

A Down To Earth Guide To Sdlc Project Management Getting Your System Software Development Life Cycle Project Successfully Across The Line Using Pmbok Adaptively

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[TCP/IP Illustrated, Volume 1](#) - Kevin R. Fall 2011-11-08

"For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable." —Vint Cerf, Internet pioneer
TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today's TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There's no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens' classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP's core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP's structure and function from the bottom up: from link layer protocols—such as Ethernet and Wi-Fi—through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

System Engineering Analysis, Design, and Development - Charles S. Wasson 2015-11-16

Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." —Philip Allen
This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services
Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices
Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling

Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V)
Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, **Systems Engineering Analysis, Design, and Development, Second Edition** is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

The Security Development Lifecycle - Michael Howard 2006

Describes how to put software security into practice, covering such topics as risk analysis, coding policies, Agile Methods, cryptographic standards, and threat tree patterns.

The Agile/Security Development Life Cycle (a/SDLC) - Mark a Russo Cissp-Issap Itilv3 2019-01-20

In this SECOND EDITION of THE AGILE SECURITY DEVELOPMENT LIFE CYCLE (A/SDLC) we expand and include new information to improve the concept of "Agile Cyber." We further discuss the need for a Security Traceability Requirements Matrix (SecRTM) and the need to know where all data elements are located throughout your IT environment to include Cloud storage and repository locations. The author continues his focus upon ongoing shortfalls and failures of "Secure System Development." The author seeks to use his over 25 years in the public and private sector program management and cybersecurity to create a solution. This book provides the first-ever integrated operational-security process to enhance the readers understanding of why systems are so poorly secured. Why we as a nation have missed the mark in cybersecurity? Why nation-states and hackers are successful daily? This book also describes the two major mainstream "agile" NIST frameworks that can be employed, and how to use them effectively under a Risk Management approach. We may be losing "battles," but may be its time we truly commit to winning the cyber-war.

The Lifecycle of Software Objects - Ted Chiang 2010

Follows the lives of Ana Alvarado and Derek Brooks as they create and relate to the artificial intelligences they helped design.

Sistem Informasi Manajemen Perikanan - Niken Hendrakusma Wardani 2021-10-31

Buku Sistem Informasi Manajemen Perikanan ini diharapkan dapat memberikan pemahaman dan wawasan kepada pembaca khususnya mahasiswa tentang bagaimana sistem informasi saat ini berperan terhadap perkembangan perikanan di era revolusi industri 4.0. Buku ini dilengkapi contoh-contoh aplikasi sistem informasi di bidang perikanan sebagai contoh kreatif dalam menciptakan ide-ide baru di bidang perikanan

dengan pemanfaatan teknologi dan sistem informasi. Buku ini juga memberikan sudut pandang baru tentang pentingnya multidisipliner keilmuan antara bidang sistem informasi dan bidang perikanan yang lebih efektif, efisien, dan berkelanjutan. Buku Sistem Informasi Manajemen Perikanan merupakan buku ajar yang terdiri dari 6 bab yang telah diselesaikan dengan Capaian Pembelajaran Mata Kuliah (CPMK) Sistem Informasi Manajemen Perikanan. Pada setiap bab terdapat tujuan instruksional, konsep materi, contoh aplikasi atau studi kasus, dan latihan soal untuk evaluasi mandiri. Bab 1 menjelaskan peran teknologi dan sistem informasi pada bidang perikanan. Bab 2 menjelaskan konsep sistem informasi dan contoh-contoh aplikasi penerapannya di bidang perikanan. Bab 3 menjelaskan konsep sistem informasi manajemen sebagai bagian dari sistem informasi dan contoh aplikasinya pada bidang perikanan. Bab 4 menjelaskan pengembangan sistem informasi. Bab 5 menjelaskan konsep e-business dan e-commerce di bidang perikanan sebagai pembelajaran mahasiswa membangun bisnis. Bab 6 menjelaskan aplikasi sistem informasi geografis di bidang perikanan untuk pemetaan sumber daya perikanan.

Designing Data-Intensive Applications - Martin Kleppmann 2017-03-16

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Code Complete - Steve McConnell 2004-06-09

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Google Cloud Certified Professional Cloud Architect All-in-One Exam Guide - Iman Ghanizada 2021-03-19
Everything you need to succeed on the Google Cloud Certified Professional Cloud Architect exam in one accessible study guide Take the challenging Google Cloud Certified Professional Cloud Architect exam with confidence using the comprehensive information contained in this invaluable self-study guide. The book provides a thorough overview of cloud architecture and Google Cloud Platform (GCP) and shows you how to pass the test. Beyond exam preparation, the guide also serves as a valuable on-the-job reference. Written by a recognized expert in the field, Google Cloud Certified Professional Cloud Architect All-In-One Exam Guide is based on proven pedagogy and features special elements that teach and reinforce practical skills. The book contains accurate practice questions and in-depth explanations. You will discover how to design, develop, and manage robust, secure, scalable, and highly available solutions to drive business objectives. Offers 100% coverage of every objective for the Google Cloud Certified Professional Cloud Architect exam

Online content includes 100 additional practice questions in the TotalTester customizable exam engine
Written by a Google Cloud Certified Professional Cloud Architect

IBM Power 520 Technical Overview - Scott Vetter 2010-04-02

This IBM Redpaper publication is a comprehensive guide covering the IBM Power 520 server, machine type model 8203-E4A. The goal of this paper is to introduce this innovative server that includes IBM System i and IBM System p and new hardware technologies. The major hardware offerings include: - The POWER6 processor, available at frequencies of 4.2 GHz and 4.7 GHz. - Specialized POWER6 DDR2 memory that provides greater bandwidth, capacity, and reliability. - The 1 Gb or 10 Gb Integrated Virtual Ethernet adapter that brings native hardware virtualization to this server. - EnergyScale technology that provides features such as power trending, power-saving, capping of power, and thermal measurement. - PowerVM virtualization technology. - Mainframe continuous availability brought to the entry server environment. This Redpaper expands the current set of IBM Power System documentation by providing a desktop reference that offers a detailed technical description of the Power 520 system. This Redpaper does not replace the latest marketing materials and tools. It is intended as an additional source of information that, together with existing sources, can be used to enhance your knowledge of IBM server solutions.

Official (ISC)2 Guide to the CISSP CBK - Adam Gordon 2015-04-08

As a result of a rigorous, methodical process that (ISC) follows to routinely update its credential exams, it has announced that enhancements will be made to both the Certified Information Systems Security Professional (CISSP) credential, beginning April 15, 2015. (ISC) conducts this process on a regular basis to ensure that the examinations and

Sistem Informasi Akuntansi Cryptocurrency Bitcoin - Ria Manurung, S.E., M.Si., Ak., CA.

Modern Systems Analysis And Design - Hoffer 2013

Computerworld Buyer's Guide - 1984

Kanban and Scrum - Making the Most of Both - Henrik Kniberg 2010

Scrum and Kanban are two flavours of Agile software development - two deceptively simple but surprisingly powerful approaches to software development. So how do they relate to each other? The purpose of this book is to clear up the fog, so you can figure out how Kanban and Scrum might be useful in your environment. Part I illustrates the similarities and differences between Kanban and Scrum, comparing for understanding, not for judgement. There is no such thing as a good or bad tool - just good or bad decisions about when and how to use which tool. This book includes: - Kanban and Scrum in a nutshell - Comparison of Kanban and Scrum and other Agile methods - Practical examples and pitfalls - Cartoons and diagrams illustrating day-to-day work - Detailed case study of a Kanban implementation within a Scrum organization Part II is a case study illustrating how a Scrum-based development organization implemented Kanban in their operations and support teams.

A Down-to-Earth Guide to SDLC Project Management - Joshua Boyde 2012-10-03

This book, "A Down-To-Earth Guide To SDLC Project Management" aims to provide you with the knowledge, understanding, and techniques required for guiding that small to medium size System / Software Development Life Cycle (SDLC) project to a successful conclusion. This book is based on several years of SDLC project management experience and on the Project Management Body Of Knowledge (PMBOK) with a blending of other project methodologies (such as Agile). That is, this book contains a merging of concepts, principles, and practical experiences from the various industrial backgrounds of those persons who contributed to this book's creation. Additionally, this book has been targeted at the practical application of project management theory to real world situations and circumstances where the realities of commercial necessities have to be taken into consideration. This book has been laid out specifically for easy reading (and hopefully you will find it entertaining while educating), contains over 100 explanatory diagrams, in excess of 100 cartoons to emphasize the key points, includes real-world example cases, has candid comments from project managers & program managers. DISCLAIMER... Any caricatures to persons you know is purely coincidental, any similarities to your past projects is "experience", any uncanny

similarity to your current project is DEJA VU.

User Story Mapping - Jeff Patton 2014-09-05

User story mapping is a valuable tool for software development, once you understand why and how to use it. This insightful book examines how this often misunderstood technique can help your team stay focused on users and their needs without getting lost in the enthusiasm for individual product features. Author Jeff Patton shows you how changeable story maps enable your team to hold better conversations about the project throughout the development process. Your team will learn to come away with a shared understanding of what you're attempting to build and why. Get a high-level view of story mapping, with an exercise to learn key concepts quickly Understand how stories really work, and how they come to life in Agile and Lean projects Dive into a story's lifecycle, starting with opportunities and moving deeper into discovery Prepare your stories, pay attention while they're built, and learn from those you convert to working software

Adaptive & Proactive SDLC Project Management - Joshua Boyde 2015-06-15

To survive, let alone to thrive, your personal project management techniques ("PM you") will need to evolve as an ongoing "work in progress"; continually adapting & modifying to better suit the current situation & prevailing circumstances that you, your project team, and your employer find yourselves in for that particular project. This book has been crafted for both the project management novice who is ready to confront their first real project, through to the seasoned veteran with several project battle campaigns under their belt. Described within is the practical application of field-tested project management techniques to actual situations and prevailing circumstances where commercial realities have to be given serious consideration. This book is based on many years of "real-world" System Development Life Cycle (SDLC) project management, the adaptation of the Project Management Body Of Knowledge (PMBOK®), the blending of Agile techniques, elements from other practices & principles, and the incorporation of the past experiences & lessons learnt from the various industrial backgrounds of those persons who graciously contributed to this book's creation.

Disciplined Agile Delivery - Scott W. Ambler 2012-05-31

Master IBM's Breakthrough DAD Process Framework for Succeeding with Agile in Large, Complex, Mission-Critical IT Projects It is widely recognized that moving from traditional to agile approaches to build software solutions is a critical source of competitive advantage. Mainstream agile approaches that are indeed suitable for small projects require significant tailoring for larger, complex enterprise projects. In *Disciplined Agile Delivery*, Scott W. Ambler and Mark Lines introduce IBM's breakthrough Disciplined Agile Delivery (DAD) process framework, which describes how to do this tailoring. DAD applies a more disciplined approach to agile development by acknowledging and dealing with the realities and complexities of a portfolio of interdependent program initiatives. Ambler and Lines show how to extend Scrum with supplementary agile and lean strategies from Agile Modeling (AM), Extreme Programming (XP), Kanban, Unified Process (UP), and other proven methods to provide a hybrid approach that is adaptable to your organization's unique needs. They candidly describe what practices work best, why they work, what the trade-offs are, and when to consider alternatives, all within the context of your situation. *Disciplined Agile Delivery* addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. The authors show how these best-practice techniques fit together in an end-to-end process for successfully delivering large, complex systems--from project initiation through delivery. Coverage includes Scaling agile for mission-critical enterprise endeavors Avoiding mistakes that drive poorly run agile projects to chaos Effectively initiating an agile project Transitioning as an individual to agile Incrementally building consumable solutions Deploying agile solutions into complex production environments Leveraging DevOps, architecture, and other enterprise disciplines Adapting your governance strategy for agile projects Based on facts, research, and extensive experience, this book will be an indispensable resource for every enterprise software leader and practitioner--whether they're seeking to optimize their existing agile/Scrum process or improve the agility of an iterative process.

Head First Software Development - Dan Pilone 2008-12-26

Provides information on successful software development, covering such topics as customer requirements,

task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

The Psychology of Computer Programming - Gerald M. Weinberg 1998

Discover or Revisit One of the Most Popular Books in Computing This landmark 1971 classic is reprinted with a new preface, chapter-by-chapter commentary, and straight-from-the-heart observations on topics that affect the professional life of programmers. Long regarded as one of the first books to pioneer a people-oriented approach to computing, *The Psychology of Computer Programming* endures as a penetrating analysis of the intelligence, skill, teamwork, and problem-solving power of the computer programmer. Finding the chapters strikingly relevant to today's issues in programming, Gerald M. Weinberg adds new insights and highlights the similarities and differences between now and then. Using a conversational style that invites the reader to join him, Weinberg reunites with some of his most insightful writings on the human side of software engineering. Topics include egoless programming, intelligence, psychological measurement, personality factors, motivation, training, social problems on large projects, problem-solving ability, programming language design, team formation, the programming environment, and much more. Dorset House Publishing is proud to make this important text available to new generations of programmers--and to encourage readers of the first edition to return to its valuable lessons.

Top-Down Network Design - Priscilla Oppenheimer 2010-08-24

Objectives The purpose of *Top-Down Network Design, Third Edition*, is to help you design networks that meet a customer's business and technical goals. Whether your customer is another department within your own company or an external client, this book provides you with tested processes and tools to help you understand traffic flow, protocol behavior, and internetworking technologies. After completing this book, you will be equipped to design enterprise networks that meet a customer's requirements for functionality, capacity, performance, availability, scalability, affordability, security, and manageability. Audience This book is for you if you are an internetworking professional responsible for designing and maintaining medium- to large-sized enterprise networks. If you are a network engineer, architect, or technician who has a working knowledge of network protocols and technologies, this book will provide you with practical advice on applying your knowledge to internetwork design. This book also includes useful information for consultants, systems engineers, and sales engineers who design corporate networks for clients. In the fast-paced presales environment of many systems engineers, it often is difficult to slow down and insist on a top-down, structured systems analysis approach. Wherever possible, this book includes shortcuts and assumptions that can be made to speed up the network design process. Finally, this book is useful for undergraduate and graduate students in computer science and information technology disciplines. Students who have taken one or two courses in networking theory will find *Top-Down Network Design, Third Edition*, an approachable introduction to the engineering and business issues related to developing real-world networks that solve typical business problems. Changes for the Third Edition Networks have changed in many ways since the second edition was published. Many legacy technologies have disappeared and are no longer covered in the book. In addition, modern networks have become multifaceted, providing support for numerous bandwidth-hungry applications and a variety of devices, ranging from smart phones to tablet PCs to high-end servers. Modern users expect the network to be available all the time, from any device, and to let them securely collaborate with coworkers, friends, and family. Networks today support voice, video, high-definition TV, desktop sharing, virtual meetings, online training, virtual reality, and applications that we can't even imagine that brilliant college students are busily creating in their dorm rooms. As applications rapidly change and put more demand on networks, the need to teach a systematic approach to network design is even more important than ever. With that need in mind, the third edition has been retooled to make it an ideal textbook for college students. The third edition features review questions and design scenarios at the end of each chapter to help students learn top-down network design. To address new demands on modern networks, the third edition of *Top-Down Network Design* also has updated material on the following topics: ∙ Network redundancy ∙ Modularity in network designs ∙ The Cisco SAFE security reference architecture ∙ The Rapid Spanning Tree Protocol (RSTP) ∙ Internet Protocol version 6 (IPv6) ∙ Ethernet scalability options, including 10-Gbps Ethernet and Metro Ethernet ∙ Network design and management tools

[Guide to Software Development](#) - Arthur M. Langer 2018-06-27

This book presents a guide to navigating the complicated issues of quality and process improvement in enterprise software implementation, and the effect these have on the software development life cycle (SDLC). Offering an integrated approach that includes important management and decision practices, the text explains how to create successful automated solutions that fit user and customer needs, by mixing different SDLC methodologies. With an emphasis on the realities of practice, the book offers essential advice on defining business requirements, and managing change. This revised and expanded second edition includes new content on such areas as cybersecurity, big data, and digital transformation. Features: presents examples, case studies, and chapter-ending problems and exercises; concentrates on the skills needed to distinguish successful software implementations; considers the political and cultural realities in organizations; suggests many alternatives for how to manage and model a system.

[The Software Development Lifecycle - A Complete Guide](#) - Richard Murch

This book provides a step by step guide to all the processes, goals, inputs, outputs and many other aspects of a repeatable software methodology for ANY project. From "soup to nuts" ... the whole shebang ~! All in one place at an incredible price.... over 130 pages of knowledge. Any information technology organization must have a highly structured framework into which it can place processes, principles, and guidelines. The framework used for software development is called a lifecycle. The software development lifecycle (SDLC) defines a repeatable process for building information system that incorporate guidelines, methodologies, and standards. A lifecycle delivers value to an organization by addressing specific business needs within the software application development environment. The implementation of a lifecycle aids project managers in minimizing system development risks, eliminating redundancy, and increasing efficiencies. It also encourages reuse, redesign, and, more importantly, reducing costs.

Business Analyst's Mentor Book - Emrah Yayici 2013-07-22

Business Analyst's Mentor Book includes tips and best practices in a broad range of topics like: Business analysis techniques and tools Agile and waterfall methodologies Scope management Change request management Conflict management Use cases UML Requirements gathering and documentation User interface design Usability testing Software testing Automation tools Real-life examples are provided to help readers apply these best practices in their own IT organizations. The book also answers the most frequent questions of business analysts regarding software requirements management.

Lean from the Trenches - Henrik Kniberg 2011-12-14

You know the Agile and Lean development buzzwords, you've read the books. But when systems need a serious overhaul, you need to see how it works in real life, with real situations and people. Lean from the Trenches is all about actual practice. Every key point is illustrated with a photo or diagram, and anecdotes bring you inside the project as you discover why and how one organization modernized its workplace in record time. Lean from the Trenches is all about actual practice. Find out how the Swedish police combined XP, Scrum, and Kanban in a 60-person project. From start to finish, you'll see how to deliver a successful product using Lean principles. We start with an organization in desperate need of a new way of doing things and finish with a group of sixty, all working in sync to develop a scalable, complex system. You'll walk through the project step by step, from customer engagement, to the daily "cocktail party," version control, bug tracking, and release. In this honest look at what works--and what doesn't--you'll find out how to: Make quality everyone's business, not just the testers. Keep everyone moving in the same direction without micromanagement. Use simple and powerful metrics to aid in planning and process improvement. Balance between low-level feature focus and high-level system focus. You'll be ready to jump into the trenches and streamline your own development process.

Transforming Acquisitions and Collection Services - Michelle Flinchbaugh 2019-09-15

This book explores ways in which libraries can reach new levels of service, quality, and efficiency while minimizing cost by collaborating in acquisitions. In consortial acquisitions, a number of libraries work together, usually in an existing library consortia, to leverage size to support acquisitions in each individual library. In cross-functional acquisitions, acquisitions collaborates to support other library functions. For the library acquisitions manager, technical services manager, or the library director, awareness of different options for effective consortial and cross-functional acquisitions allows for the optimization of staff and resources to reach goals. This work presents those options in the form of case studies as well as useful

analysis of the benefits and challenges of each. By supporting each other's acquisitions services in a consortium, libraries leverage size to get better prices, and share systems and expertise to maximize resources while minimizing costs. Within libraries, the acquisitions function can be combined with other library functions in a unit with more than one purpose, or acquisitions can develop a close working relationship with another unit to support their work. This book surveys practice at different libraries and at different library consortia, and presents a detailed description and analysis of a variety of practices for how acquisitions units support each other within a consortium, and how they work with other library units, specifically collection management, cataloging, interlibrary loan, and the digital repository, in the form of case studies. A final section of the book covers fundamentals of collaboration.

The Requirements Engineering Handbook - Ralph Rowland Young 2004

Gathering customer requirements is a key activity for developing software that meets the customer's needs. A concise and practical overview of everything a requirement's analyst needs to know about establishing customer requirements, this first-of-its-kind book is the perfect desk guide for systems or software development work. The book enables professionals to identify the real customer requirements for their projects and control changes and additions to these requirements. This unique resource helps practitioners understand the importance of requirements, leverage effective requirements practices, and better utilize resources. The book also explains how to strengthen interpersonal relationships and communications which are major contributors to project effectiveness. Moreover, analysts find clear examples and checklists to help them implement best practices.

Software Testing - Gerald D. Everett 2007-07-27

Software Testing presents one of the first comprehensive guides to testing activities, ranging from test planning through test completion for every phase of software under development, and software under revision. Real life case studies are provided to enhance understanding as well as a companion website with tools and examples.

Disciplined Agile Delivery - Scott W. Ambler 2012

The authoritative guide to DAD, IBM's disciplined approach to applying agile practices in enterprise scale projects. Integrate enterprise discipline with powerful, widely-used agile practices into a proven solution for the entire software lifecycle. Scale agile strategies for complex development challenges, without compromising agile's advantages.

A Down-to-Earth Guide to SDLC Project Management - Joshua Boyde 2014-07

This book has been crafted for both the project management novice who is ready to confront their first real project, through to the seasoned veteran with several project battle campaigns under their belt. This book is based on many years of "real-world" System Development Life Cycle (SDLC) project management, as well as the Project Management Body Of Knowledge (PMBOK(R)), the blending of the useful elements from other management practices & principles, and the incorporation of the past experiences & the lessons learnt from the various industrial backgrounds of those persons who graciously contributed to this book's creation. Described within is the practical application of field-tested project management techniques to actual situations and prevailing circumstances where the realities of commercial necessities have to be given serious consideration. Additionally, this book does cover some topics and ugly truths that are often not acknowledged in academic textbooks on project management.

[Product Management Essentials](#) - Aswin Pranam 2017-12-12

Gain all of the techniques, teachings, tools, and methodologies required to be an effective first-time product manager. The overarching goal of this book is to help you understand the product manager role, give you concrete examples of what a product manager does, and build the foundational skill-set that will gear you towards a career in product management. To be an effective PM in the tech industry, you need to have a basic understanding of technology. In this book you'll get your feet wet by exploring the skills a PM needs in their toolset and cover enough ground to make you feel comfortable in a technical discussion. A PM is not expected to have the same level of depth or knowledge as a software engineer, but knowing enough to continue the conversation can be a benefit in your career in product management. A complete product manager will have a 360-degree understanding of user experience and how to craft beautiful products that are easy-to-use, with the end user in mind. You'll continue your journey with a walk through basic UX

principles and even go through the process of building a simple set of UI frames for a mock app. Aside from the technical and design expertise, a PM needs to master the social aspects of the role. Acting as a bridge between engineering, marketing, and other teams can be difficult, and this book will dive into the business and soft skills of product management. After reading Product Management Essentials you will be one of a select few technically-capable PMs who can interface with management, stakeholders, customers, and the engineering team. What You Will Learn Gain the traits of a successful PM from industry PMs, VCs, and other professionals See the day-to-day responsibilities of a PM and how the role differs across tech companies Absorb the technical knowledge necessary to interface with engineers and estimate timelines Design basic mocks, high-fidelity wireframes, and fully polished user interfaces Create core documents and handle business interactions Who This Book Is For Individuals who are eyeing a transition into a PM role or have just entered a PM role at a new organization for the first time. They currently hold positions as a software engineer, marketing manager, UX designer, or data analyst and want to move away from a feature-focused view to a high-level strategic view of the product vision.

JUNOS Enterprise Switching - Harry Reynolds 2009-07-16

JUNOS Enterprise Switching is the only detailed technical book on Juniper Networks' new Ethernet-switching EX product platform. With this book, you'll learn all about the hardware and ASIC design prowess of the EX platform, as well as the JUNOS Software that powers it. Not only is this extremely practical book a useful, hands-on manual to the EX platform, it also makes an excellent study guide for certification exams in the JNTCP enterprise tracks. The authors have based JUNOS Enterprise Switching on their own Juniper training practices and programs, as well as the configuration, maintenance, and troubleshooting guidelines they created for their bestselling companion book, JUNOS Enterprise Routing. Using a mix of test cases, case studies, use cases, and tangential answers to real-world problems, this book covers: Enterprise switching and virtual LANs (VLANs) The Spanning tree protocol and why it's needed Inter-VLAN routing, including route tables and preferences Routing policy and firewall filters Switching security, such as DHCP snooping Telephony integration, including VLAN voice Part of the Juniper Networks Technical Library, JUNOS Enterprise Switching provides all-inclusive coverage of the Juniper Networks EX product platform, including architecture and packet flow, management options, user interface options, and complete details on JUNOS switch deployment.

INSPIRED - Marty Cagan 2017-11-17

How do today's most successful tech companies—Amazon, Google, Facebook, Netflix, Tesla—design, develop, and deploy the products that have earned the love of literally billions of people around the world? Perhaps surprisingly, they do it very differently than the vast majority of tech companies. In INSPIRED, technology product management thought leader Marty Cagan provides readers with a master class in how to structure and staff a vibrant and successful product organization, and how to discover and deliver technology products that your customers will love—and that will work for your business. With sections on assembling the right people and skillsets, discovering the right product, embracing an effective yet lightweight process, and creating a strong product culture, readers can take the information they learn and immediately leverage it within their own organizations—dramatically improving their own product efforts. Whether you're an early stage startup working to get to product/market fit, or a growth-stage company working to scale your product organization, or a large, long-established company trying to regain your ability to consistently deliver new value for your customers, INSPIRED will take you and your product organization to a new level of customer engagement, consistent innovation, and business success. Filled with the author's own personal stories—and profiles of some of today's most-successful product managers and technology-powered product companies, including Adobe, Apple, BBC, Google, Microsoft, and Netflix—INSPIRED will show you how to turn up the dial of your own product efforts, creating technology products your customers love. The first edition of INSPIRED, published ten years ago, established itself as the primary reference for technology product managers, and can be found on the shelves of nearly every successful technology product company worldwide. This thoroughly updated second edition shares the same objective of being the most valuable resource for technology product managers, yet it is completely new—sharing the latest practices and techniques of today's most-successful tech product companies, and the men and women behind every great product.

Industrial System Engineering for Drones - Neeraj Kumar Singh 2019-07-15

Explore a complex mechanical system where electronics and mechanical engineers work together as a cross-functional team. Using a working example, this book is a practical "how to" guide to designing a drone system. As system design becomes more and more complicated, systematic, and organized, there is an increasingly large gap in how system design happens in the industry versus what is taught in academia. While the system design basics and fundamentals mostly remain the same, the process, flow, considerations, and tools applied in industry are far different than that in academia. Designing Drone Systems takes you through the entire flow from system conception to design to production, bridging the knowledge gap between academia and the industry as you build your own drone systems. What You'll Learn Gain a high level understanding of drone systems Design a drone systems and elaborating the various aspects and considerations of design Review the principles of the industrial system design process/flow, and the guidelines for drone systems Look at the challenges, limitations, best practices, and patterns of system design Who This Book Is For Primarily for beginning or aspiring system design experts, recent graduates, and system design engineers. Teachers, trainers, and system design mentors can also benefit from this content.

Decision Support Systems - Daniel J. Power 2002

For MIS specialists and nonspecialists alike, a comprehensive, readable, understandable guide to the concepts and applications of decision support systems.

Embedded Systems Architecture - Tammy Noergaard 2012-12-31

Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

Software Quality and Java Automation Engineer Survival Guide - Jagadesh Munta 2016-11-16

The book is about Software Quality Engineering with basic concepts, self-review, interviews preparation for java based projects test automation in a practical sense with questions and answers mode. There are about 500+ questions and answers to ease on understanding the concepts and review purpose. There are 15 core skills covered in this book as listed below. 1. Software Development Life Cycle (SDLC), 2. Software Quality Concepts, 3. OOPS, 4. XML, 5. XPath, 6. SCM/SCCS(SVN/GIT), 7. Unix/Linux, 8. Java & JDBC, 9. ANT, 10. Maven, 11. JUnit, 12. TestNG, 13. Jenkins/Hudson (CI), 14. Web Applications Testing - Selenium, 15. Web Services - SOAP/REST API. This book is aimed at beginners to the software quality and also useful for experienced quality engineers to assess and be on top of relevant skills. Here the author is considering "Quality Assurance" and "Quality Engineering" as same to carry out the similar effort except that to stress the importance of applying the Engineering principles rather than simply repeating the assurance test actions. This book should help in making sure that you get the basic core concepts, working knowledge and in summary as a survival guide for programming and automation with all required skills. The goal is not to aim at making you an expert at one skill or entirely on these skills. For the Manual QA engineer, this book

helps in understanding quality concepts, SDLC (Software Development Life Cycle), technical terminology, etc. Also, this helps in moving from manual to automation engineer. It is also useful for Developers working on Java projects because Java programming, unit testing and most of the other skills are in common with QA automation. Also, it gives understanding some of the test frameworks and terminologies in the test development. Finally, this book is an attempt to share and build confidence in core skills for Software quality engineering.

A Down-To-Earth Guide To SDLC Project Management (2nd Edition) - Joshua Boyde 2014-07-01

This book has been crafted for both the project management novice who is ready to confront their first real project, through to the seasoned veteran with several project battle campaigns under their belt. This book is based on many years of "real-world" System Development Life Cycle (SDLC) project management, as well as the Project Management Body Of Knowledge (PMBOK®), the blending of the useful elements from other management practices & principles, and the incorporation of the past experiences & the lessons learnt from the various industrial backgrounds of those persons who graciously contributed to this book's creation. Described within is the practical application of field-tested project management techniques to actual situations and prevailing circumstances where the realities of commercial necessities have to be given serious consideration. Additionally, this book does cover some topics and ugly truths that are often

not acknowledged in academic textbooks on project management. Contains over 100 explanatory diagrams, real example cases, candid comments from project / program managers, and over 100 cartoons to emphasize the key points.

Beginning Software Engineering - Rod Stephens 2015-03-02

A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms