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• A software component is a unit of composition with contractually specified interfaces and explicit context dependencies only. A software component can be deployed independently and is subject to composition by third-parties. © Ian Sommerville 2004Software Engineering, 7th edition. Chapter 19Slide 10

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Ian Sommerville is a full Professor of Software Engineering at the University of St. Andrews in Scotland, where he teaches courses in advanced software engineering and critical systems engineering. His research interest lies in complex, dependable systems. Ian Somerville is the recipient of the 2011 ACM SIGSOFT Influential Educator Award.

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Verification and Validation - Ian Sommerville's ...

• To discover faults or defects in the software where its behaviour is incorrect or not in conformance with its specification; • A successful test is a test that makes the system perform incorrectly and so exposes a defect in the system. ©Ian Sommerville 2004Software Engineering, 7th edition. Chapter 23Slide 8 The software testing process

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For courses in computer science and software engineering The Fundamental Practice of Software Engineering Software Engineering introduces readers to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The Tenth Edition contains new information that highlights various technological updates of recent years, providing readers with highly relevant and current information. Sommerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live.

This book discusses a comprehensive spectrum of software engineering techniques and shows how they can be applied in practical software projects. This edition features updated chapters on critical systems, project management and software requirements.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering, The ninth edition of Software Engineering presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering, gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Software Engineering Management

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Innovations in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Topics Covered: • Image and Pattern Recognition: Compression, Image processing, Signal Processing Architectures, Signal Processing for Communication, Signal Processing Implementation, Speech Compression, and Video Coding Architectures. • Languages and Systems: Algorithms, Databases, Embedded Systems and Applications, File Systems and I/O, Geographical Information Systems, Kernel and OS Structures, Knowledge Based Systems, Modeling and Simulation, Object Based Software Engineering, Programming Languages, and Programming Models and tools. • Parallel Processing: Distributed Scheduling, Multiprocessing, Real-time Systems, Simulation Modeling and Development, and Web Applications. • Signal and Image Processing: Content Based Video Retrieval, Character Recognition, Incremental Learning for Speech Recognition, Signal Processing Theory and Methods, and Vision-based Monitoring Systems. • Software and Systems: Activity-Based Software Estimation, Algorithms, Genetic Algorithms, Information Systems Security, Programming Languages, Software Protection Techniques, Software Protection Techniques, and User Interfaces. • Distributed Processing: Asynchronous Message Passing System, Heterogeneous Software Environments, Mobile Ad Hoc Networks, Resource Allocation, and Sensor Networks. • New trends in computing: Computers for People of Special Needs, Fuzzy Inference, Human Computer Interaction, Incremental Learning, Internet-based Computing Models, Machine Intelligence, Natural Language.

During the last two decades, the idea of Semantic Web has received a great deal of attention. An extensive body of knowledge has emerged to describe technologies that seek to help us create and use aspects of the Semantic Web. Ontology and agent-based technologies are understood to be the two important technologies here. A large number of articles and a number of books exist to describe the use individually of the two technologies and the design of systems that use each of these technologies individually, but little focus has been given on how one can - sign systems that carryout integrated use of the two different technologies. In this book we describe ontology and agent-based systems individually, and highlight advantages of integration of the two different and complementary te- nologies. We also present a methodology that will guide us in the design of the - tegrated ontology-based multi-agent systems and illustrate this methodology on two use cases from the health and software engineering domain. This book is organized as follows: • Chapter I, Current issues and the need for ontologies and agents, describes existing problems associated with uncontrollable information overload and explains how ontologies and agent-based systems can help address these - sues. • Chapter II, Introduction to multi-agent systems, defines agents and their main characteristics and features including mobility, communications and collaboration between different agents. It also presents different types of agents on the basis of classifications done by different authors.

Extreme Programming has come a long way since its 1rst use in the C3 project almost 10 years ago. Agile methods have found their way into the mainstream, and at the end of last year we saw the second edition of Kent Beck ' s book on Extreme Programming, containing a major refactoring of XP. This year, the 6th International Conference on Extreme Programming and Agile Processes in Software Engineering took place June 18 – 23 in Sheffield. As in the yearsbefore, XP 2005provideda unique forum for industry and academic professionals to discuss their needs and ideas on Extreme Programming and - ile methodologies. These proceedings re/ect the activities during the conference which ranged from presentation of research papers, invited talks, posters and demonstrations, panels and activity sessions, to tutorials and workshops. - cluded are also papers from the Ph.D. and Master ' s Symposium which provided a forum for young researchers to present their results and to get feedback. Asvariedastheactivities werethe topicsofthe conferencewhichcoveredthe presentationofnewandimprovedpractices,empiricalstudies,experiencereports and case studies, and last but not least the social aspects of agile methods. The papers and the activities went through a rigorous reviewing process. Each paper was reviewed by at least three Program Committee members and wasdiscussedcarefullyamongtheProgramCommittee.O162papersubmitted, only 22 were accepted as full papers.

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