognitive Aspects 3 3 2 Searching and Retrieving 3 3 3 Understanding and Assessing Components 3 3 4 Adapting Components 3 3 5 Composition of Code Components 3 3 6 Case Study A Quantitative Study of Spacecraft Control Software Reuse at GSFC 3 3 7 Case Study The Reusable Software Library RSL at Intermetrics Inc 3 4 Tools and Environments 3 5 References 4 Getting Started 4 1 Discussion 4 2 A Phased Approach 4 3 References Appendix A Collected Guidelines Appendix B Guidelines for Reusable Ada Code **Software Engineering for Agile Application Development** Pang, Chung-Yeung,2020-02-14 As the software industry continues to evolve professionals are continually searching for practices that can assist with the various problems and challenges in information technology IT Agile development has become a popular method of research in recent years due to its focus on adapting to change There are many factors that play into this process so success is no guarantee However combining agile development with other software engineering practices could lead to a high rate of success in problems that

arise during the maintenance and development of computing technologies Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain While highlighting topics including continuous integration configuration management and business modeling this book is ideally designed for software engineers software developers engineers project managers IT specialists data scientists computer science professionals researchers students and academics Software Applications: Concepts, Methodologies, Tools, and Applications Tiako, Pierre F.,2009-03-31 Includes articles in topic areas such as autonomic computing operating system architectures and open source software technologies and applications

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