

Large Scale C Software Design

Large-Scale C++ Data Analysis in Management with SPSS Software Managing and Leading Software Projects Music Representation and Transformation in Software A Framework of Software Measurement Statistical Programming with SAS/IML Software Handbook of Re-Engineering Software Intensive Systems into Software Product Lines Object-oriented Software in ANSI C++ Effective C++ Distributed Application Programming in C++ Portability of Numerical Software Software Engineering for Multi-agent Systems ... Radargrammetric Algorithms and Software for Use with Data from Magellan SAS/QC Software Application Software for a Model Based Approach to Tool Wear Estimation Software Engineering Astronomical Data Analysis Software and Systems IX Large-Scale C++ Assessment and Control of Software Risks Software Development John Lakos J.P. Verma Richard E. Fairley Donald P. Pazel Horst Zuse Rick Wicklin Roberto E. Lopez-Herrejon Michael A. Smith Scott Douglas Meyers Randall A. Maddox W. Cowell Tim R. Colvin SAS Institute Kourosh Danaei and A. Galip Ulsoy Shari Lawrence Pfleeger Nadine Manset John Debbie Lafferty Capers Jones

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writing reliable and maintainable c software is hard designing such software at scale adds a new set of challenges creating large scale systems requires a practical understanding of logical design beyond the theoretical concepts addressed in most popular texts to be successful on an enterprise scale developers must also address physical design a dimension of software engineering that may be unfamiliar even to expert developers drawing on over 30 years of hands on experience building massive mission critical enterprise systems john lakos shows how to create and grow software capital this groundbreaking volume lays the foundation for projects of all sizes and demonstrates the processes methods techniques and tools needed for successful real world large scale development up to date and with a solid engineering focus large scale c volume i process and architecture demonstrates fundamental design concepts with concrete examples professional developers of all experience levels will gain insights that transform their approach to design and development by understanding how to raise productivity by leveraging differences between infrastructure and application development achieve exponential productivity gains through feedback and hierarchical reuse embrace the component s role as the fundamental unit of both logical and physical design analyze how fundamental properties of compiling and linking affect component design discover effective partitioning of logical content in appropriately sized physical aggregates internalize the important differences among sufficient complete minimal and primitive software deliver solutions that simultaneously optimize encapsulation stability and performance exploit the nine established levelization techniques to avoid cyclic physical dependencies use lateral designs judiciously to avoid the heaviness of conventional layered architectures employ appropriate

architectural insulation techniques for eliminating compile time coupling master the multidimensional process of designing large systems using component based methods this is the first of john lakos s three authoritative volumes on developing large scale systems using c this book written for fellow software practitioners uses familiar c constructs to solve real world problems while identifying and motivating modern c alternatives together with the forthcoming volume ii design and implementation and volume iii verification and testing large scale c offers comprehensive guidance for all aspects of large scale c software development if you are an architect or project leader this book will empower you to solve critically important problems right now and serve as your go to reference for years to come register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

this book provides readers with a greater understanding of a variety of statistical techniques along with the procedure to use the most popular statistical software package spss it strengthens the intuitive understanding of the material thereby increasing the ability to successfully analyze data in the future the book provides more control in the analysis of data so that readers can apply the techniques to a broader spectrum of research problems this book focuses on providing readers with the knowledge and skills needed to carry out research in management humanities social and behavioural sciences by using spss

the book is organized around basic principles of software project management planning and estimating measuring and controlling leading and communicating and managing risk introduces software development methods from traditional hacking requirements to code and waterfall to iterative incremental build evolutionary agile and spiral illustrates and emphasizes tailoring the development process to each project with a foundation in the fundamentals that are true for all development methods topics such as the wbs estimation schedule networks organizing the project team and performance reporting are integrated rather than being relegating to appendices each chapter in the book includes an appendix that covers the relevant topics from cmmi dev v1 2 ieee iso standards 12207 ieee standard 1058 and the pmi body of knowledge pmi is a registered mark of project management institute inc

this book takes the reader on a journey through music concepts in an organized approach that develops music essentials from the concepts of tone pitch and time through notes intervals chords and scores while at the same time interpreting these elements as software artifacts close attention is paid to the organization of and relationships amongst these concepts and their representation as python classes and objects to learn about music from a software design viewpoint the first part of the book focuses on software representation of the main elements found in music theory its objective is to provide direction to students on how to build a music software model from basic concepts and grow towards more complex concepts chapter by chapter music concepts are introduced and each is broken apart into related data properties and methods with the goal that by the end of this section the reader will have developed a relatively complete library of music elements in software the second part takes on the task of applying that foundation to the subject of music transformations the focus is on localized transformations that is transformations isolated to a few measures after a general introduction the discussion includes topics of pitch assignment key change melodic inversion melodic shaping harmonic transcription retrograde melodic search and dilation this textbook is designed as a principal or supplemental source for computer science software engineering and programming courses it can also be used as a main textbook for advanced computer music courses or electronic music courses computer music software professionals interested in learning how to model the complexities of music theory artifacts or music students who want to learn advanced programming techniques in their domain will also find the book helpful

no detailed description available for a framework of software measurement

annotation sas iml software is a powerful tool for data analysts because it enables implementation of statistical algorithms that are not available in any sas procedure rick wicklin s statistical programming with sas iml software is the first book to provide a comprehensive description of the software and how to use it he

presents tips and techniques that enable you to use the iml procedure and the sas iml studio application efficiently in addition to providing a comprehensive introduction to the software the book also shows how to create and modify statistical graphs call sas procedures and r functions from a sas iml program and implement such modern statistical techniques as simulations and bootstrap methods in the sas iml language written for data analysts working in all industries graduate students and consultants statistical programming with sas iml software includes numerous code snippets and more than 100 graphs

this handbook distils the wealth of expertise and knowledge from a large community of researchers and industrial practitioners in software product lines spls gained through extensive and rigorous theoretical empirical and applied research it is a timely compilation of well established and cutting edge approaches that can be leveraged by those facing the prevailing and daunting challenge of re engineering their systems into spls the selection of chapters provides readers with a wide and diverse perspective that reflects the complementary and varied expertise of the chapter authors this perspective covers the re engineering processes from planning to execution spls are families of systems that share common assets allowing a disciplined software reuse the adoption of spl practices has shown to enable significant technical and economic benefits for the companies that employ them however successful spls rarely start from scratch but instead they usually start from a set of existing systems that must undergo well defined re engineering processes to unleash new levels of productivity and competitiveness practitioners will benefit from the lessons learned by the community captured in the array of methodological and technological alternatives presented in the chapters of the handbook and will gain the confidence for undertaking their own re engineering challenges researchers and educators will find a valuable single entry point to quickly become familiar with the state of the art on the topic and the open research opportunities including undergraduate graduate students and r d engineers who want to have a comprehensive understanding of techniques in reverse engineering and re engineering of variability rich software systems

effective c has been updated to reflect the latest ansi iso standards the author a recognised authority on c shows readers fifty ways to improve their programs and designs

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this introduction to software engineering and practice addresses both procedural and object oriented development is thoroughly updated to reflect significant changes in software engineering including modeling and agile methods emphasizes essential role of modeling design in software engineering applies concepts consistently to two common examples a typical information system and a real time system combines theory with real practical applications by providing an abundance of case studies and examples from the current literature a useful reference for software engineers

in large scale c volume i process and architecture john lakos takes a practitioner s view of modern large scale software development helping experienced professionals apply architectural level physical design concepts in their everyday work lakos teaches critical concepts clearly and concisely with new high value examples up to date and modular large scale c volume i is designed to help readers solve problems right now and serve as an appealing reference for years to come

this handbook summarizes more than 50 of the major problems of building and maintaining software projects and outlines the prevention control therapies available

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