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Testing Computer Software Just Enough Software Architecture Lessons Learned in Software Testing Succeeding with Agile Composing Software Agile Software Requirements Software Architecture in Practice Software Estimation Without Guessing Software Engineering Effective Prototyping for Software Makers Software Design – Cognitive Aspect Software Engineering Software for Artists Book Software Engineering at Google 24 Deadly Sins of Software Security: Programming Flaws and How to Fix Them Software Sustainability Making Software The Software Architect Elevator Software Configuration Management Handbook, Third Edition Agile Processes in Software Engineering and Extreme Programming – Workshops Design Patterns: Elements of Reusable Object-Oriented Software Software Patents Agile Software Development: Principles, Patterns, and Practices Software Cost Estimation, Benchmarking, and Risk Assessment Hands-On Software Engineering with Golang Building Maintainable Software, Java Edition A Philosophy of Software Design Software Architectures and Tools for Computer Aided Process Engineering SOFTWARE DEVELOPMENT TEAMS SOFTWARE TESTING AND QUALITY ASSURANCE: THEORY AND PRACTICE Introduction to Software Project Management The Unity Game Engine and the Circuits of Cultural Software The Software Arts Software Abstractions, revised edition Speed, Data, and Ecosystems Agile Software Development Ecosystems Software Engineering in the Era of Cloud Computing Beautiful Testing Agent-Oriented Software Engineering III Producing Open Source Software

This text includes comprehensive solutions, proven processes and real-world insights for capturing requirements at the right level of detail without compromising agility. Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness

of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions Software effort estimation is a key element of software project planning and management. Yet, in industrial practice, the important role of effort estimation is often underestimated and/or misunderstood. In this book, Adam Trendowicz presents the CoBRA method (an abbreviation for Cost Estimation, Benchmarking, and Risk Assessment) for estimating the effort required to successfully complete a software development project, which uniquely combines human judgment and measurement data in order to systematically create a custom-specific effort estimation model. CoBRA goes far beyond simply predicting the development effort; it supports project decision-makers in negotiating the project scope, managing project risks, benchmarking productivity, and directing improvement activities. To illustrate the method's practical use, the book reports several real-world cases where CoBRA was applied in various industrial contexts. These cases represent different estimation contexts in terms of software project environment, estimation objectives, and estimation constraints. This book is the result of a successful collaboration between the process management division of Fraunhofer IESE and many software companies in the field of software engineering technology transfer. It mainly addresses software practitioners who deal with planning and managing software development projects as part of their daily work, and is also of interest for students or courses specializing in software engineering or software project management. This book will teach you how to test computer software under real-world conditions. The authors have all been test managers and software development managers at well-known Silicon Valley software companies. Successful consumer software companies have learned how to produce high-quality products under tight time and budget constraints. The book explains the testing side of that success. Who this book is for: * Testers and Test Managers * Project Managers-Understand the timeline, depth of investigation, and quality of communication to hold testers accountable for. * Programmers-Gain insight into the sources of errors in your code, understand what tests your work will have to pass, and why testers do the things they do. * Students-Train for an entry-level position in software development. What you will learn: * How to find important bugs quickly * How to describe software errors clearly * How to create a testing plan with a minimum of paperwork * How to design and use a bug-tracking system * Where testing fits in the product development

process * How to test products that will be translated into other languages * How to test for compatibility with devices, such as printers * What laws apply to software quality An approach to software design that introduces a fully automated analysis giving designers immediate feedback, now featuring the latest version of the Alloy language. In Software Abstractions Daniel Jackson introduces an approach to software design that draws on traditional formal methods but exploits automated tools to find flaws as early as possible. This approach—which Jackson calls "lightweight formal methods" or "agile modeling"—takes from formal specification the idea of a precise and expressive notation based on a tiny core of simple and robust concepts but replaces conventional analysis based on theorem proving with a fully automated analysis that gives designers immediate feedback. Jackson has developed Alloy, a language that captures the essence of software abstractions simply and succinctly, using a minimal toolkit of mathematical notions. This revised edition updates the text, examples, and appendixes to be fully compatible with Alloy 4. Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, Lessons Learned in Software Testing speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion Explore software engineering methodologies, techniques, and best practices in Go programming to build easy-to-maintain software that can effortlessly scale on demand Key Features Apply best practices to produce lean, testable, and maintainable Go code to avoid accumulating technical debt Explore Go's built-in support for concurrency and message passing to build high-performance applications Scale your Go programs across machines and manage their life cycle using Kubernetes Book Description Over the last few years, Go has become one of the favorite languages for building scalable and distributed systems. Its opinionated design and built-in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores. This Golang book distills industry best practices for

writing lean Go code that is easy to test and maintain, and helps you to explore its practical implementation by creating a multi-tier application called Links 'R' Us from scratch. You'll be guided through all the steps involved in designing, implementing, testing, deploying, and scaling an application. Starting with a monolithic architecture, you'll iteratively transform the project into a service-oriented architecture (SOA) that supports the efficient out-of-core processing of large link graphs. You'll learn about various cutting-edge and advanced software engineering techniques such as building extensible data processing pipelines, designing APIs using gRPC, and running distributed graph processing algorithms at scale. Finally, you'll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster. By the end of this book, you'll know how to think like a professional software developer or engineer and write lean and efficient Go code. What you will learn Understand different stages of the software development life cycle and the role of a software engineer Create APIs using gRPC and leverage the middleware offered by the gRPC ecosystem Discover various approaches to managing package dependencies for your projects Build an end-to-end project from scratch and explore different strategies for scaling it Develop a graph processing system and extend it to run in a distributed manner Deploy Go services on Kubernetes and monitor their health using Prometheus Who this book is for This Golang programming book is for developers and software engineers looking to use Go to design and build scalable distributed systems effectively. Knowledge of Go programming and basic networking principles is required. Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. This book focuses on software sustainability, regarded in terms of how software is or can be developed while taking into consideration environmental, social, and economic dimensions. The sixteen chapters cover various related issues ranging from technical aspects like energy-efficient programming techniques, formal proposals related to energy efficiency measurement, patterns to build energy-efficient software, the role of developers on energy efficient software systems and tools for detecting and refactoring code smells/energy bugs; to human aspects like its impact on software sustainability or the adaptation of ACM/IEEE guidelines for student and professional education and; and an economics-driven architectural evaluation for sustainability. Also aspects as the elements of governance and management that organizations should consider when implementing, assessing and improving Green IT or the relationship between

software sustainability and the Corporate Social Responsibility of software companies are included. The chapters are complemented by usage scenarios and experience reports on several domains as cloud applications, agile development or e-Health, among others. As a whole, the chapters provide a complete overview of the various issues related to sustainable software development. The target readership for this book includes CxOs, (e.g. Chief Information Officers, Chief Executive Officers, Chief Technology Officers, etc.) software developers, software managers, auditors, business owners, and quality professionals. It is also intended for students of software engineering and information systems, and software researchers who want to know the state of the art regarding software sustainability. All software design is composition: the act of breaking complex problems down into smaller problems and composing those solutions. Most developers have a limited understanding of compositional techniques. It's time for that to change.In "Composing Software", Eric Elliott shares the fundamentals of composition, including both function composition and object composition, and explores them in the context of JavaScript. The book covers the foundations of both functional programming and object oriented programming to help the reader better understand how to build and structure complex applications using simple building blocks.You'll learn: Functional programmingObject compositionHow to work with composite data structuresClosuresHigher order functionsFunctors (e.g., array.map)Monads (e.g., promises)TransducersLensesAll of this in the context of JavaScript, the most used programming language in the world. But the learning doesn't stop at JavaScript. You'll be able to apply these lessons to any language. This book is about the timeless principles of software composition and its lessons will outlast the hot languages and frameworks of today. Unlike most programming books, this one may still be relevant 20 years from now.This book began life as a popular blog post series that attracted hundreds of thousands of readers and influenced the way software is built at many high growth tech startups and fortune 500 companies Videogames were once made with a vast range of tools and technologies, but in recent years a small number of commercially available 'game engines' have reached an unprecedented level of dominance in the global videogame industry. In particular, the Unity game engine has penetrated all scales of videogame development, from the large studio to the hobbyist bedroom, such that over half of all new videogames are reportedly being made with Unity. This book provides an urgently needed critical analysis of Unity as ‘cultural software’ that facilitates particular production workflows, design methodologies, and software literacies. Building on long-standing methods in media and cultural studies, and drawing on interviews with a range of videogame developers, Benjamin Nicoll and Brendan Keogh argue that Unity deploys a discourse of

democratization to draw users into its ‘circuits of cultural software’. For scholars of media production, software culture, and platform studies, this book provides a framework and language to better articulate the increasingly dominant role of software tools in cultural production. For videogame developers, educators, and students, it provides critical and historical grounding for a tool that is widely used yet rarely analysed from a cultural angle. Software Engineering: The Current Practice teaches students basic software engineering skills and helps practitioners refresh their knowledge and explore recent developments in the field, including software changes and iterative processes of software development. After a historical overview and an introduction to software technology and models, the book discusses the software change and its phases, including concept location, impact analysis, refactoring, actualization, and verification. It then covers the most common iterative processes: agile, directed, and centralized processes. The text also journeys through the software life span from the initial development of software from scratch to the final stages that lead toward software closedown. For Professionals The book gives programmers and software managers a unified view of the contemporary practice of software engineering. It shows how various developments fit together and fit into the contemporary software engineering mosaic. The knowledge gained from the book allows practitioners to evaluate and improve the software engineering processes in their projects. For Instructors Instructors have several options for using this classroom-tested material. Designed to be run in conjunction with the lectures, ideas for student projects include open source programs that use Java or C++ and range in size from 50 to 500 thousand lines of code. These projects emphasize the role of developers in a classroom-tailored version of the directed iterative process (DIP). For Students Students gain a real understanding of software engineering processes through the lectures and projects. They acquire hands-on experience with software of the size and quality comparable to that of industrial software. As is the case in the industry, students work in teams but have individual assignments and accountability. The idea of editing a book on modern software architectures and tools for CAPE (Computer Aided Process Engineering) came about when the editors of this volume realized that existing titles relating to CAPE did not include references to the design and development of CAPE software. Scientific software is needed to solve CAPE related problems by industry/academia for research and development, for education and training and much more. There are increasing demands for CAPE software to be versatile, flexible, efficient, and reliable. This means that the role of software architecture is also gaining increasing importance. Software architecture needs to reconcile the objectives of the software; the framework defined by the CAPE methods; the computational algorithms; and

the user needs and tools (other software) that help to develop the CAPE software. The object of this book is to bring to the reader, the software side of the story with respect to computer aided process engineering. Traditional software development methods struggle to keep pace with the accelerated pace and rapid change of Internet-era development. Several "agile methodologies" have been developed in response -- and these approaches to software development are showing exceptional promise. In this book, Jim Highsmith covers them all -- showing what they have in common, where they differ, and how to choose and customize the best agile approach for your needs.KEY TOPICS:Highsmith begins by introducing the values and principles shared by virtually all agile software development methods. He presents detailed case studies from organizations that have used them, as well as interviews with each method's principal authors or leading practitioners. Next, he takes a closer look at the key features and techniques associated with each major Agile approach: Extreme Programming (XP), Crystal Methods, Scrum, Dynamic Systems Development Method (DSDM), Lean Development, Adaptive Software Development (ASD), and Feature-Driven Development (FDD). In Part III, Highsmith offers practical advice on customizing the optimal agile discipline for your own organization.MARKET:For all software developers, project managers, and other IT professionals seeking more flexible, effective approaches to developing software. Estimating software development often produces more angst than value, but it doesn't have to. Identify the needs behind estimate requests and determine how to meet those needs simply and easily. Choose estimation techniques based on current needs and available information, gaining benefit while reducing cost and effort. Detect bad assumptions that might sink your project if you don't adjust your plans. Discover what to do when an estimate is wrong, how to recover, and how to use that knowledge for future planning. Learn to communicate about estimates in a healthy and productive way, maximizing advantage to the organization and minimizing damage to the people. In a world where most developers hate estimation and most managers fear disappointment with the results, there is hope for both. It requires giving up some widely held misconceptions. Let go of the notion that "an estimate is an estimate" and estimate for the particular need you, and your organization, have. Realize that estimates have a limited shelf-life, and reestimate frequently if it's important. When reality differs from your estimate, don't lament; mine that disappointment for the gold that can be the longer-term jackpot. Estimate in comparison to past experience, by modeling the work mathematically, or a hybrid of both. Learn strategies for effective decomposition of work and aspects of the work that likely affect your estimates. Hedge your bets by comparing the results of different approaches. Find out what to do when an estimate proves wrong. And they

will. They're estimates, after all. You'll discover that you can use estimates to warn you of danger so you can take appropriate action in time. Learn some crucial techniques to understand and communicate with those who need to understand. Address both the technical and sociological aspects of estimation, and you'll help your organization achieve its desired goals with less drama and more benefit. What You Need: No software needed, just your past experience and concern for the outcomes. Covering a variety of areas including software analysis, design, coding and maintenance, this text details the research conducted since the 1970s in this fast-developing field before going on to define a computer program from the viewpoint of computing and cognitive psychology. The two essential sides of programming, software production and software understanding, are given detailed treatment, with parallels drawn throughout between studies on processing texts written in natural language and processing computer programs. Of particular interest to researchers, practitioners and graduates in cognitive psychology, cognitive ergonomics and computer science. As software R&D investment increases, the benefits from short feedback cycles using technologies such as continuous deployment, experimentation-based development, and multidisciplinary teams require a fundamentally different strategy and process. This book will cover the three overall challenges that companies are grappling with: speed, data and ecosystems. Speed deals with shortening the cycle time in R&D. Data deals with increasing the use of and benefit from the massive amounts of data that companies collect. Ecosystems address the transition of companies from being internally focused to being ecosystem oriented by analyzing what the company is uniquely good at and where it adds value. An alternative history of software that places the liberal arts at the very center of software's evolution. In The Software Arts, Warren Sack offers an alternative history of computing that places the arts at the very center of software's evolution. Tracing the origins of software to eighteenth-century French encyclopedists' step-by-step descriptions of how things were made in the workshops of artists and artisans, Sack shows that programming languages are the offspring of an effort to describe the mechanical arts in the language of the liberal arts. Sack offers a reading of the texts of computing—code, algorithms, and technical papers—that emphasizes continuity between prose and programs. He translates concepts and categories from the liberal and mechanical arts—including logic, rhetoric, grammar, learning, algorithm, language, and simulation—into terms of computer science and then considers their further translation into popular culture, where they circulate as forms of digital life. He considers, among other topics, the "arithmetization" of knowledge that presaged digitization; today's multitude of logics; the history of demonstration, from deduction to newer forms of persuasion; and the post-

Chomsky absence of meaning in grammar. With The Software Arts, Sack invites artists and humanists to see how their ideas are at the root of software and invites computer scientists to envision themselves as artists and humanists. There has been a continued debate in Europe over whether to change the patentability of software - or so-called computer-implemented inventions - and to follow the US model of allowing software patents. Albeit as European regulation has been stopped in July 2005, this heated debate stays with us for the time being. The European debate has shown a severe lack of empirical analysis on the possible impact of software patenting that goes beyond interest-driven rhetoric. This book seeks to address this shortcoming by taking a two-fold approach. Firstly, a survey of German software companies provides a representative overview of both general strategies to protect inventions and opinions regarding the future IPR regime in the context of innovation strategies - including the importance and use of Open Source software. Secondly, a series of case studies illustrate the varying impacts that patents and other protection strategies can have in specific contexts. foundation as for the economic impacts and policy implications of software patents upon which to base a discussion on how to shape the intellectual property regime for software. Thus, this volume will be of interest to industrial economists and students, as well as legal scientists and analysts and students of governance in innovation systems. It will also appeal to all policy stakeholders dealing with IPR issues and/or software developing industries. The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together Producing Open Source Software, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never

even met -- can be challenging, it can also be fun. Producing Open Source Software takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers. Proven, 100% Practical Guidance for Making Scrum and Agile Work in Any Organization This is the definitive, realistic, actionable guide to starting fast with Scrum and agile-and then succeeding over the long haul. Leading agile consultant and practitioner Mike Cohn presents detailed recommendations, powerful tips, and real-world case studies drawn from his unparalleled experience helping hundreds of software organizations make Scrum and agile work. Succeeding with Agile is for pragmatic software professionals who want real answers to the most difficult challenges they face in implementing Scrum. Cohn covers every facet of the transition: getting started, helping individuals transition to new roles, structuring teams, scaling up, working with a distributed team, and finally, implementing effective metrics and continuous improvement. Throughout, Cohn presents "Things to Try Now" sections based on his most successful advice. Complementary "Objection" sections reproduce typical conversations with those resisting change and offer practical guidance for addressing their concerns. Coverage includes Practical ways to get started immediately-and "get good" fast Overcoming individual resistance to the changes Scrum requires Staffing Scrum projects and building effective teams Establishing "improvement communities" of people who are passionate about driving change Choosing which agile technical practices to use or experiment with Leading self-organizing teams Making the most of Scrum sprints, planning, and quality techniques Scaling Scrum to distributed, multiteam projects Using Scrum on projects with complex sequential processes or challenging compliance and governance requirements Understanding Scrum's impact on HR, facilities, and project management Whether you've completed a few sprints or multiple agile projects and whatever your role-manager, developer, coach, ScrumMaster, product owner, analyst, team lead, or project lead-this book will help you succeed with your very next project. Then, it will help you go much further: It will help you transform your entire development organization. Although software development is one of the most complex activities carried out by man, sound development processes and proper project management can help ensure your software projects are delivered on time and under budget. Providing the know-how to manage software projects effectively, Introduction to Software Project Management supplies an acces Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software

development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapser Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann 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. For courses in Object-Oriented Design, C++ Intermediate Programming, and Object-Oriented Programming. Written for software engineers in the trenches, this text focuses on the technology-the principles, patterns, and process-that help software engineers effectively manage increasingly complex operating systems and applications. There is also a strong emphasis on the people behind the technology. This text will prepare students for a career in software engineering and serve as an on-going education for software engineers. As the digital economy changes the rules of the game for enterprises, the role of software and IT architects is also transforming. Rather than focus on technical decisions alone, architects and senior technologists need to combine organizational and technical knowledge to effect change in their company’s structure and processes. To accomplish that, they need to connect the IT engine room to the penthouse, where the business strategy is defined. In this guide, author Gregor Hohpe shares real-world advice and hard-learned lessons from actual IT transformations. His anecdotes help architects, senior developers, and other IT professionals prepare for a more complex but rewarding role in the enterprise. This book is ideal for: Software architects and senior developers looking to shape the company’s technology direction or assist in an

organizational transformation Enterprise architects and senior technologists searching for practical advice on how to navigate technical and organizational topics CTOs and senior technical architects who are devising an IT strategy that impacts the way the organization works IT managers who want to learn what's worked and what hasn't in large-scale transformation Successful software depends as much on scrupulous testing as it does on solid architecture or elegant code. But testing is not a routine process, it's a constant exploration of methods and an evolution of good ideas. Beautiful Testing offers 23 essays from 27 leading testers and developers that illustrate the qualities and techniques that make testing an art. Through personal anecdotes, you'll learn how each of these professionals developed beautiful ways of testing a wide range of products -- valuable knowledge that you can apply to your own projects. Here's a sample of what you'll find inside: Microsoft's Alan Page knows a lot about large-scale test automation, and shares some of his secrets on how to make it beautiful Scott Barber explains why performance testing needs to be a collaborative process, rather than simply an exercise in measuring speed Karen Johnson describes how her professional experience intersected her personal life while testing medical software Rex Black reveals how satisfying stakeholders for 25 years is a beautiful thing Mathematician John D. Cook applies a classic definition of beauty, based on complexity and unity, to testing random number generators All author royalties will be donated to the Nothing But Nets campaign to save lives by preventing malaria, a disease that kills millions of children in Africa each year. This book includes contributions from: Adam Goucher Linda Wilkinson Rex Black Martin Schröder Clint Talbert Scott Barber Kamran Khan Emily Chen Brian Nitz Remko Tronçon Alan Page Neal Norwitz Michelle Levesque Jeffrey Yasskin John D. Cook Murali Nandigama Karen N. Johnson Chris McMahon Jennitta Andrea Lisa Crispin Matt Heusser Andreas Zeller David Schuler Tomasz Kojm Adam Christian Tim Riley Isaac Clerencia This open access book constitutes the research workshops, doctoral symposium and panel summaries presented at the 20th International Conference on Agile Software Development, XP 2019, held in Montreal, QC, Canada, in May 2019. XP is the premier agile software development conference combining research and practice. It is a hybrid forum where agile researchers, academics, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. Following this history, for both researchers and seasoned practitioners XP 2019 provided an informal environment to network, share, and discover trends in Agile for the next 20 years. Research papers and talks submissions were invited for the three XP 2019 research workshops, namely, agile transformation, autonomous teams, and large scale agile. This book includes

15 related papers. In addition, a summary for each of the four panels at XP 2019 is included. The panels were on security and privacy; the impact of the agile manifesto on culture, education, and software practices; business agility – agile's next frontier; and Agile – the next 20 years. Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering Java software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems The award-winning and highly influential Software Architecture in Practice, Third Edition, has been substantially revised to reflect the latest developments in the field. In a real-world setting, the book once again introduces the concepts and best practices of software architecture—how a software system is structured and how that system's elements are meant to interact. Distinct from the details of implementation, algorithm, and data representation, an architecture holds the key to achieving system quality, is a reusable asset that can be applied to subsequent systems, and is crucial to a software organization's business strategy. The authors have structured this edition around the concept of architecture influence cycles. Each cycle shows how architecture influences, and is influenced by, a particular context in which architecture plays a critical role. Contexts include technical environment, the life cycle of a project, an organization's business profile, and the architect's professional practices. The authors also have greatly expanded their treatment of quality attributes, which remain central to their architecture philosophy—with an entire chapter devoted to each attribute—and broadened their treatment of architectural patterns. If you design, develop, or manage large software systems (or plan to do so), you will find this book to be a valuable resource for getting up to speed on the state of the art. Totally new material covers Contexts of software architecture: technical, project, business, and

professional Architecture competence: what this means both for individuals and organizations The origins of business goals and how this affects architecture Architecturally significant requirements, and how to determine them Architecture in the life cycle, including generate-and-test as a design philosophy; architecture conformance during implementation; architecture and testing; and architecture and agile development Architecture and current technologies, such as the cloud, social networks, and end-user devices How can we co-opt digital tools to build a more beautiful future? In the spring of 2020-amidst a global pandemic, economic depression, and transformational movement for racial equity-we talked to artists and activists about tech's potential to help reinvent our shared realities. Published by Pioneer Works Press in collaboration with The Creative Independent and Are.na, Software for Artists Book: Building Better Realities is edited by Willa Köerner, and features contributions from Salome Asega, Stephanie Dinkins, Grayson Earle, ann haeyoung, Rindon Johnson, Ryan Kuo, and Tsige Tafesse-plus 47 Digital Diary entries from our community. A free PDF version of the book will be released on the occasion of Software for Artists Day 6, happening on July 18 & 19, 2020. Description: The book, Software Development Teams, offers a new and unique approach to developing software project teams. It guides IT experts and managers for forming, assessing and developing successful project management teams for effective performance and productivity. Focusing on the management side of the software industry, this text-cum-reference book discusses key aspects of the management such as performance measurement, organisational structure and development, motivation of the team with awards and rewards to bring innovative ideas, and the best practices followed in the modern software industry for measuring the team effectively. The book begins with an introduction of software teams, explaining how software projects are different. It then discusses the characteristics, skills and competencies that are required for a perfect programmer or a project manager, in addition to many other dimensions of software development teams. It further includes empirical studies on team climate, team performance, team productivity and team innovation. Next, it explores the factors that are important for maintaining the software development team climate, and the impact of conflicts on teams, which may ultimately have negative impact on the organisation. Tools and techniques to measure performance of software development team are explained along with the factors that influence the teams' performance, relationship between team cohesion, productivity and finally the performance. Different types of possible innovation in software teams and organisations, innovation cycle and framework, role of top management and leadership in team management are also given due weightage. Providing an exhaustive description of the origin and present

status of the Indian software industry using statistical data, the book is useful for the students of MBA (IT), BE/B.Tech (CS and IT), M.Tech (CS and IT) and M.Tech (Software Engineering). The book is also useful as a reference for professionals in the field of information systems, software project management, software engineering, team management and organisational development. Key features of the book Highlights the latest studies in the field and cites inferences of various researchers. Includes numerous figures, tables, graphs, and abbreviations to clarify the concepts. Provides chapter-end questions and quick quiz (multiple choice questions with answers) to test the knowledge acquired. Incorporates keywords and adequate number of references, which make the book an ideal tool for learning the concepts of software development teams. Includes case studies to show the application of concepts of software development teams in real life scenarios. This book focuses on the development and implementation of cloud-based, complex software that allows parallelism, fast processing, and real-time connectivity. Software engineering (SE) is the design, development, testing, and implementation of software applications, and this discipline is as well developed as the practice is well established whereas the Cloud Software Engineering (CSE) is the design, development, testing, and continuous delivery of service-oriented software systems and applications (Software as a Service Paradigm). However, with the emergence of the highly attractive cloud computing (CC) paradigm, the tools and techniques for SE are changing. CC provides the latest software development environments and the necessary platforms relatively easily and inexpensively. It also allows the provision of software applications equally easily and on a pay-as-you-go basis. Business requirements for the use of software are also changing and there is a need for applications in big data analytics, parallel computing, AI, natural language processing, and biometrics, etc. These require huge amounts of computing power and sophisticated data management mechanisms, as well as device connectivity for Internet of Things (IoT) environments. In terms of hardware, software, communication, and storage, CC is highly attractive for developing complex software that is rapidly becoming essential for all sectors of life, including commerce, health, education, and transportation. The book fills a gap in the SE literature by providing scientific contributions from researchers and practitioners, focusing on frameworks, methodologies, applications, benefits and inherent challenges/barriers to engineering software using the CC paradigm. Effective Prototyping for Software Makers is a practical, informative resource that will help anyone—whether or not one has artistic talent, access to special tools, or programming ability—to use good prototyping style, methods, and tools to build prototypes and manage for effective prototyping. This book features a prototyping process with

guidelines, templates, and worksheets; overviews and step-by-step guides for nine common prototyping techniques; an introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; templates and other resources used in the book available on the Web for reuse; clearly-explained concepts and guidelines; and full-color illustrations and examples from a wide variety of prototyping processes, methods, and tools. This book is an ideal resource for usability professionals and interaction designers; software developers, web application designers, web designers, information architects, information and industrial designers. * A prototyping process with guidelines, templates, and worksheets; * Overviews and step-by-step guides for 9 common prototyping techniques; * An introduction with step-by-step guidelines to a variety of prototyping tools that do not require advanced artistic skills; * Templates and other resources used in the book available on the Web for reuse; * Clearly-explained concepts and guidelines; * Full-color illustrations, and examples from a wide variety of prototyping processes, methods, and tools. * www.mkp.com/prototyping Software configuration management (SCM) is one of the scientific tools that is aimed to bring control to the software development process. This new resource is a complete guide to implementing, operating, and maintaining a successful SCM system for software development. Project managers, system designers, and software developers are presented with not only the basics of SCM, but also the different phases in the software development lifecycle and how SCM plays a role in each phase. The factors that should be considered and the pitfalls that should be avoided while designing the SCM system and SCM plan are also discussed. In addition, this third edition is updated to include cloud computing and on-demand systems. This book does not rely on one specific tool or standard for explaining the SCM concepts and techniques; In fact, it gives readers enough information about SCM, the mechanics of SCM, and SCM implementation, so that they can successfully implement a SCM system. This state-of-the-art survey examines the credentials of agent-based approaches as a software engineering paradigm. The 15 revised full papers presented together with two invited articles were carefully selected from 49 submissions during two rounds of reviewing and improvement for the Third International Workshop on Agent-Oriented Software Engineering, AOSE 2002, held in Bologna, Italy, during AAMAS 2002. The papers address all current issues in the field of software agents and multi-agent systems relevant for software engineering; they are organized in topical sections on - modeling, specification, and validation - patterns, architectures, and reuse - UML and agent systems - methodologies and tools - positions and perspectives "What makes this book so important is that it reflects the experiences of two of the industry's most experienced hands at getting real-

world engineers to understand just what they're being asked for when they're asked to write secure code. The book reflects Michael Howard's and David LeBlanc's experience in the trenches working with developers years after code was long since shipped, informing them of problems." --From the Foreword by Dan Kaminsky, Director of Penetration Testing, IOActive Eradicate the Most Notorious Insecure Designs and Coding Vulnerabilities Fully updated to cover the latest security issues, 24 Deadly Sins of Software Security reveals the most common design and coding errors and explains how to fix each one-or better yet, avoid them from the start. Michael Howard and David LeBlanc, who teach Microsoft employees and the world how to secure code, have partnered again with John Viega, who uncovered the original 19 deadly programming sins. They have completely revised the book to address the most recent vulnerabilities and have added five brand-new sins. This practical guide covers all platforms, languages, and types of applications. Eliminate these security flaws from your code: SQL injection Web server- and client-related vulnerabilities Use of magic URLs, predictable cookies, and hidden form fields Buffer overruns Format string problems Integer overflows C++ catastrophes Insecure exception handling Command injection Failure to handle errors Information leakage Race conditions Poor usability Not updating easily Executing code with too much privilege Failure to protect stored data Insecure mobile code Use of weak password-based systems Weak random numbers Using cryptography incorrectly Failing to protect network traffic Improper use of PKI Trusting network name resolution This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software

designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design. Market_Desc: Students and instructors of software engineering, as well as practitioners of software testing. Special Features: · Balances theoretical ideas with practical explanations.· An excellent professional reference and outstanding teaching tool with example programs used in automating test executions, test questions, examples, teaching suggestions, chapter summaries, further reading, and a solutions manual. About The Book: Topics covered include: key concepts in software quality assurance (SQA), SQA processes and metrics; the role of testing; basics of program testing; theory of program testing; code review; unit testing; test generation from control flow graphs, data flow graphs, and program domains; system integration; system testing; test execution; test automation; acceptance testing; quality metrics and reliability models.

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