

# Roger S Pressman Software Engineering 4th Edition

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## **Extreme Programming and Agile Methods - XP/Agile Universe 2002** - Don Wells 2003-08-02

The second XP Universe and ?rst Agile Universe brought together many p- ple interested in building software in a new way. Held in Chicago, August 4-7, 2002 it attracted software experts, educators, and developers. Unlike most c- ferences the venue was very dynamic. Many activities were not even well de?ned in advance. All discussions were encouraged to be spontaneous. Even so, there were some written words available and you are holding all of them now. We have collected as much material as possible together into this small volume. It is just the tip of the iceberg of course. A reminder to us of what we learned, the people we met, and the ideas we expressed. The conference papers, including research and experience papers, are rep- duced in these proceedings. Forty-one (41) papers were submitted. Each subm- ted paper received three reviews by program committee members. The program committee consisted of 40 members. Papers submitted by program committee members were refereed separately. This ensured that reviewers could provide an honest feedback not seen by the paper submitters. In many cases, the program committee shepherded authors to signi?cantly improve their initial submission prior to completing the version contained in these proceedings. In the end, the program committee chose 25 papers for publication (60% acceptance).

## *Tools and Algorithms for the Construction and Analysis of Systems - Portugal) TACAS 98 (1998 : Lisbon 1998-03-18*

This book constitutes the refereed proceedings of the 4th International Conference on Tools and Algorithms for the Construction and Analysis of Systems, TACAS'98, held in conjunction with ETAPS in Lisbon, Portugal, in March/April 1998. The 28 revised full papers presented together with an invited talk were selected from a total of 78 submissions. The volume is devoted to conceptual foundations, development, and applications of tools and algorithms for the specification, verification, analysis, and construction of software and hardware systems. The papers are organized in sections on model checking, design and architecture, various applications, fielded applications, verification of real-time systems, mixed analysis techniques, and case studies and experience.

*A Practitioner's Guide to Software Test Design* - Lee Copeland 2004  
Written by a leading expert in the field, this unique volume contains current test design approaches and focuses only on software test design. Copeland illustrates each test design through detailed examples and step-by-step instructions.

*A Guide to the Business Analysis Body of Knowledger* - IIBA 2009  
"Business analysis involves understanding how organizations function to accomplish their purposes and defining the capabilities an organization requires to provide products and services to external stakeholders. ...

[This guide contains] a framework that describes the business analysis tasks that must be performed in order to understand how a solution will deliver value to the sponsoring organization." - page 3.

### **Software Engineering** - Nasib Singh Gill

Each and every chapter covers the contents up to a reasonable depth necessary for the intended readers in the field. The book consists in all about 1200 exercises based on the topics and sub-topics covered.

Keeping in view the emerging trends in newly emerging scenario with new dimension of software engineering, the book specially includes the following chapters, but not limited to these only. This book explains all the notions related to software engineering in a very systematic way, which is of utmost importance to the novice readers in the field of software Engineering.

*Web Engineering: A Practitioner's Approach* - Roger Pressman 2009 and content management. Whether you're an industry practitioner or intend to become one, *Web Engineering: A Practitioner's Approach* can help you meet the challenge of the next generation of Web-based systems and applications." --Book Jacket.

### **Software Engineering with Computational Intelligence** - Jonathan Lee 2013-11-11

It is not an exaggeration to view Professor Lee's book, "Software Engineering with Computational Intelligence," or SECI for short, as a pioneering contribution to software engineering. Breaking with the tradition of treating uncertainty, imprecision, fuzziness and vagueness as issues of peripheral importance, SECI moves them much closer to the center of the stage. It is obvious, though still not widely accepted, that this is where these issues should be, since the real world is much too complex and much too ill-defined to lend itself to categorical analysis in the Cartesian spirit. As its title suggests, SECI employs the machineries of computational intelligence (CI) and, more or less equivalently, soft computing (SC), to deal with the foundations and principal issues in software engineering. Basically, CI and SC are consortia of methodologies which collectively provide a body of concepts and techniques for conception, design, construction and utilization of

intelligent systems. The principal constituents of CI and SC are fuzzy logic, neurocomputing, evolutionary computing, probabilistic computing, chaotic computing and machine learning. The leitmotif of CI and SC is that, in general, better performance can be achieved by employing the constituent methodologies of CI and SC in combination rather than in a stand-alone mode. In what follows, I will take the liberty of focusing my attention on fuzzy logic and fuzzy set theory, and on their roles in software engineering. But first, a couple of points of semantics which are in need of clarification.

### **SDL 2005: Model Driven** - Andreas Prinz 2005-06-09

This volume contains the papers presented at the 12th SDL Forum, Grimstad, Norway. The SDL Forum was first held in 1982, and then every two years from 1985. Initially the Forum was concerned only with the Specification and Description Language that was first standardized in the 1976 Orange Book of the International Telecommunication Union (ITU). Since then, many developments took place and the language has undergone several changes. However, the main underlying paradigm has survived, and it is the reason for the success of the Specification and Description Language in many projects. This paradigm is based on the following important principles of distributed applications: Communication: large systems tend to be described using smaller parts that communicate with each other; State: the systems are described on the basis of an explicit notion of state; State change: the behavior of the system is described in terms of (local) changes of the state. The original language is not the only representative for this kind of paradigm, so the scope of the SDL Forum was extended quite soon after the first few events to also include other ITU standardized languages of the same family, such as MSC, ASN.1 and TTCN. This led to the current scope of System Design Languages covering all stages of the development process including in particular SDL, MSC, UML, ASN.1, eODL, TTCN, and URN. The focus is clearly on the advantages to users, and how to get from these languages the same advantage given by the ITU Specification and Description Language: code generation from high-level specifications.

Official (ISC)2® Guide to the CISSP®-ISSEP® CBK® - Susan Hansche  
2005-09-29

The Official (ISC)2® Guide to the CISSP®-ISSEP® CBK® provides an inclusive analysis of all of the topics covered on the newly created CISSP-ISSEP Common Body of Knowledge. The first fully comprehensive guide to the CISSP-ISSEP CBK, this book promotes understanding of the four ISSEP domains: Information Systems Security Engineering (ISSE); Certification and Accreditation; Technical Management; and an Introduction to United States Government Information Assurance Regulations. This volume explains ISSE by comparing it to a traditional Systems Engineering model, enabling you to see the correlation of how security fits into the design and development process for information systems. It also details key points of more than 50 U.S. government policies and procedures that need to be understood in order to understand the CBK and protect U.S. government information. About the Author Susan Hansche, CISSP-ISSEP is the training director for information assurance at Nortel PEC Solutions in Fairfax, Virginia. She has more than 15 years of experience in the field and since 1998 has served as the contractor program manager of the information assurance training program for the U.S. Department of State.

Software Engineering - Roger S. Pressman 2010

For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of Software Engineering: A Practitioner's Approach has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted,

prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

**Software Engineering** - PRESSMAN 2019-09-09

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

*RoboCup 2001: Robot Soccer World Cup V* - Andreas Birk 2003-08-02

This book is the fifth official archival publication devoted to RoboCup. It documents the achievements presented at the 5th Robot World Cup Soccer Games and Conferences held in Seattle, Washington, USA, in August 2001. The book contains the following parts: introduction, champion teams, challenge award finalists, technical papers, poster presentations, and team descriptions (arranged according to various leagues). This book is mandatory reading for the rapidly growing RoboCup community as well as a valuable source of references and inspiration for R&D professionals interested in multi-agent systems, distributed artificial intelligence, and intelligent robotics.

A New Approach in GUI Testing - Tao Jiang 2002

**Books in Print** - 1993

**Handbook of Systems Engineering and Management** - Andrew P. Sage 2011-09-20

The trusted handbook—now in a new edition This newly revised handbook presents a multifaceted view of systems engineering from process and systems management perspectives. It begins with a comprehensive introduction to the subject and provides a brief overview

of the thirty-four chapters that follow. This introductory chapter is intended to serve as a "field guide" that indicates why, when, and how to use the material that follows in the handbook. Topical coverage includes: systems engineering life cycles and management; risk management; discovering system requirements; configuration management; cost management; total quality management; reliability, maintainability, and availability; concurrent engineering; standards in systems engineering; system architectures; systems design; systems integration; systematic measurements; human supervisory control; managing organizational and individual decision-making; systems reengineering; project planning; human systems integration; information technology and knowledge management; and more. The handbook is written and edited for systems engineers in industry and government, and to serve as a university reference handbook in systems engineering and management courses. By focusing on systems engineering processes and systems management, the editors have produced a long-lasting handbook that will make a difference in the design of systems of all types that are large in scale and/or scope.

**Diffusing Software Product and Process Innovations** - Mark A. Ardis  
2013-04-17

Diffusing Software Product and Process Innovations addresses the problems and issues surrounding successful diffusion of innovations in software. Everett Rogers' classic text, *Diffusion of Innovations*, provides a valuable framework for evaluating and applying technology transfer methods. In today's new economy, the most important innovations may well be new software products and processes. Topics covered in this valuable new book include: Implementation and coordination issues; New interpretations of diffusion theory; Diffusion of software processes; Contextual factors; Communication of information; Experience reports. This volume contains the edited proceedings of the Fourth Working Conference on Diffusing Software Product and Process Innovations, which was sponsored by the International Federation for Information Processing (IFIP) Working Group 8.6, and held in Banff, Canada in April 2001. It reflects the latest experiences of practitioners and theories of

academics in this fast-changing field.

*Book Review Index* - 2003

Vols. 8-10 of the 1965-1984 master cumulation constitute a title index.

**Real-Time Embedded Components and Systems with Linux and RTOS** - Sam Siewert 2015-12-29

This book is intended to provide a senior undergraduate or graduate student in electrical engineering or computer science with a balance of fundamental theory, review of industry practice, and hands-on experience to prepare for a career in the real-time embedded system industries. It is also intended to provide the practicing engineer with the necessary background to apply real-time theory to the design of embedded components and systems. Typical industries include aerospace, medical diagnostic and therapeutic systems, telecommunications, automotive, robotics, industrial process control, media systems, computer gaming, and electronic entertainment, as well as multimedia applications for general-purpose computing. This updated edition adds three new chapters focused on key technology advancements in embedded systems and with wider coverage of real-time architectures. The overall focus remains the RTOS (Real-Time Operating System), but use of Linux for soft real-time, hybrid FPGA (Field Programmable Gate Array) architectures and advancements in multi-core system-on-chip (SoC), as well as software strategies for asymmetric and symmetric multiprocessing (AMP and SMP) relevant to real-time embedded systems, have been added. Companion files are provided with numerous project videos, resources, applications, and figures from the book. Instructors' resources are available upon adoption. FEATURES: • Provides a comprehensive, up to date, and accessible presentation of embedded systems without sacrificing theoretical foundations • Features the RTOS (Real-Time Operating System), but use of Linux for soft real-time, hybrid FPGA architectures and advancements in multi-core system-on-chip is included • Discusses an overview of RTOS advancements, including AMP and SMP configurations, with a discussion of future directions for RTOS use in multi-core architectures, such as SoC • Detailed applications coverage

including robotics, computer vision, and continuous media • Includes a companion disc (4GB) with numerous videos, resources, projects, examples, and figures from the book • Provides several instructors' resources, including lecture notes, Microsoft PP slides, etc.

**Mathematical and computational Models** - G. Arulmozhi 2003

Structural Health Monitoring 2013: A Roadmap to Intelligent Structures  
- Fu-Kuo Chang 2013-09-26

Original research on SHM sensors, quantification strategies, system integration and control for a wide range of engineered materials New applications in robotics, machinery, as well as military aircraft, railroads, highways, bridges, pipelines, stadiums, tunnels, space exploration and energy production Continuing a critical book series on structural health monitoring (SHM), this two-volume set (with full-text searchable CD-ROM) offers, as its subtitle implies, a guide to greater integration and control of SHM systems. Specifically, the volumes contain new research that will enable readers to more efficiently link sensor detection, diagnostics/quantification, overall system functionality, and automated, e.g., robotic, control, thus further closing the loop from inherent signal-based damage detection to responsive real-time maintenance and repair. SHM performance is demonstrated in monitoring the behavior of composites, metals, concrete, polymers and selected nanomaterials in a wide array of surroundings, including harsh environments, under extreme (e.g., seismic) loading and in space. New information on smart sensors and network optimization is enhanced by novel statistical and model-based methods for signal processing and data quantification. A special feature of the book is its explanation of emerging control technologies. Research in these volumes was initially presented in September 2013 at the 9th International Workshop on Structural Health Monitoring (IWSHM), held at Stanford University and sponsored by the Air Force Office of Scientific Research, the Army Research Laboratory, and the Office of Naval Research.

**Making the Software Business Case** - Donald J. Reifer 2001-09-05  
"Just the understanding and insights you will pick up about how people

encounter and cope with combinations of technical, social, political, and economic opportunities and challenges make the book a joy to read and worth much more than the price of it alone." --Barry Boehm, from the Foreword This practical handbook shows you how to build an effective business case when you need to justify--and persuade management to accept--software change or improvement. Based on real-world scenarios, the book covers the most common situations in which business case analyses are required and explains specific techniques that have proved successful in practice. Drawing on years of experience in winning the "battle of the budget," the author shows you how to use commonly accepted engineering economic arguments to make your numbers "sing" to management. The book provides examples of successful business cases; along the way, tables, tools, facts, figures, and metrics guide you through the entire analytic process. Writing in a concise and witty style, the author makes this valuable guidance accessible to every software engineer, manager, and IT professional. Highlights include: How and where business case analyses fit into the software and IT life cycle process Explanations of the most common tools for business case analysis, such as present-value, return-on-investment, break-even, and cost/benefit calculation Tying the business process to the software development life cycle Packaging the business case for management consumption Frameworks and guidelines for justifying IT productivity, quality, and delivery cycle improvement strategies Case studies for applying appropriate decision situations to software process improvement Strategic guidelines for various business case analyses With this book in hand, you will find the facts, examples, hard data, and case studies needed for preparing your own winning business cases in today's complex software environment.

Integrative Analysis of State-based Requirements for Completeness and Consistency - Barbara Jean Czerny 1998

**Software Testing** - Paul C. Jorgensen 2002-06-26

The software development world has changed significantly in the past five years. Noteworthy among its many changes is the emergence of the

"Unified Modeling Language" (UML) as an industry standard. While thousands of software computer professionals and students continue to rely upon the bestselling first edition of Software Testing, the time has come to bring it up to date. Thoroughly revised, the second edition of Software Testing: A Craftsman's Approach reflects the recent growth and changes in software standards and development. Outdated material has been deleted and new topics, figures, case studies now complement its solid, accessible treatment of the mathematics and techniques of software testing. Foremost among this edition's refinements is the definition of a generalized pseudocode that replaces the outdated Pascal code used in the examples. The text is now independent of any particular programming language. The author has also added five chapters on object-oriented testing, incorporated object-oriented versions of two earlier examples, and used them in the chapter on object-oriented testing, which he completely revised with regard to UML. In addition, GUI testing receives full treatment. The new edition of Software Testing provides a comprehensive synthesis of the fundamentals, approaches, and methods that form the basis of the craft. Mastering its contents will allow practitioners to make well-informed choices, develop creative solutions, and ultimately derive the sense of pride and pleasure that a true craftsman realizes from a job well done.

**Quality Software Project Management** - Robert T. Futrell 2002  
 Drawing on best practices identified at the Software Quality Institute and embodied in bodies of knowledge from the Project Management Institute, the American Society of Quality, IEEE, and the Software Engineering Institute, Quality Software Project Management teaches 34 critical skills that allow any manager to minimize costs, risks, and time-to-market. Written by leading practitioners Robert T. Futrell, Donald F. Shafer, and Linda I. Shafer, it addresses the entire project lifecycle, covering process, project, and people. It contains extensive practical resources-including downloadable checklists, templates, and forms.

*Theoretical and Practical Aspects of SPIN Model Checking* - Dennis Dams 2003-05-21

Increasing the designer's confidence that a piece of software or

hardware is compliant with its specification has become a key objective in the design process for software and hardware systems. Many approaches to reaching this goal have been developed, including rigorous specification, formal verification, automated validation, and testing. Finite-state model checking, as it is supported by the explicit-state model checker SPIN, is enjoying a constantly increasing popularity in automated property validation of concurrent, message based systems. SPIN has been in large parts implemented and is being maintained by Gerard Hoermann, and is freely available via ftp from [netlib.bell-labs.com](http://netlib.bell-labs.com) or from URL <http://cm.bell-labs.com/cm/cs/what/spin/Man/README.html>. The beauty of finite-state model checking lies in the possibility of building "push-button" validation tools. When the state space is finite, the state-space traversal will eventually terminate with a definite verdict on the property that is being validated. Equally helpful is the fact that in case the property is invalidated the model checker will return a counterexample, a feature that greatly facilitates fault identification. On the downside, the time it takes to obtain a verdict may be very long if the state space is large and the type of properties that can be validated is restricted to a logic of rather limited expressiveness.

The New Software Engineering - Sue A. Conger 1994

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

each topic, alternatives, benefits and disadvantages are discussed.  
Paperbound Books in Print - 1991

*Making Software Engineering Happen* - Roger S. Pressman 1988

*Tenth Conference on Software Engineering Education & Training* - Larry Tobin 1997

This volume contains papers presented at the 10th Conference on Software Engineering Education and Training."

*Software Engineering: A Practitioner's Approach* - Roger Pressman  
2014-01-23

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

**Software Engineering: A Practitioner's Approach** - Roger S. Pressman 2010

For over 20 years, this has been the best-selling guide to software

engineering for students and industry professionals alike. This seventh edition features a new part four on web engineering, which presents a complete engineering approach for the analysis, design and testing of web applications.

Enabling Integrative Analyses and Refinement of Object-oriented Models with Special Emphasis on High-assurance Embedded Systems - Laura Anne Campbell 2004

*Software Engineering* - Roger S. Pressman 2005

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

**Software Engineering** - A. Frank Ackerman 1997

"Software Engineering" describes the current state-of-the-art practice of software engineering, beginning with an overview of current issues and focusing on the engineering of large complex systems. The text illustrates the phases of the software development life cycle: requirements, design, implementation, testing and maintenance.

7th Asia-Pacific Software Engineering Conference - 2000

These papers constitute the proceedings of the Seventh Asia-Pacific Software Engineering Conference (APSEC 2000). They address: software evolution; Internet applications engineering; requirements engineering; software architectures; software agents; tools and environments; and more.

**Software Quality Management VI** - Chris Hawkins 2012-12-06

The Quality Special Interest Group of the British Computer Society presents the edited proceedings of their sixth International Conference on Software Quality Management (SQM'98) held in April 1998 in Amsterdam. The objective of this series of annual conferences is to promote international co-operation among those concerned with software quality and process improvement, by creating a greater understanding of software quality issues and by sharing current research and industrial experience. The papers cover a broad spectrum of practical experience and research. The topic areas include process improvement, maintaining a quality management system, quality metrics, human factors, project management issues, software tools and approaches to systems development. The organisers would like to thank Origin for their sponsorship of the proceedings. The editors are indebted to the members of the International Advisory Committee for their support and for refereeing the abstracts and the final papers, as well as to the authors who have contributed to the success of this conference.

**RoboCup ...** - 2001

**Principles of Quality Costs, Fourth Edition** - Douglas C. Wood  
2012-12-28

The last decade has seen wide changes in how quality standards are

applied in industry. We now have two functions: quality assurance and process improvement. Quality assurance focuses primarily on product quality, while process improvement focuses on process quality; the principles of quality cost support both. The purpose of this book remains the same as the third edition: to provide a basic understanding of the principles of quality cost. Using this book, organizations can develop and implement a quality cost system to fit their needs. Used as an adjunct to overall financial management, these principles will help maintain vital quality improvement programs over extended timeframes. This fourth edition now includes information on the quality cost systems involved with the education, service, banking, and software development industries. You'll also find new material on ISO 9001, cost systems in small businesses, and activity based costing. Additional information on team-based problem-solving, customer satisfaction, and the costs involved with the defense industry are also offered.

**Software Engineering Research and Applications** - C.V.

Ramamoorthy 2004-04-30

This book constitutes the thoroughly refereed post-proceedings of the First International Conference on Software Engineering Research and Applications, SERA 2003, held in San Francisco, CA, USA in June 2003. The 23 revised full papers presented were carefully selected from 104 initial submissions during two rounds of reviewing and improvement. The papers are organized in topical sections on formal methods; component-based software engineering; software quality, requirements engineering, reengineering, and performance analysis; knowledge discovery and artificial intelligence; and database retrieval and human-computer interaction.

From Requirements to Java in a Snap - Michał Śmiałek 2015-01-14

This book provides a coherent methodology for Model-Driven Requirements Engineering which stresses the systematic treatment of requirements within the realm of modelling and model transformations. The underlying basic assumption is that detailed requirements models are used as first-class artefacts playing a direct role in constructing software. To this end, the book presents the Requirements Specification

Language (RSL) that allows precision and formality, which eventually permits automation of the process of turning requirements into a working system by applying model transformations and code generation to RSL. The book is structured in eight chapters. The first two chapters present the main concepts and give an introduction to requirements modelling in RSL. The next two chapters concentrate on presenting RSL in a formal way, suitable for automated processing. Subsequently, chapters 5 and 6 concentrate on model transformations with the emphasis on those involving RSL and UML. Finally, chapters 7 and 8 provide a summary in the form of a systematic methodology with a

comprehensive case study. Presenting technical details of requirements modelling and model transformations for requirements, this book is of interest to researchers, graduate students and advanced practitioners from industry. While researchers will benefit from the latest results and possible research directions in MDRE, students and practitioners can exploit the presented information and practical techniques in several areas, including requirements engineering, architectural design, software language construction and model transformation. Together with a tool suite available online, the book supplies the reader with what it promises: the means to get from requirements to code “in a snap”.