Software Architecture In Practice Sei Series In Software Engineering Hardcover

Software Architecture in Practice Research into Practice - Reality and Gaps Evaluating Software Architectures *Software Architecture in Practice* Advanced Software Engineering: Expanding the Frontiers of Software Technology Design Science Research in Information Systems: Advances in Theory and Practice *CMM in Practice* Advanced Automated Software Testing: Frameworks for Refined Practice Documenting Software Architectures *Computational Science and Its Applications - ICCSA 2006 Software Product-Family Engineering Software Architectures, Components, and Applications Quality Software Project Management SOFTWARE DESIGN, ARCHITECTURE AND ENGINEERING* Advanced Information Systems Engineering *Software Architecture* Human Computer Interaction Insight into Theoretical and Applied Informatics Software Engineering for Experimental Robotics *Clinical Technologies: Concepts, Methodologies, Tools and Applications* Model-Driven Software Development: Integrating Quality Assurance Project Management, Planning and Control Systems Engineering for Business Process Change: New Directions *Formal Methods for Software Architectures* Software Architecture Software Product Lines Designing Security Architecture Solutions Software Product Lines: Going Beyond *High Confidence Software Reuse in Large Systems* Conceptual Modeling Digital Transformation, Cyber Security and Resilience of Modern Societies Process-Oriented Analysis and Validation of Multi-Agent-Based Simulations Software Engineering Software Architecture Requirements Engineering for Sociotechnical Systems Rapid Integration of Software Engineering Techniques Future-Proof Software-Systems *Fundamental Approaches to Software Engineering* Harnessing Green IT Conceptual Modeling

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Advanced Automated Software Testing: Frameworks for Refined Practice Mar 26 2022 "This book discusses the current state of test automation practices, as it includes chapters related to software test automation and its validity and applicability in different domains"--Provided by publisher.

Insight into Theoretical and Applied Informatics May 16 2021 The book is addressed to young people interested in computer technologies and computer science. The objective of this book is to provide the reader with all the necessary elements to get him or her started in the modern field of informatics and to allow him or her to become aware of the relationship between key areas of computer science. The book is addressed not only to future software developers, but also to all who are interested in computing in a widely understood sense. The authors also expect that some computer professionals will want to review this book to lift themselves above the daily grind and to embrace the excellence of the whole field of computer science. Unlike existing books, this one bypasses issues concerning the construction of computers and focuses only on information processing. Recognizing the importance of the human factor in information processing, the authors intend to present the theoretical foundations of computer science, software development rules, and some business aspects of informatics in non-technocratic, humanistic terms.

Harnessing Green IT Jul 26 2019 "Ultimately, this is a remarkable book, a practical testimonial, and a comprehensive bibliography rolled into one. It is a single, bright sword cut across the various murky green IT topics. And if my mistakes and lessons learned through the green IT journey are any indication, this book will be used every day by folks interested in greening IT." — Simon Y. Liu, Ph.D. & Ed.D., Editor-in-Chief, IT Professional Magazine, IEEE Computer Society, Director, U.S. National Agricultural Library This book presents a holistic perspective on Green IT by discussing its various facets and showing how to strategically embrace it Harnessing Green IT: Principles and Practices examines various ways of making computing and information systems greener – environmentally sustainable –, as well as several means of using Information Technology (IT) as a tool and an enabler to improve the environmental sustainability. The book focuses on both greening of IT and greening by IT – complimentary approaches to attaining environmental sustainability. In a single volume, it comprehensively covers several key aspects of Green IT – green technologies, design, standards, maturity models, strategies and adoption –, and presents a clear approach to greening IT encompassing green use, green disposal, green design, and green manufacturing. It also illustrates how to strategically apply green IT in practice in

several areas. Key Features: Presents a comprehensive coverage of key topics of importance and practical relevance – green technologies, design, standards, maturity models, strategies and adoption Highlights several useful approaches to embracing green IT in several areas Features chapters written by accomplished experts from industry and academia who have first-hand knowledge and expertise in specific areas of green IT Presents a set of review and discussion questions for each chapter that will help the readers to examine and explore the green IT domain further Includes a companion website providing resources for further information and presentation slides This book will be an invaluable resource for IT Professionals, academics, students, researchers, project leaders/managers, IT business executives, CIOs, CTOs and anyone interested in Green IT and harnessing it to enhance our environment.

Software Architecture in Practice Jul 30 2022 This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

Model-Driven Software Development: Integrating Quality Assurance Feb 10 2021 Covers important concepts, issues, trends, methodologies, and technologies in quality assurance for model-driven software development.

Future-Proof Software-Systems Sep 27 2019 This book focuses on software architecture and the value of architecture in the development of long-lived, mission-critical, trustworthy software-systems. The author introduces and demonstrates the powerful strategy of "Managed Evolution," along with the engineering best practice known as "Principle-based Architecting." The book examines in detail architecture principles for e.g., Business Value, Changeability, Resilience, and Dependability. The author argues that the software development community has a strong responsibility to produce and operate useful, dependable, and trustworthy software. Software should at the same time provide business value and guarantee many quality-of-service properties, including security, safety, performance, and integrity. As Dr. Furrer states, "Producing dependable software is a balancing act between investing in the implementation of business functionality and investing in the quality-of-service properties of the software-systems." The book presents extensive coverage of such concepts as: Principle-Based Architecting Managed Evolution Strategy The Future Principles for Business Value Legacy Software Modernization/Migration Architecture Principles for Changeability Architecture Principles for Resilience Architecture Principles for Dependability The text is supplemented with numerous figures, tables, examples and illustrative quotations. Future-Proof Software-Systems provides a set of good engineering practices, devised for integration into most software development processes dedicated to the creation of software-systems that incorporate Managed Evolution.

Fundamental Approaches to Software Engineering Aug 26 2019 This book constitutes the refereed proceedings of the 15th International Conference on Fundamental Approaches to Software Engineering, FASE 2012, held in Tallinn, Estonia, in March/April 2012, as part of ETAPS 2012, the European Joint Conferences on Theory and Practice of Software. The 33 full papers presented together with one full length invited talk were carefully reviewed and slected from 134 submissions. The papers are organized in topical sections on software architecture and components, services, verification and monitoring, intermodelling and model transformations, modelling and adaptation, product lines and feature-oriented programming, development process, verification and synthesis, testing and maintenance, and slicing and refactoring.

Process-Oriented Analysis and Validation of Multi-Agent-Based Simulations Mar 02 2020 In multi-agent-based simulation (MABS) the behavior of individual actors is modeled in detail. The analysis and validation of these models is rated as difficult and requires support by innovative techniques and tools. Problems include model complexity, the amount and often qualitative representation of simulation results, and the typical dichotomy between microscopic modeling and macroscopic observation perspectives. In recent years, data mining has been increasingly applied as a support technique in this context. A particularly promising approach is found in the field of process mining. Due to its rooting in business process analysis, process mining shares several process- and organization-oriented analysis perspectives and use cases with agent-based modeling. This thesis proposes a conceptual framework for the systematic application of process mining to the analysis and validation of MABS. As a foundation, agent-oriented analysis perspectives and simulation-specific use cases are identified and complemented with methods, techniques, and results from the literature. A partial formalization of perspectives and use cases is sketched by utilizing concepts from process modeling and software engineering. Beyond the conceptual work, process mining is applied in two case studies related to different modeling and simulation approaches.

Requirements Engineering for Sociotechnical Systems Nov 29 2019 "This book provides a detailed account concerning information society and the challenges and application posed by its elicitation, specification, validation and management: from embedded software in cars to internet-based applications, COTS packages, health-care, and others"--Provided by publisher.

Software Architecture Dec 31 2019 Software architecture is a primary factor in the creation and evolution of virtually all products involving software. It is a topic of major interest in the research community where pronusmg formalisms, processes, and technologies are under development. Architecture is also of major interest in industry because it is recognized as a significant leverage point for

manipulating such basic development factors as cost, quality, and interval. Its importance is attested to by the fact that there are several international workshop series as well as major conference sessions devoted to it. The First Working IFIP Conference on Software Architecture (WICSAl) provided a focused and dedicated forum for the international software architecture community to unify and coordinate its effort to advance the state of practice and research. WICSA 1 was organized to facilitate information exchange between practising software architects and software architecture researchers. The conference was held in San Antonio, Texas, USA, from February 22nd to February 24th, 1999; it was the initiating event for the new IFIP TC-2 Working Group on Software Architecture. This proceedings document contains the papers accepted for the conference. The papers in this volume comprise both experience reports and technical papers. The proceedings reflect the structure of the conference and are divided into six sections corresponding to the working groups established for the conference.

Software Product Lines Sep 07 2020 This book constitutes the refereed proceedings of the Third International Software Product Line Conference, SPLC 2004, held in Boston, MA, USA in August/September 2004. The 18 revised full technical papers presented together with a keynote abstract and summaries of panels, tutorials, and workshops were carefully reviewed and selected for inclusion in the book. Organized in sections on business, architecture, and quality assurance, the papers address topics ranging from how to start a software product line in a company, to case studies of mature product lines and the technology used, to test strategies of product lines, to strategies and notations for creating product line architectures, and to the importance of binding times in creating product lines.

Documenting Software Architectures Feb 22 2022 Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book

features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SySML

CMM in Practice Apr 26 2022 Project initiation; Project planning; Project execution and termination.

Software Engineering for Experimental Robotics Apr 14 2021 This book reports on the concepts and ideas discussed at the well attended ICRA2005 Workshop on "Principles and Practice of Software Development in Robotics", held in Barcelona, Spain, April 18 2005. It collects contributions that describe the state of the art in software development for the Robotics domain. It also reports a number of practical applications to real systems and discuss possible future developments.

Software Engineering Jan 30 2020 This book presents selected proceedings of the annual convention of the Computer Society of India. Divided into 10 topical volumes, the proceedings present papers on state-of-the-art research, surveys, and succinct reviews. They cover diverse topics ranging from communications networks to big data analytics, and from system architecture to cyber security. This book focuses on Software Engineering, and informs readers about the state of the art in software engineering by gathering high-quality papers that represent the outcomes of consolidated research and innovations in Software Engineering and related areas. In addition to helping practitioners and researchers understand the chief issues involved in designing, developing, evolving and validating complex software systems, it provides comprehensive information on developing professional careers in Software Engineering. It also provides insights into various research issues such as software reliability, verification and validation, security and extensibility, as well as the latest concepts like component-based development, software process models, process-driven systems and human-computer collaborative systems.

SOFTWARE DESIGN, ARCHITECTURE AND ENGINEERING Sep 19 2021 This textbook aims to prepare students, as well as, practitioners for software design and production. Keeping in mind theory and practice, the book keeps a balance between theoretical foundations and practical

considerations. The book by and large meets the requirements of students at all levels of computer science and engineering/information technology for their Software design and Software engineering courses. The book begins with concepts of data and object. This helps in exploring the rationale that guide high level programming language (HLL) design and object oriented frameworks. Once past this post, the book moves on to expand on software design concerns. The book emphasizes the centrality of Parnas's separation of concerns in evolving software designs and architecture. The book extensively explores modelling frameworks such as Unified Modelling Language (UML) and Petri net based methods. Next, the book covers architectural principles and software engineering practices such as Agile – emphasizing software testing during development. It winds up with case studies demonstrating how systems evolve from basic concepts to final products for quality software designs. TARGET AUDIENCE • Undergraduate/postgraduate students of Computer Science and Engineering, and Information Technology • Postgraduate students of Software Engineering/Software Systems

Design Science Research in Information Systems: Advances in Theory and Practice May 28 2022 This book constitutes the refereed proceedings of the 7th International Conference on Design Science Research in Information Systems and Technology, DERIST 2012, held in Las Vegas, NV, USA, in May 2012. The 24 revised full papers presented together with 7 revised short papers were carefully reviewed and selected from 44 submissions. The papers are organized in topical sections on DSRIS in practice, DSRIS methodologies and techniques, social and environmental aspects of DSRIS, theory and theory building in DSRIS, and evaluation of DSRIS projects.

Software Product Lines: Going Beyond Jul 06 2020 This volume constitutes the refereed proceedings of the 14th International Software Product Line Conference, SPLC 2010, held on Jeju Island, South Korea, in September 2010.

<u>Software Architectures, Components, and Applications</u> Nov 21 2021 Researchers and professionals will find in this text the thoroughly refereed post-proceedings of the Third International Conference on the Quality of Software Architectures, QoSA 2007, held in Medford, MA, USA, in 2007. It was mounted in conjunction with the 10th International ACM SIGSOFT Symposium on Component-Based Software Engineering, CBSE 2007. The 13 revised full papers presented together with one keynote lecture were carefully reviewed and selected from 42 submissions.

Research into Practice – Reality and Gaps Oct 01 2022 Annotation This book constitutes the thoroughly refereed proceedings of the 6th International Conference, QoSA 2010, held in Prague, Czech Republic in June 2010. The 11 revised long papers were selected from 32 submissions and are organized in topical sections on Model-Driven

Analysis, Quality of Service Adaption as well as Case Studies and Experience Reports.

Formal Methods for Software Architectures Nov 09 2020 In the past ten years or so, software architecture has emerged as a central notion in the development of complex software systems. Software architecture is now accepted in the software engineering research and development community as a manageable and meaningful abstraction of the system under development and is applied throughout the software development life cycle, from requirements analysis and validation, to design and down to code and execution level. This book presents the tutorial lectures given by leading authorities at the Third International School on Formal Methods for the Design of Computer, Communication and Software Systems, SFM 2003, held in Bertinoro, Italy, in September 2003. The book is ideally suited for advanced courses on software architecture as well as for ongoing education of software engineers using formal methods in their day-to-day professional work.

Advanced Software Engineering: Expanding the Frontiers of Software Technology Jun 28 2022 On behalf of the Organizing Committee for this event, we are glad to welcome you to IWASE 2006, the First International Workshop on Advanced Software Engineering. We hope you will enjoy the traditional Chilean hospitality and, of course, please tell us how we can make your visit a pleasant and useful experience. The goal of this Workshop is to create a new forum for researchers, professionals and educators to discuss advanced software engineering topics. A distinctive feature of this Workshop is its attempt to foster interactions between the Latin-American software engineering community and computer scientists around the world. This is an opportunity to discuss with other researchers or simply to meet new colleagues. IWASE 2006 has been organized to facilitate strong interactions among those attending it and to offer ample time for discussing each paper. IWASE 2006 attracted 28 submissions from 14 countries, 8 of them outside Latin-America. Each of the 28 articles was reviewed by at least three members of the Program Committee. As a result of this rigorous reviewing process, 13 papers were accepted: nine fiill papers and four work-in-progress papers. These papers were grouped in four tracks; software architecture, software modeling, software development process and experiences in software development.

Designing Security Architecture Solutions Aug 07 2020 The first guide to tackle security architecture at the softwareengineering level Computer security has become a critical business concern, and, assuch, the responsibility of all IT professionals. In thisgroundbreaking book, a security expert with AT&T Business'srenowned Network Services organization explores system securityarchitecture from a software engineering perspective. He explainswhy strong security must be a guiding principle of the developmentprocess and identifies a common set of features found in mostsecurity products, explaining how they

can and should impact thedevelopment cycle. The book also offers in-depth discussions ofsecurity technologies, cryptography, database security, applicationand operating system security, and more.

Software Product-Family Engineering Dec 23 2021 This book contains the proceedings of the Fourth International Workshop on Product Family Engineering, PFE-4, held in Bilbao, Spain, October 3-5, 2001. This workshop was the fourth in a series started in 1996, with the same s-ject, software product-family engineering. Proceedings of the second and third workshops have been published as LNCS 1429 and LNCS 1951. The workshops were organized within co-operation projects of European – dustry, the ?rst two by ARES (Esprit IV 20.477) 1995-1999. This project had three industrial and three academic partners, and focused on software archit-turesforproductfamilies.SomeofthepartnerscontinuedinITEAproject99005, ESAPS(1999-2001).ITEAisthesoftwaredevelopmentprogram(?!2023)within the European Eureka initiative. ITEA projects last for two years and ESAPS ? was succeeded by CAFE (ITEA ip00004), which started in 2001 and will t- minate in 2003. This workshop was initially prepared within ESAPS and the ? preparation continued in CAFE. Due to the attacks in the USA of September 11, several people were not able to ?y and therefore did not show up. However, we have included their submissions in these proceedings. The session chair presented these submissions, and their inputs were used during the discussions. It was planned that Henk Obbink be workshop chair, and Linda Northrop and Sergio Bandinelli be co-chairs. However, because of personal circumstances Henk Obbink was not able to leave home during the workshop. Moreover both co-chairs had already enough other duties. Therefore the chairing duties were taken over by the program chair, Frank van der Linden.

Conceptual Modeling Jun 24 2019 This book constitutes the refereed proceedings of the 34th International Conference on Conceptual Modeling, ER 2015, held in Stockholm, Sweden, in October 2015. The 26 full and 19 short papers presented were carefully reviewed and selected from 131 submissions. The papers are organized in topical sections on business process and goal models, ontology-based models and ontology patterns, constraints, normalization, interoperability and integration, collaborative modeling, variability and uncertainty modeling, modeling and visualization of user generated content, schema discovery and evolution, process and text mining, domain-based modeling, data models and semantics, and applications of conceptual modeling.

Systems Engineering for Business Process Change: New Directions Dec 11 2020 Systems Engineering for Business Process Change: New Directions is a collection of papers resulting from an EPSRC managed research programme set up to investigate the relationships between Legacy IT Systems and Business Processes. The papers contained in this volume report the results from the projects funded by the programme,

which ran between 1997 and 2001. An earlier volume, published in 2000, reported interim results. Bringing together researchers from diverse backgrounds in Computer Science, Information Systems, Engineering and Business Schools, this book explores the problems experienced by IT-dependent businesses that have to implement changing business processes in the context of their investment in legacy systems. The book presents some of the solutions investigated through the collaborations set up within the research programme. Whether you are a researcher interested in the ideas that were generated by the research programme, or a user trying to understand the nature of the problems and their solutions, you cannot fail to be inspired by the writings contained in this volume.

Quality Software Project Management Oct 21 2021 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.

Human Computer Interaction Jun 16 2021 Penetrates the human computer interaction (HCI) field with breadth and depth of comprehensive research.

Digital Transformation, Cyber Security and Resilience of Modern Societies Apr 02 2020 This book presents the implementation of novel concepts and solutions, which allows to enhance the cyber security of administrative and industrial systems and the resilience of economies and societies to cyber and hybrid threats. This goal can be achieved by rigorous information sharing, enhanced situational awareness, advanced protection of industrial processes and critical infrastructures, and proper account of the human factor, as well as by adequate methods and tools for analysis of big data, including data from social networks, to find best ways to counter hybrid influence. The implementation of these methods and tools is examined here as part of the process of digital transformation through incorporation of advanced information technologies, knowledge management, training and testing environments, and organizational networking. The book is of benefit to practitioners and researchers in the field of cyber security and protection against hybrid threats, as well as to policymakers and senior managers with responsibilities in information and knowledge management, security policies, and human resource management and training.

Software Architecture Oct 09 2020 This book constitutes the refereed

proceedings of the Second European Conference on Software Architecture, ECSA 2008, held in Paphos, Cyprus, in September/October 2008. The 12 revised full papers presented together with 2 keynote abstracts, 4 experience papers, 7 emerging research papers, and 12 research challenge poster papers were carefully reviewed and selected from 83 submissions. The papers focus on formalisms, technologies, and processes for describing, verifying, validating, transforming, building, and evolving software systems. Topics include architecture modeling, architecture description languages, architectural aspects, architecture analysis, transformation and synthesis, architecture evolution, quality attributes, model-driven engineering, built-in testing and architecture-based support for component-based and service-oriented systems.

Project Management, Planning and Control Jan 12 2021 Project Management, Planning and Control, Managing Engineering, Construction and Manufacturing Projects to PMI, APM and BSI Standards, Seventh Editions an established and widely recommended project management handbook. Building on its clear and detailed coverage of planning, scheduling and control, this seventh edition includes new advice on information management, including big data, communication, dispute resolution, project governance, and BIM. Ideal for those studying for Project Management Professional (PMP) qualifications, the book is aligned with the latest Project Management Body of Knowledge (PMBOK) for both the Project Management Institute (PMI) and the Association of Project Management (APM), and includes questions and answers to help users test their understanding. Includes new sections on data collection and use, including big data Contains major updates to sections on governance, adjudication, BIM, and agile project management Focused on the needs and challenges of project managers in engineering, manufacturing and construction, and closely aligned to the content of the APM and PMI 'bodies of knowledge' Provides project management questions and answers compiled by a former APM exam assessor

Software Architecture in Practice Nov 02 2022 This award-winning book, substantially updated to reflect the latest developments in the field, 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. Drawing on their own extensive experience, the authors cover the essential technical topics for designing, specifying, and validating a system. They also emphasize the importance of the business context in which large systems are designed. Their aim is to present software architecture in a real-

world setting, reflecting both the opportunities and constraints that companies encounter. To that end, case studies that describe successful architectures illustrate key points of both technical and organizational discussions. Topics new to this edition include: Architecture design and analysis, including the Architecture Tradeoff Analysis Method (ATAM) Capturing quality requirements and achieving them through quality scenarios and tactics Using architecture reconstruction to recover undocumented architectures Documenting architectures using the Unified Modeling Language (UML) New case studies, including Web-based examples and a wireless Enterprise JavaBeans™ (EJB) system designed to support wearable computers The financial aspects of architectures, including use of the Cost Benefit Analysis Method (CBAM) to make decisions If you design, develop, or manage the building of large software systems (or plan to do so), or if you are interested in acquiring such systems for your corporation or government agency, use Software Architecture in Practice, Second Edition, to get up to speed on the current state of software architecture.

High Confidence Software Reuse in Large Systems Jun 04 2020 This book constitutes the refereed proceedings of the 10th International Conference on Software Reuse, ICSR 2008, held in Beijing, China, in May 2008. The 40 revised full papers presented together with 5 workshop summaries and 5 tutorials were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on architecture and reuse approaches, high confidence and reuse, component selection and reuse repository, product line, domain models and analysis, service oriented environment, components and services, reuse approaches and frameworks, as well as reuse approaches and methods.

Clinical Technologies: Concepts, Methodologies, Tools and Applications Mar 14 2021 "This multi-volume book delves into the many applications of information technology ranging from digitizing patient records to high-performance computing, to medical imaging and diagnostic technologies, and much more"--

Software Architecture Jul 18 2021 This book constitutes the refereed proceedings of the 5th European Conference on Software Architecture, ECSA 2011, held in Essen, Germany, in September 2011. The 13 revised full papers presented together with 24 emerging research papers, and 7 research challenge poster papers were carefully reviewed and selected from over 100 submissions. The papers are organized in topical sections on requirements and software architectures; software architecture, components, and compositions; quality attributes and software architectures; software product line architectures; architectural models, patterns and styles; short papers; process and management of architectural decisions; software architecture run-time aspects; ADLs and metamodels; and services and software architectures.

Conceptual Modeling May 04 2020 This book constitutes the refereed proceedings of the 345h International Conference on Conceptual Modeling, ER 2016, held in Gifu, Japan, in November 2016. The 23 full and 18 short papers presented together with 3 keynotes were carefully reviewed and selected from 113 submissions. The papers are organized in topical sections on Analytics and Conceptual Modeling; Conceptual Modeling and Ontologies; Requirements Engineering; Advanced Conceptual Modeling; Semantic Annotations; Modeling and Executing Business Processes; Business Process Management and Modeling; Applications and Experiments of Conceptual Modeling; Schema Mapping; Conceptual Modeling Guidance; and Goal Modeling.

Advanced Information Systems Engineering Aug 19 2021 The refereed proceedings of the 15th International Conference on Advanced Information Systems Engineering, CaiSE 2003, held in Klagenfurt, Austria in June 2003. The 45 revised full papers presented together with 3 invited contributions were carefully reviewed and selected from 219 submissions. The papers are organized in topical sections on XML, methods and models for information systems, UML, Internet business and social modeling, peer-to-peer systems, ontology-based methods, advanced design of information systems, knowledge, knowledge management, Web services, data warehouses, electronic agreements and workflow, requirements engineering, metrics and method engineering, and agent technologies and advanced environments.

Rapid Integration of Software Engineering Techniques Oct 28 2019 This book constitutes the thoroughly refereed post-proceedings of the Second International Workshop on Rapid Integration of Software Engineering Techniques, RISE 2005. The book presents 19 revised full papers together with the abstract of a keynote paper. Among the topics addressed are modelling safety case evolution, practical approaches in model mapping, context-aware service composition, techniques for representing product line core assets for automation, formal development of reactive fault-tolerant systems, and more.

Evaluating Software Architectures Aug 31 2022 The foundation of any software system is its architecture. Using this book, you can evaluate every aspect of architecture in advance, at remarkably low cost -- identifying improvements that can dramatically improve any system's performance, security, reliability, and maintainability. As the practice of software architecture has matured, it has become possible to identify causal connections between architectural design decisions and the qualities and properties that result downstream in the systems that follow from them. This book shows how, offering step-by-step guidance, as well as detailed practical examples -- complete with sample artifacts reflective of those that evaluators will encounter. The techniques presented here are applicable not only to software architectures, but also to system architectures encompassing computing hardware, networking equipment, and other elements. For all software

architects, software engineers, developers, IT managers, and others responsible for creating, evaluating, or implementing software architectures.
 Computational Science and Its Applications – ICCSA 2006 Jan 24 2022