Essentials Of Software Engineering Tsui

Convergent Journalism: An IntroductionGlobal Design to Gain a Competitive EdgeThe Essentials of Computer Organization and ArchitectureBuilding Digital Experience PlatformsDerivation and Validation of Software MetricsDigital Design (Verilog)Plug In with NikSoftware Engineering Frameworks for the Cloud Computing ParadigmManaging Systems and IT ProjectsComputational Thinking for the Modern Problem SolverThe Incremental Commitment Spiral ModelEssentials of Software Engineering, 3rd EditionHepatitis and Liver CancerTheoretical Foundations of Health Education and Health PromotionDistributed ComputingSoftware TestingBeginning Software EngineeringWireless Networks Information Processing and SystemsManaging Software ProjectsBiomedical Engineering and its Applications in HealthcareSoftware TestingJust Enough Requirements ManagementEssentials of Software EngineeringWeb Application ArchitectureExtreme Programming for Web ProjectsGender and STEM: Understanding Segregation in Science, Technology, Engineering and MathematicsMoving to the CloudEssentials of Software EngineeringProceedings of the 2012 International Conference on Information Technology and Software EngineeringFoundations of Software EngineeringCyberwarfareFundamentals of Software EngineeringThe Computer Engineering HandbookUnity Game Development ScriptingEssentials of Software EngineeringDecision Analysis for the ProfessionalHuman Behavior in Military ContextsIntroduction to Software Engineering DesignSoftware EngineeringEssentials of Software Engineering

Convergent Journalism: An Introduction

Updated with new case studies and content, the fully revised Third Edition of Essentials of Software Engineering offers a comprehensive, accessible, and concise introduction to core topics and methodologies of software development. Designed for undergraduate students in introductory courses, the text covers all essential topics emphasized by the IEEE Computer Society-sponsored Software Engineering Body of Knowledge (SWEBOK). In-depth coverage of key issues, combined with a strong focus on software quality, makes Essentials of Software Engineering, Third Edition the perfect text for students entering the fast-growing and lucrative field of software development. The text includes thorough overviews of programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. The revised and updated Third Edition includes all-new sections on SCRUM and HTML-Script-SQL Design Examples, as well as expanded discussions of User-Interface Design, Flow of Interactions, Cognitive Models, and other UI Design issues. Covering all phases of the software production lifecycle and emphasizing quality throughout, Essentials of Software Engineering is a superb resource for students of software engineering. Key Features: " Revised and fully updated throughout, with all-new sections on SCRUM and HTML-Script-SQL Design Examples, as well as expanded discussions of other central topics " Provides coverage of all essential topics emphasized by SWEBOK " Covers essential topics required for students to complete individual and team projects in an affordable and accessible paperback format." Contains an all-new Appendix with examples of Essential Software Development Plan (SDP), Essential Software Requirements

Specifications (SRS), Essential Software Design, and Essential Test Plan " Accompanied by a full suite of instructor support material, including answers to the end-of-chapter questions, PowerPoint Lecture Outlines, and a complete Test Bank.

Global Design to Gain a Competitive Edge

The Essentials of Computer Organization and Architecture

Part of the new Digital Filmmaker Series! Digital Filmmaking: An Introductionis the first book in the newDigital Filmmaker Series. Designed for an introductory level course in digital filmmaking, it is intended for anyone who has an interest in telling stories with pictures and sound and won't assume any familiarity with equipment or concepts on the part of the student. In addition to the basics of shooting and editing, different story forms are introduced from documentary and live events through fictional narratives. Each of the topics is covered in enough depth to allow anyone with a camera and a computer to begin creating visual projects of quality.

Building Digital Experience Platforms

The international multi-topic conference IMTIC 2008 was held in Pakistan during April 11–12, 2008. It was a joint venture between Mehran University, Jamshoro, Sindh and Aalborg University, Esbjerg, Denmark. Apart from the two-day main event, two workshops were also held: the Workshop on Creating Social Semantic Web 2.0 Information Spaces and the Workshop on Wireless Sensor Networks. Two hundred participants registered for the main conference from 24 countries and 43 papers were presented; the two workshops had overwhelming support and over 400 delegates registered. IMTIC 2008 served as a platform for international scientists and the engineering community in general, and in particular for local scientists and the engineering c- munity to share and cooperate in various fields of interest. The topics presented had a reasonable balance between theory and practice in multidisciplinary topics. The c- ference also had excellent topics covered by the keynote speeches keeping in view the local requirements, which served as a stimulus for students as well as experienced participants. The Program Committee and various other committees were experts in their areas and each paper went through a double-blind peer review process. The c- ference received 135 submissions of which only 46 papers were selected for presen- tion: an acceptance rate of 34%.

Derivation and Validation of Software Metrics

Allowing readers to tailor cutting-edge best practices from software development to achieve success in Web development is the goal of this comprehensive guide. The book details a proven process that helps readers deliver Web projects on time, within budget, and with fewer defects.

Digital Design (Verilog)

In-depth examination of concepts and principles of Web application development

Completely revised and updated, this popular book returns with coverage on a range of new technologies. Authored by a highly respected duo, this edition provides an in-depth examination of the core concepts and general principles of Web application development. Packed with examples featuring specific technologies, this book is divided into three sections: HTTP protocol as a foundation for Web applications, markup languages (HTML, XML, and CSS), and survey of emerging technologies. After a detailed introduction to the history of Web applications, coverage segues to core Internet protocols, Web browsers, Web application development, trends and directions, and more. Includes new coverage on technologies such as application primers, Ruby on Rails, SOAP, XPath, P3P, and more Explores the fundamentals of HTTP and its evolution Looks at HTML and its roots as well as XML languages and applications Reviews the basic operation of Web Servers, their functionality, configuration, and security Discusses how to process flow in Web browsers and looks at active browser pages Addresses the trends and various directions that the future of Web application frameworks may be headed This book is essential reading for anyone who needs to design or debug complex systems, and it makes it easier to learn the new application programming interfaces that arise in a rapidly changing Internet environment.

Plug In with Nik

Software Engineering Frameworks for the Cloud Computing Paradigm

Intended for a one-semester, introductory course, Essentials of Software Engineering is a user-friendly, comprehensive introduction to the core fundamental topics and methodologies of software development. The authors, building off their 25 years of experience, present the complete life cycle of a software system, from inception to release and through support. The text is broken into six distinct sections, covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, Essentials of Software Engineering is the ideal text for students entering the world of software development.

Managing Systems and IT Projects

Chapter 1: Introduction -- Chapter 2: Infrastructure as a Service -- Chapter 3: Platform as a Service -- Chapter 4: Application as a Service -- Chapter 5: Paradigms for Developing Cloud Applications -- Chapter 6: Addressing the Cloud Challenges -- Chapter 7: Security -- Chapter 8: Managing the Cloud Infrastructure -- Chapter 9: Related Technologies -- Chapter 10: Future trends and Research Directions.

Computational Thinking for the Modern Problem Solver

Human behavior forms the nucleus of military effectiveness. Humans operating in

the complex military system must possess the knowledge, skills, abilities, aptitudes, and temperament to perform their roles effectively in a reliable and predictable manner, and effective military management requires understanding of how these qualities can be best provided and assessed. Scientific research in this area is critical to understanding leadership, training and other personnel issues, social interactions and organizational structures within the military. The U.S. Army Research Institute for the Behavioral and Social Sciences (ARI) asked the National Research Council to provide an agenda for basic behavioral and social research focused on applications in both the short and long-term. The committee responded by recommending six areas of research on the basis of their relevance, potential impact, and timeliness for military needs: intercultural competence; teams in complex environments; technology-based training; nonverbal behavior; emotion; and behavioral neurophysiology. The committee suggests doubling the current budget for basic research for the behavioral and social sciences across U.S. military research agencies. The additional funds can support approximately 40 new projects per year across the committee's recommended research areas. Human Behavior in Military Contexts includes committee reports and papers that demonstrate areas of stimulating, ongoing research in the behavioral and social sciences that can enrich the military's ability to recruit, train, and enhance the performance of its personnel, both organizationally and in its many roles in other cultures.

The Incremental Commitment Spiral Model

Provides coverage of fundamentals of software engineering by stressing principles and methods through formal and informal approaches. This book emphasizes, identifies, and applies fundamental principles that are applicable throughout the software lifecycle, in contrast to other texts which are based in the lifecycle model of software development.

Essentials of Software Engineering, 3rd Edition

Convergent Journalism: An Introduction is the pioneering textbook on practicing journalism in the 21st century, now in its third edition, offering chapters by industry experts covering key components for today's convergenced media landscape. Each chapter of this book is written by an expert in the field, offering practical and key skills for the different aspects that make up the practice of journalism today. This new edition, written from the ground up, shifts the discussion toward a model of responsible and audience-centric journalism and demonstrates the ways journalists can use new media tools as both senders and receivers. The bedrock tenets of journalism remain at the core of this book, including information dissemination, storytelling, and audience engagement. This book offers readers: • A number of pedagogical features to improve learning and retention, including examples, exercises, breakout boxes and more • Coverage of additional topics such as issues of law and ethics in digital media, and also writing for mobile platforms and social media • Individual chapters written by subject experts, giving readers the necessary know-how for converged media by proven leaders in the field Students looking for the practical skills and ethical background necessary for producing journalism in the contemporary media landscape will find this book an invaluable resource. It is perfect for students in courses such as

Convergent Journalism, Digital Media, Online Journalism, and Multimedia Journalism.

Hepatitis and Liver Cancer

"Software Testing: Principles and Practices is a comprehensive treatise on software testing. It provides a pragmatic view of testing, addressing emerging areas like extreme testing and ad hoc testing"--Resource description page.

Theoretical Foundations of Health Education and Health Promotion

Computer Architecture/Software Engineering

Distributed Computing

Recent rapid globalisation of manufacturing industries leads to a drive and thirst for rapid advancements in technological development and expertise in the fields of advanced design and manufacturing, especially at their interfaces. This development results in many economical benefits to and improvement of quality of life for many people all over the world. Technically speaking, this rapid development also create many opportunities and challenges for both industrialists and academics, as the design requirements and constraints have completely changed in this global design and manufacture environment. Consequently the way to design, manufacture and realise products have changed as well. The days of designing for a local market and using local suppliers in manufacturing have gone, if enterprises aim to maintain their competitiveness and global expansion leading to further success. In this global context and scenario, both industry and the academia have an urgent need to equip themselves with the latest knowledge, technology and methods developed for engineering design and manufacture. To address this shift in engineering design and manufacture, supported by the European Commission under the Asia Link Programme with a project title FASTAHEAD (A Framework Approach to Strengthening Asian Higher Education in Advanced Design and Manufacture), three key project partners, namely the University of Strathclyde of the United Kingdom, Northwestern Polytechncial University of China, and the Troyes University of Technology of France organised a third international conference.

Software Testing

The global epidemic of hepatitis B and C is a serious public health problem. Hepatitis B and C are the major causes of chronic liver disease and liver cancer in the world. In the next 10 years, 150,000 people in the United States will die from liver disease or liver cancer associated with chronic hepatitis B virus (HBV) or hepatitis C virus (HCV) infections. Today, between 800,000 and 1.4 million people in the United States have chronic hepatitis B and between 2.7 and 3.9 million have chronic hepatitis C. People most at risk for hepatitis B and C often are the least likely to have access to medical services. Reducing the rates of illness and death associated with these diseases will require greater awareness and knowledge

among health care workers, improved identification of at-risk people, and improved access to medical care. Hepatitis B is a vaccine-preventable disease. Although federal public health officials recommend that all newborns, children, and at-risk adults receive the vaccine, about 46,000 new acute cases of the HBV infection emerge each year, including 1,000 in infants who acquire the infection during birth from their HBV-positive mothers. Unfortunately, there is no vaccine for hepatitis C, which is transmitted by direct exposure to infectious blood. Hepatitis and Liver Cancer identifies missed opportunities related to the prevention and control of HBV and HCV infections. The book presents ways to reduce the numbers of new HBV and HCV infections and the morbidity and mortality related to chronic viral hepatitis. It identifies priorities for research, policy, and action geared toward federal, state, and local public health officials, stakeholder, and advocacy groups and professional organizations.

Beginning Software Engineering

Use digital experience platforms (DXP) to improve your development productivity and release timelines. Leverage the pre-integrated feature sets of DXPs in your organization's digital transformation journey to quickly develop a personalized, secure, and robust enterprise platform. In this book the authors examine various features of DXPs and provide rich insights into building each layer in a digital platform. Proven best practices are presented with examples for designing and building layers. A special focus is provided on security and quality attributes needed for business-critical enterprise applications. The authors cover modern and emerging digital trends such as Blockchain, IoT, containers, chatbots, artificial intelligence, and more. The book is divided into five parts related to requirements/design, development, security, infrastructure, and case study. The authors employ proven real-world methods, best practices, and security and integration techniques derived from their rich experience. An elaborate digital transformation case study for a banking application is included. What You'll Learn Develop a digital experience platform from end to end Understand best practices and proven methods for designing overall architecture, user interface and integration components, security, and infrastructure Study real-world cases, including an elaborate digital transformation building an enterprise platform for a banking application Know the open source tools and technology frameworks that can be used to build DXPs Who This Book Is For Web developers, full stack developers, digital enthusiasts, digital project managers, and architects

Wireless Networks Information Processing and Systems

This is the digital version of the printed book (Copyright © 2005). If you develop software without understanding the requirements, you're wasting your time. On the other hand, if a project spends too much time trying to understand the requirements, it will end up late and/or over-budget. And products that are created by such projects can be just as unsuccessful as those that fail to meet the basic requirements. Instead, every company must make a reasonable trade-off between what's required and what time and resources are available. Finding the right balance for your project may depend on many factors, including the corporate culture, the time-to-market pressure, and the criticality of the application. That is why requirements management—gathering requirements, identifying the "right"

ones to satisfy, and documenting them—is essential. Just Enough Requirements Management shows you how to discover, prune, and document requirements when you are subjected to tight schedule constraints. You'll apply just enough process to minimize risks while still achieving desired outcomes. You'll determine how many requirements are just enough to satisfy your customers while still meeting your goals for schedule, budget, and resources. If your project has insufficient resources to satisfy all the requirements of your customers, you must read Just Enough Requirements Management.

Managing Software Projects

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

Biomedical Engineering and its Applications in Healthcare

Explores and identifies the main issues, concepts, principles and evolution of software testing, including software quality engineering and testing concepts, test data generation, test deployment analysis, and software test management This book examines the principles, concepts, and processes that are fundamental to the software testing function. This book is divided into five broad parts. Part I introduces software testing in the broader context of software engineering and explores the qualities that testing aims to achieve or ascertain, as well as the lifecycle of software testing. Part II covers mathematical foundations of software testing, which include software specification, program correctness and verification, concepts of software dependability, and a software testing taxonomy. Part III discusses test data generation, specifically, functional criteria and structural criteria. Test oracle design, test driver design, and test outcome analysis is covered in Part IV. Finally, Part V surveys managerial aspects of software testing, including software metrics, software testing tools, and software product line testing. Presents software testing, not as an isolated technique, but as part of an integrated discipline of software verification and validation Proposes program testing and program correctness verification within the same mathematical model, making it possible to deploy the two techniques in concert, by virtue of the law of diminishing returns Defines the concept of a software fault, and the related

concept of relative correctness, and shows how relative correctness can be used to characterize monotonic fault removal Presents the activity of software testing as a goal oriented activity, and explores how the conduct of the test depends on the selected goal Covers all phases of the software testing lifecycle, including test data generation, test oracle design, test driver design, and test outcome analysis Software Testing: Concepts and Operations is a great resource for software quality and software engineering students because it presents them with fundamentals that help them to prepare for their ever evolving discipline.

Software Testing

Software metrication is an attempt to use measurement ideas from other engineering disciplines in order to provide managers with better facilities for monitoring, estimating, and controlling software projects. This book provides a comprehensive review of the derivation and use of software metrics on software projects. It also describes a technique for developing metrics which gives rise to coherent and sensible measures.

Just Enough Requirements Management

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

Essentials of Software Engineering

Health Sciences & Professions

Web Application Architecture

Many systems development practitioners find traditional "one-size-fits-all" processes inadequate for the growing complexity, diversity, dynamism, and assurance needs of their products and services. The Incremental Commitment Spiral Model (ICSM) responds with a principle- and risk-based framework for defining and evolving your project and corporate process assets. This book explains ICSM's framework of decision criteria and principles, and shows how to apply them through relevant examples.

Extreme Programming for Web Projects

Through examples and analogies, Computational Thinking for the Modern Problem Solver introduces computational thinking as part of an introductory computing course and shows how computer science concepts are applicable to other fields. It keeps the material accessible and relevant to noncomputer science majors. With numerous color figures, this classroom-tested book focuses on both foundational computer science concepts and engineering topics. It covers abstraction, algorithms, logic, graph theory, social issues of software, and numeric modeling as well as execution control, problem-solving strategies, testing, and data encoding and organizing. The text also discusses fundamental concepts of programming, including variables and assignment, sequential execution, selection, repetition, control abstraction, data organization, and concurrency. The authors present the algorithms using language-independent notation.

Gender and STEM: Understanding Segregation in Science, Technology, Engineering and Mathematics

Essentials of Software Engineering, Second Edition is a comprehensive, yet concise introduction to the core fundamental topics and methodologies of software development. Ideal for new students or seasoned professionals looking for a new career in the area of software engineering, this text presents the complete life cycle of a software system, from inception to release and through support. The authors have broken the text into six distinct sections covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, the second edition of Essentials of Software Engineering is an exceptional text for those entering the exciting world of software development. New topics of the Second Edition include: Process definition and communications added in Chapter 4 Requirements traceability added in Chapter 6 Further design concerns, such as impedance mismatch in Chapter 7 Law of Demeter in Chapter 8 Measuring project properties and GQM in Chapter 13 Security and software engineering in a new Chapter 14

Moving to the Cloud

'Introduction to software engineering design' emphasizes design practice at an introductory level using object-oriented analysis and design techniques and UML 2.0. Readers will learn to use best practices in software design and development. Pedagogical features include learning objectives and orientation diagrams, summaries of key concepts, end-of-section quizzes, a large running case study, team projects, over 400 end-of-chapter exercises, and a glossary of key terms. This text covers all aspects of software design in four parts - Part I introduces the discipline of design, generic design processes, and design management; Part II covers software product design, including analysis activities such as needs elicitation and documentation, requirements development activities such as requirements specification and validation, prototyping, and use case modeling; Part III coversengineering design analysis, including conceptual modeling and both

architectural and detailed design; Part IV surveys patterns in software design, including architectural styles and common mid-level design patterns.

Essentials of Software Engineering

Essentials of Software Engineering, Second Edition is a comprehensive, yet concise introduction to the core fundamental topics and methodologies of software development. Ideal for new students or seasoned professionals looking for a new career in the area of software engineering, this text presents the complete life cycle of a software system, from inception to release and through support. The authors have broken the text into six distinct sections covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, the second edition of Essentials of Software Engineering is an exceptional text for those entering the exciting world of software development. New topics of the Second Edition include: Process definition and communications added in Chapter 4 Requirements traceability added in Chapter 6 Further design concerns, such as impedance mismatch in Chapter 7 Law of Demeter in Chapter 8 Measuring project properties and GQM in Chapter 13 Security and software engineering in a new Chapter 14

Proceedings of the 2012 International Conference on Information Technology and Software Engineering

This book illustrates the significance of biomedical engineering in modern healthcare systems. Biomedical engineering plays an important role in a range of areas, from diagnosis and analysis to treatment and recovery and has entered the public consciousness through the proliferation of implantable medical devices, such as pacemakers and artificial hips, as well as the more futuristic technologies such as stem cell engineering and 3-D printing of biological organs. Starting with an introduction to biomedical engineering, the book then discusses various tools and techniques for medical diagnostics and treatment and recent advances. It also provides comprehensive and integrated information on rehabilitation engineering, including the design of artificial body parts, and the underlying principles, and standards. It also presents a conceptual framework to clarify the relationship between ethical policies in medical practice and philosophical moral reasoning. Lastly, the book highlights a number of challenges associated with modern healthcare technologies.

Foundations of Software Engineering

Distributed Computing provides an introduction to the core concepts and principles of distributed programming techniques. It takes a "how-to" approach where students learn by doing. Designed for students familiar with Java, the book covers programming paradigms, protocols, and application program interfaces (API's), including RMI, COBRA, IDL, WWW, and SOAP. Each chapter introduces a paradigm

and/or protocol, and then presents the use of a DPI that illustrates the concept. The presentation uses narrative, code examples, and diagrams designed to explain the topics in a manner that is clear and concise. End-of-chapter exercises provide analytical as well as hands-on exercises to prompt the reader to practice the concepts and the use of API's covered throughout the text. Using this text, students will understand and be able to execute, basic distributed programming techniques used to create network services and network applications, including Internet applications.

Cyberwarfare

Updated and revised, The Essentials of Computer Organization and Architecture, Third Edition is a comprehensive resource that addresses all of the necessary organization and architecture topics, yet is appropriate for the one-term course.

Fundamentals of Software Engineering

Digital Design: An Embedded Systems Approach Using Verilog provides a foundation in digital design for students in computer engineering, electrical engineering and computer science courses. It takes an up-to-date and modern approach of presenting digital logic design as an activity in a larger systems design context. Rather than focus on aspects of digital design that have little relevance in a realistic design context, this book concentrates on modern and evolving knowledge and design skills. Hardware description language (HDL)-based design and verification is emphasized--Verilog examples are used extensively throughout. By treating digital logic as part of embedded systems design, this book provides an understanding of the hardware needed in the analysis and design of systems comprising both hardware and software components. Includes a Web site with links to vendor tools, labs and tutorials. Presents digital logic design as an activity in a larger systems design context Features extensive use of Verilog examples to demonstrate HDL (hardware description language) usage at the abstract behavioural level and register transfer level, as well as for low-level verification and verification environments Includes worked examples throughout to enhance the reader's understanding and retention of the material Companion Web site includes links to tools for FPGA design from Synplicity, Mentor Graphics, and Xilinx, Verilog source code for all the examples in the book, lecture slides, laboratory projects, and solutions to exercises

The Computer Engineering Handbook

Part of the Jones & Bartlett Learning Information Systems Security & Assurance Series Cyberwarfare puts students on the real-world battlefield of cyberspace! Students will learn the history of cyberwarfare, techniques used in both offensive and defensive information warfare, and how cyberwarfare is shaping military doctrine. Written by subject matter experts, this book combines accessible explanations with realistic experiences and case studies that make cyberwar evident and understandable. Key Features: - Incorporates hands-on activities, relevant examples, and realistic exercises to prepare readers for their future careers. - Includes detailed case studies drawn from actual cyberwarfare

operations and tactics. - Provides fresh capabilities information drawn from the Snowden NSA leaks

Unity Game Development Scripting

This book is a printed edition of the Special Issue "Gender and STEM: Understanding Segregation in Science, Technology, Engineering and Mathematics" that was published in Social Sciences

Essentials of Software Engineering

Proceedings of the 2012 International Conference on Information Technology and Software Engineering presents selected articles from this major event, which was held in Beijing, December 8-10, 2012. This book presents the latest research trends, methods and experimental results in the fields of information technology and software engineering, covering various state-of-the-art research theories and approaches. The subjects range from intelligent computing to information processing, software engineering, Web, unified modeling language (UML), multimedia, communication technologies, system identification, graphics and visualizing, etc. The proceedings provide a major interdisciplinary forum for researchers and engineers to present the most innovative studies and advances, which can serve as an excellent reference work for researchers and graduate students working on information technology and software engineering. Prof. Wei Lu, Dr. Guoqiang Cai, Prof. Weibin Liu and Dr. Weiwei Xing all work at Beijing Jiaotong University.

Decision Analysis for the Professional

The best way to learn software engineering is by understanding its core and peripheral areas. Foundations of Software Engineering provides in-depth coverage of the areas of software engineering that are essential for becoming proficient in the field. The book devotes a complete chapter to each of the core areas. Several peripheral areas are also explained by assigning a separate chapter to each of them. Rather than using UML or other formal notations, the content in this book is explained in easy-to-understand language. Basic programming knowledge using an object-oriented language is helpful to understand the material in this book. The knowledge gained from this book can be readily used in other relevant courses or in real-world software development environments. This textbook educates students in software engineering principles. It covers almost all facets of software engineering, including requirement engineering, system specifications, system modeling, system architecture, system implementation, and system testing. Emphasizing practical issues, such as feasibility studies, this book explains how to add and develop software requirements to evolve software systems. This book was written after receiving feedback from several professors and software engineers. What resulted is a textbook on software engineering that not only covers the theory of software engineering but also presents real-world insights to aid students in proper implementation. Students learn key concepts through carefully explained and illustrated theories, as well as concrete examples and a complete case study using Java. Source code is also available on the book's website. The examples and

case studies increase in complexity as the book progresses to help students build a practical understanding of the required theories and applications.

Human Behavior in Military Contexts

Computer Architecture/Software Engineering

Introduction to Software Engineering Design

If you are new to Unity scripting and want to learn simple and modular code and advance your knowledge to the next level, this is the book for you.

Software Engineering

There is arguably no field in greater need of a comprehensive handbook than computer engineering. The unparalleled rate of technological advancement, the explosion of computer applications, and the now-in-progress migration to a wireless world have made it difficult for engineers to keep up with all the developments in specialties outside their own

Essentials of Software Engineering

Extend your photographic vision and harness the full power of Nik's Plug-In Suite (now re-branded as the Nik Collection by Google) with this beautifully illustrated guide that covers the full plug-in suite: Dfine 2.0, Viveza 2, HDR Efex Pro 2, Color Efex Pro 4 Complete Edition, Silver Efex Pro 2, and Sharpener Pro 3.0. Pro photographer John Batdorff provides easy-to-follow instructions for processing and enhancing your landscapes, portraits, and streetscapes with Nik from start to finish. Nik Collection by Google offers precise and natural enhancements without complicated selections or masks. John includes the benefits of each plug-in and how to incorporate each one in your workflow, whether you use Adobe Photoshop, Lightroom, or Aperture, to create more dynamic photographs. In this guide you will learn to: recognize and reduce digital noise using Dfine; fine-tune your color images using Global and Selective adjustments in Viveza; combine existing presets; understand key adjustments for creating HDR images; and create your own presets in Silver Efex Pro, HDR Efex Pro, and Color Efex Pro.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION