

Software Fortresses Modeling Enterprise Architectures

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Diagnosing and Changing Organizational Culture - Kim S. Cameron 2011-01-07

Diagnosing and Changing Organizational Culture provides a framework, a sense-making tool, a set of systematic steps, and a methodology for helping managers and their organizations carefully analyze and alter their fundamental culture. Authors, Cameron and Quinn focus on the methods and mechanisms that are

available to help managers and change agents transform the most fundamental elements of their organizations. The authors also provide instruments to help individuals guide the change process at the most basic level—culture. Diagnosing and Changing Organizational Culture offers a systematic strategy for internal or external change agents to facilitate foundational change that in turn makes it possible

to support and supplement other kinds of change initiatives.

Enterprise Rails - Dan Chak
2008-10-21

What does it take to develop an enterprise application with Rails? Enterprise Rails introduces several time-tested software engineering principles to prepare you for the challenge of building a high-performance, scalable website with global reach. You'll learn how to design a solid architecture that ties the many parts of an enterprise website together, including the database, your servers and clients, and other services as well. Many Rails developers think that planning for scale is unnecessary. But there's nothing worse than an application that fails because it can't handle sudden success. Throughout this book, you'll work on an example enterprise project to learn first-hand what's involved in architecting serious web applications. With this book, you will: Tour an ideal enterprise systems layout: how Rails fits in, and which

elements don't rely on Rails
Learn to structure a Rails 2.0 application for complex websites Discover how plugins can support reusable code and improve application clarity Build a solid data model -- a fortress -- that protects your data from corruption Base an ActiveRecord model on a database view, and build support for multiple table inheritance Explore service-oriented architecture and web services with XML-RPC and REST See how caching can be a dependable way to improve performance Building for scale requires more work up front, but you'll have a flexible website that can be extended easily when your needs change. Enterprise Rails teaches you how to architect scalable Rails applications from the ground up. "Enterprise Rails is indispensable for anyone planning to build enterprise web services. It's one thing to get your service off the ground with a framework like Rails, but quite another to construct a system that will hold up at enterprise scale. The secret is

to make good architectural choices from the beginning. Chak shows you how to make those choices. Ignore his advice at your peril."-- Hal Abelson, Prof. of Computer Science and Engineering, MIT

The Stack - Benjamin H.

Bratton 2016-02-19

A comprehensive political and design theory of planetary-scale computation proposing that The Stack—an accidental megastructure—is both a technological apparatus and a model for a new geopolitical architecture. What has planetary-scale computation done to our geopolitical realities? It takes different forms at different scales—from energy and mineral sourcing and subterranean cloud infrastructure to urban software and massive universal addressing systems; from interfaces drawn by the augmentation of the hand and eye to users identified by self—quantification and the arrival of legions of sensors, algorithms, and robots. Together, how do these distort and deform modern political

geographies and produce new territories in their own image? In *The Stack*, Benjamin Bratton proposes that these different genres of computation—smart grids, cloud platforms, mobile apps, smart cities, the Internet of Things, automation—can be seen not as so many species evolving on their own, but as forming a coherent whole: an accidental megastructure called The Stack that is both a computational apparatus and a new governing architecture. We are inside The Stack and it is inside of us. In an account that is both theoretical and technical, drawing on political philosophy, architectural theory, and software studies, Bratton explores six layers of The Stack: Earth, Cloud, City, Address, Interface, User. Each is mapped on its own terms and understood as a component within the larger whole built from hard and soft systems intermingling—not only computational forms but also social, human, and physical forces. This model, informed by the logic of the multilayered structure of

protocol “stacks,” in which network technologies operate within a modular and vertical order, offers a comprehensive image of our emerging infrastructure and a platform for its ongoing reinvention. The Stack is an interdisciplinary design brief for a new geopolitics that works with and for planetary-scale computation. Interweaving the continental, urban, and perceptual scales, it shows how we can better build, dwell within, communicate with, and govern our worlds.

thestack.org

Web Services Research for Emerging Applications:

Discoveries and Trends -

Zhang, Liang-Jie 2010-02-28

"This book provides a comprehensive assessment of the latest developments in Web services research, focusing on composing and coordinating Web services, XML security, and service oriented architecture, and presenting new and emerging research in the Web services discipline"-- Provided by publisher.

Disciplinary Convergence in

Systems Engineering

Research - Azad M. Madni

2017-11-24

The theme of this volume on systems engineering research is disciplinary convergence: bringing together concepts, thinking, approaches, and technologies from diverse disciplines to solve complex problems. Papers presented at the Conference on Systems Engineering Research (CSER), March 23-25, 2017 at Redondo Beach, CA, are included in this volume. This collection provides researchers in academia, industry, and government forward-looking research from across the globe, written by renowned academic, industry and government researchers.

Lean Software Development

- Mary Poppendieck

2003-05-08

Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development

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manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three—if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system. Compressing the value stream: rapid development, feedback, and improvement Empowering

teams and individuals without compromising coordination Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"—even when your developers are scattered across multiple locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people—so you can achieve breakthrough quality, savings, speed, and business alignment.

[An Executive's Guide to Disciplined Agile](#) - Scott Ambler 2017-07-15

The agile community has figured out how to build and then continually improve very high-performance software development teams. This is akin to creating a race car engine and then evolving it to get more power, better fuel efficiency, and greater speed. Sadly in many cases we take these great engines, put them into an organizational tractor, and then complain that we're not winning the race. What we need to do is take our great

race car engines (our development teams), put them into a race car (a DevOps ecosystem), have a great pit crew and driver (an effective IT organization), and then provide somewhere to race (an organization that can leverage IT to make money). That's what this book is all about - Moving from optimizing team performance to optimizing the entire enterprise. Business agility - being an adaptive, lean, responsive, and learning organization - is the race that enterprises need to win today. Yet there is no quick fix, no silver bullet, to attain business agility. This is a multi-year journey requiring hard work, experimentation, and most importantly a willingness to improve. The Disciplined Agile framework lowers risks and provides a path to accelerate your journey to business agility. The framework is unique in that it is the only one that puts all the pieces together into a cohesive enterprise roadmap for business agility transformation. This book begins with an

overview of the challenges and opportunities that organizations face. We then describe seven principles that provide the underpinnings of the Disciplined Agile framework. Then the book works through Disciplined Agile Delivery (how to build a world-class engine), Disciplined DevOps (the race car), Disciplined Agile IT (the race car and its team), and what it means to be a Disciplined Agile Enterprise (the racing business). The book ends with a plan for starting with an Agile transformation and then evolving into a long-term continuous improvement strategy. Do you have the discipline it takes to win the race to business agility?

Software Testing and Quality Assurance -

Kshirasagar Naik 2011-09-23

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality

professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in

software testing, quality assurance, and software engineering.

Class Construction in C and C++ - Roger Sessions 1992

A thorough exploration of the fundamentals of object-oriented programming and C++, this reference shows novice and experienced programmers how to develop classes in C++ and use them as building blocks for complex applications. Assuming a working knowledge of the C language, the volume first discusses a subset of C++ so readers can become as comfortable as possible before having to deal with the new syntax.

No Logo - Naomi Klein 2000-01-15

An analysis of the invasion of our personal lives by logo-promoting, powerful corporations combines muckraking journalism with contemporary memoir to discuss current consumer culture

Core Software Security - James Ransome 2013-12-09

"... an engaging book that will

empower readers in both large and small software development and engineering organizations to build security into their products. ... Readers are armed with firm solutions for the fight against cyber threats." —Dr. Dena Haritos Tsamitis, Carnegie Mellon University "... a must read for security specialists, software developers and software engineers. ... should be part of every security professional's library." —Dr. Larry Ponemon, Ponemon Institute "... the definitive how-to guide for software security professionals. Dr. Ransome, Anmol Misra, and Brook Schoenfield deftly outline the procedures and policies needed to integrate real security into the software development process. ...A must-have for anyone on the front lines of the Cyber War ..." —Cedric Leighton, Colonel, USAF (Ret.), Cedric Leighton Associates "Dr. Ransome, Anmol Misra, and Brook Schoenfield give you a magic formula in this book - the methodology and process to build security into the entire

software development life cycle so that the software is secured at the source!" —Eric S. Yuan, Zoom Video Communications There is much publicity regarding network security, but the real cyber Achilles' heel is insecure software. Millions of software vulnerabilities create a cyber house of cards, in which we conduct our digital lives. In response, security people build ever more elaborate cyber fortresses to protect this vulnerable software. Despite their efforts, cyber fortifications consistently fail to protect our digital treasures. Why? The security industry has failed to engage fully with the creative, innovative people who write software. Core Software Security expounds developer-centric software security, a holistic process to engage creativity for security. As long as software is developed by humans, it requires the human element to fix it. Developer-centric security is not only feasible but also cost effective and operationally relevant. The methodology builds security

into software development, which lies at the heart of our cyber infrastructure. Whatever development method is employed, software must be secured at the source. Book Highlights: Supplies a practitioner's view of the SDL Considers Agile as a security enabler Covers the privacy elements in an SDL Outlines a holistic business-savvy SDL framework that includes people, process, and technology Highlights the key success factors, deliverables, and metrics for each phase of the SDL Examines cost efficiencies, optimized performance, and organizational structure of a developer-centric software security program and PSIRT Includes a chapter by noted security architect Brook Schoenfield who shares his insights and experiences in applying the book's SDL framework View the authors' website at

<http://www.androidinsecurity.com/>

Simple Architectures for Complex Enterprises - Roger

Sessions 2008

Argues that simplicity is a core architectural requirement to achieve successful IT projects and better results for one's business.

Design of Multithreaded Software - Bo I. Sanden

2011-04-06

This book assumes familiarity with threads (in a language such as Ada, C#, or Java) and introduces the entity-life modeling (ELM) design approach for certain kinds of multithreaded software. ELM focuses on "reactive systems," which continuously interact with the problem environment. These "reactive systems" include embedded systems, as well as such interactive systems as cruise controllers and automated teller machines. Part I covers two fundamentals: program-language thread support and state diagramming. These are necessary for understanding ELM and are provided primarily for reference. Part II covers ELM from different angles. Part III positions ELM relative to other design

approaches.

97 Things Every Software

Architect Should Know -

Richard Monson-Haefel

2009-02-05

In this truly unique technical book, today's leading software architects present valuable principles on key development issues that go way beyond technology. More than four dozen architects -- including Neal Ford, Michael Nygard, and Bill de hOra -- offer advice for communicating with stakeholders, eliminating complexity, empowering developers, and many more practical lessons they've learned from years of experience. Among the 97 principles in this book, you'll find useful advice such as: Don't Put Your Resume Ahead of the Requirements (Nitin Borwankar) Chances Are, Your Biggest Problem Isn't Technical (Mark Ramm) Communication Is King; Clarity and Leadership, Its Humble Servants (Mark Richards) Simplicity Before Generality, Use Before Reuse (Kevlin Henney) For the End User, the

Interface Is the System

(Vinayak Hegde) It's Never Too

Early to Think About

Performance (Rebecca

Parsons) To be successful as a

software architect, you need to

master both business and

technology. This book tells you

what top software architects

think is important and how

they approach a project. If you

want to enhance your career,

97 Things Every Software

Architect Should Know is

essential reading.

Federated Content

Management: Accessing

Content from Disparate

Repositories with IBM Content

Federation Services and IBM

Content Integrator - Wei-Dong

Zhu 2010-04-21

Today, businesses have

valuable operations data

spread across multiple content

management systems. To help

discover, manage, and deliver

this content, IBM® provides

IBM Content Federation

Services and IBM Content

Integrator. This IBM

Redbooks® publication

introduces the concept of

federated content management

and describes the installation, configuration, and implementation of these product offerings. IBM Content Federation Services, available through IBM FileNet Content Manager, is a suite of three federated content management services based on the federation implementation strategy. We describe how to install and configure Content Federation Services for Image Services, Content Manager OnDemand, and IBM Content Integrator. Using an integration implementation strategy, IBM Content Integrator provides a repository neutral API that allows bidirectional, real-time access to a multitude of disparate content management system installations. We present connector configuration details to frequently encountered content management systems. We provide detailed instruction and sample implementations using the product's Java™ and Web Services APIs to access content stored in repository systems. This book is intended

for IT architects and specialists interested in understanding federated content management and is a hands-on technical guide for IT specialists to configure and implement federated content management solutions.

Diagramming the Big Idea -

Michael T. Swisher 2012-06-25

As a beginning design student, you need to learn to think like a designer, to visualize ideas and concepts, as well as objects. In the second edition of *Diagramming the Big Idea*, Jeffrey Balmer and Michael T. Swisher illustrate how you can create and use diagrams to clarify your understanding of both particular projects and organizing principles and ideas. With accessible, step-by-step exercises that interweave full color diagrams, drawings and virtual models, the authors clearly show you how to compose meaningful and useful diagrams. As you follow the development of the four project groups drawn from the authors' teaching, you will become familiar with architectural composition

concepts such as proportion, site, form, hierarchy and spatial construction. In addition, description and demonstration essays extend concepts to show you more examples of the methods used in the projects. Whether preparing for a desk critique, or any time when a fundamental insight can help to resolve a design problem, this new and expanded edition is your essential studio resource.

Parallel Computing - Christian Bischof 2008

ParCo2007 marks a quarter of a century of the international conferences on parallel computing that started in Berlin in 1983. The aim of the conference is to give an overview of the developments, applications and future trends in high-performance computing for various platforms.

Architecting Cloud Computing Solutions - Kevin L. Jackson
2018-05-30

Accelerating Business and Mission Success with Cloud Computing. Key Features A step-by-step guide that will practically guide you through

implementing Cloud computing services effectively and efficiently. Learn to choose the most ideal Cloud service model, and adopt appropriate Cloud design considerations for your organization. Leverage Cloud computing methodologies to successfully develop a cost-effective Cloud environment successfully. Book Description Cloud adoption is a core component of digital transformation. Scaling the IT environment, making it resilient, and reducing costs are what organizations want. Architecting Cloud Computing Solutions presents and explains critical Cloud solution design considerations and technology decisions required to choose and deploy the right Cloud service and deployment models, based on your business and technology service requirements. This book starts with the fundamentals of cloud computing and its architectural concepts. It then walks you through Cloud service models (IaaS, PaaS, and SaaS), deployment models (public, private, community, and

hybrid) and implementation options (Enterprise, MSP, and CSP) to explain and describe the key considerations and challenges organizations face during cloud migration. Later, this book delves into how to leverage DevOps, Cloud-Native, and Serverless architectures in your Cloud environment and presents industry best practices for scaling your Cloud environment. Finally, this book addresses (in depth) managing essential cloud technology service components such as data storage, security controls, and disaster recovery. By the end of this book, you will have mastered all the design considerations and operational trades required to adopt Cloud services, no matter which cloud service provider you choose. What you will learn Manage changes in the digital transformation and cloud transition process Design and build architectures that support specific business cases Design, modify, and aggregate baseline cloud architectures Familiarize yourself with cloud

application security and cloud computing security threats Design and architect small, medium, and large cloud computing solutions Who this book is for If you are an IT Administrator, Cloud Architect, or a Solution Architect keen to benefit from cloud adoption for your organization, then this book is for you. Small business owners, managers, or consultants will also find this book useful. No prior knowledge of Cloud computing is needed.

Wisdom's Way - Roger

Sessions 2015-05-19

Wisdom's Way is a clear and well-organized primer to the I Ching, as seen through a Christian lens. The I Ching is a three thousand year old book of Asian wisdom that has been revered by millions of people, but until now has been inaccessible to most Christians. Wisdom's Way gives a solid understanding of how to query, read, and interpret the I Ching archetypes, as well as an understanding of the history of the I Ching, the biblical basis for the I Ching, and how the I

Ching fits into contemporary Christian theology. The step-by-step directions are admirably organized and the scripturally grounded interpretations of each of the sixty-four archetypes will be illuminating and easy to understand for Western audiences. However, Wisdom's Way is more than just a practical manual. It uses personal stories to show the reader how the I Ching has helped others gain insight into their problems and can help them as well. It successfully draws a parallel between the Myers-Briggs typology and the I Ching, and describes Carl Jung's lifelong fascination with the I Ching as a tool for exploring what he called the collective unconscious. Most important, Wisdom's Way makes the I Ching relatable to Western readers by using elegant language and phrasing that echo scripture without ever losing sight of clarity. Wisdom's Way brings together for the first time two of the greatest Wisdom books ever written: the I Ching and The

Bible. These two books are strongly synergistic. The Bible describes the loving relationship God so desperately wants with us. The I Ching gives us the communication tools we need to surrender ourselves more fully into that relationship.

Software Fortresses - Roger Sessions 2003

This book introduces a new approach for modeling large enterprise systems: the software fortress model. In the software fortress model, an enterprise architecture is viewed as a series of self-contained, mutually suspicious, marginally cooperating software fortresses interacting with each other through carefully crafted and meticulously managed treaty relationships. The software fortress model is an intuitive, simple, expressive approach that maps readily to existing technologies such as .NET and Java 2 Enterprise Edition (J2EE). This book is designed to meet an immediate need to define, clarify, and explain the basics of this new modeling

methodology for large enterprise software architectures. "Software Fortresses is your essential roadmap to all aspects of software fortresses. Key topics include: The fundamental concepts and terminology of software fortresses Documentation techniques, including Fortress Ally Responsibility Cards (based on Class Responsibility Cards) and Sequence Ally Diagrams (based on UML's Class Sequence Diagrams) The proper use of drawbridges to provide fortress interoperability The innovative software fortress model for enterprise security Correct design approaches to fortress walls, which keep intruders out, and to guards, which let allies in. The role of loosely coupled and tightly coupled transactions in a software fortress architecture Design and technology issues associated with the six major software fortress types This book is a must-read for all enterprise software professionals, whether you are

a manager seeking to rein in run-away enterprise system complexity, an architect seeking to design interoperable, scalable, and highly secure systems, a consultant expected to give advice on how .NET and J2EE fit into the enterprise space, an implementer wanting to understand how your system relates to a larger enterprise architecture, or a business analyst needing to know that your system requirements will be translated into a successful software implementation.

0321166086B12202002

Game Architecture and Design - Andrew Rollings 2004

A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

Simple Architectures for Complex Enterprises - Roger Sessions 2008-05-07

Dismantle the overwhelming complexity in your IT projects

with strategies and real-world examples from a leading expert on enterprise architecture. This guide describes best practices for creating an efficient IT organization that consistently delivers on time, on budget, and in line with business needs. IT systems have become too complex—and too expensive. Complexity can create delays, cost overruns, and outcomes that do not meet business requirements. The resulting losses can impact your entire company. This guide demonstrates that, contrary to popular belief, complex problems demand simple solutions. The author believes that 50 percent of the complexity of a typical IT project can and should be eliminated—and he shows you how to do it. You'll learn a model for understanding complexity, the three tenets of complexity control, and how to apply specific techniques such as checking architectures for validity. Find out how the author's methodology could have saved a real-world IT project that went off track, and

ways to implement his solutions in a variety of situations.

Investment Governance for Fiduciaries - Michael E. Drew
2019-04-22

Governance is a word that is increasingly heard and read in modern times, be it corporate governance, global governance, or investment governance. Investment governance, the central concern of this modest volume, refers to the effective employment of resources—people, policies, processes, and systems—by an individual or governing body (the fiduciary or agent) seeking to fulfil their fiduciary duty to a principal (or beneficiary) in addressing an underlying investment challenge. Effective investment governance is an enabler of good stewardship, and for this reason it should, in our view, be of interest to all fiduciaries, no matter the size of the pool of assets or the nature of the beneficiaries. To emphasize the importance of effective investment governance and to demonstrate

its flexibility across organization type, we consider our investment governance process within three contexts: defined contribution (DC) plans, defined benefit (DB) plans, and endowments and foundations (E&Fs). Since the financial crisis of 2007–2008, the financial sector’s place in the economy and its methods and ethics have (rightly, in many cases) been under scrutiny. Coupled with this theme, the task of investment governance is of increasing importance due to the sheer weight of money, the retirement savings gap, demographic trends, regulation and activism, and rising standards of behavior based on higher expectations from those fiduciaries serve. These trends are at the same time related and self-reinforcing. Having explored the why of investment governance, we dedicate the remainder of the book to the question of how to bring it to bear as an essential component of good fiduciary practice. At this point, the reader might expect investment

professionals to launch into a discussion about an investment process focused on the best way to capture returns. We resist this temptation. Instead, we contend that achieving outcomes on behalf of beneficiaries is as much about managing risks as it is about capturing returns—and we mean “risks” broadly construed, not just fluctuations in asset values.

Parallel Programming - Thomas Rauber 2013-06-13

Innovations in hardware architecture, like hyper-threading or multicore processors, mean that parallel computing resources are available for inexpensive desktop computers. In only a few years, many standard software products will be based on concepts of parallel programming implemented on such hardware, and the range of applications will be much broader than that of scientific computing, up to now the main application area for parallel computing. Rauber and Runger take up these recent developments in processor

architecture by giving detailed descriptions of parallel programming techniques that are necessary for developing efficient programs for multicore processors as well as for parallel cluster systems and supercomputers. Their book is structured in three main parts, covering all areas of parallel computing: the architecture of parallel systems, parallel programming models and environments, and the implementation of efficient application algorithms. The emphasis lies on parallel programming techniques needed for different architectures. For this second edition, all chapters have been carefully revised. The chapter on architecture of parallel systems has been updated considerably, with a greater emphasis on the architecture of multicore systems and adding new material on the latest developments in computer architecture. Lastly, a completely new chapter on general-purpose GPUs and the corresponding programming techniques has been added.

The main goal of the book is to present parallel programming techniques that can be used in many situations for a broad range of application areas and which enable the reader to develop correct and efficient parallel programs. Many examples and exercises are provided to show how to apply the techniques. The book can be used as both a textbook for students and a reference book for professionals. The material presented has been used for courses in parallel programming at different universities for many years. Visualization, Modeling, and Graphics for Engineering Design - Dennis K. Lieu
2008-02-15

A new book for a new generation of engineering professionals, Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the context of engineering design and creativity. With a blend of modern and traditional topics, this text

recognizes how computer modeling techniques have changed the engineering design process. From this new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes beyond the what to explain the why of engineering graphics.

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[The Complete Business Process Handbook](#) - Mark von Rosing
2014-12-06

The Complete Business Process Handbook is the most comprehensive body of knowledge on business processes with revealing new research. Written as a practical guide for Executives, Practitioners, Managers and Students by the authorities that have shaped the way we

think and work with process today. It stands out as a masterpiece, being part of the BPM bachelor and master degree curriculum at universities around the world, with revealing academic research and insight from the leaders in the market. This book provides everything you need to know about the processes and frameworks, methods, and approaches to implement BPM. Through real-world examples, best practices, LEADing practices and advice from experts, readers will understand how BPM works and how to best use it to their advantage. Cases from industry leaders and innovators show how early adopters of LEADing Practices improved their businesses by using BPM technology and methodology. As the first of three volumes, this book represents the most comprehensive body of knowledge published on business process. Following closely behind, the second volume uniquely bridges theory with how BPM is applied today with the most extensive

information on extended BPM. The third volume will explore award winning real-life examples of leading business process practices and how it can be replaced to your advantage. Learn what Business Process is and how to get started Comprehensive historical process evolution In-depth look at the Process Anatomy, Semantics and Ontology Find out how to link Strategy to Operation with value driven BPM Uncover how to establish a way of Thinking, Working, Modelling and Implementation Explore comprehensive Frameworks, Methods and Approaches How to build BPM competencies and establish a Center of Excellence Discover how to apply Social BPM, Sustainable and Evidence based BPM Learn how Value & Performance Measurement and Management Learn how to roll-out and deploy process Explore how to enable Process Owners, Roles and Knowledge Workers Discover how to Process and Application Modelling Uncover Process Lifecycle, Maturity,

Alignment and Continuous Improvement Practical continuous improvement with the way of Governance Future BPM trends that will affect business Explore the BPM Body of Knowledge 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

UML Pocket Reference - Dan Pilone 2003

The Unified Modeling Language (UML) is one of the most important languages for anyone in the software industry to know. The UML is a visual language enabling architects, designers, and developers to

communicate about design. Seemingly simple on the surface, the UML is a rich and expressive language, with many visual syntactical elements. It's next to impossible to memorize all aspects of the UML. Just as a writer might require a dictionary to work with the spoken word, so too do UML practitioners require a dictionary of sorts. In this book, you'll find information on UML usage, and also on the symbols, line-endings, and syntax used for the following diagram types: Class diagrams Component diagrams Behavioral diagrams Sequence diagrams Statechart diagrams Object diagrams Deployment diagrams Use case diagrams Collaboration diagrams Activity diagrams Let this book be your UML dictionary. It's clear, concise, and small. Keep this book at hand, and never again be stymied by an unfamiliar UML symbol, a line-ending you don't recognize, or the use of an unfamiliar diagram type. O'Reilly's Pocket References have become a favorite among

programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you need to get to a solution quickly, the new UML Pocket Reference is the book you'll want to have.

The Making of a Building -

Albena Yaneva 2009

Drawing on rare ethnographical material of architects at work at the Office for Metropolitan Architecture of Rem Koolhaas in Rotterdam in the period 2001-2004, this text offers a novel account of the social and cognitive complexity of architecture in the making.

A Little History of the World -

E. H. Gombrich 2014-10-01

E. H. Gombrich's *Little History of the World*, though written in 1935, has become one of the treasures of historical writing since its first publication in English in 2005. The Yale edition alone has now sold over half a million copies, and the book is available worldwide in almost thirty languages.

Gombrich was of course the best-known art historian of his time, and his text suggests illustrations on every page. This illustrated edition of the *Little History* brings together the pellucid humanity of his narrative with the images that may well have been in his mind's eye as he wrote the book. The two hundred illustrations—most of them in full color—are not simple embellishments, though they are beautiful. They emerge from the text, enrich the author's intention, and deepen the pleasure of reading this remarkable work. For this edition the text is reset in a spacious format, flowing around illustrations that range from paintings to line drawings, emblems, motifs, and symbols. The book incorporates freshly drawn maps, a revised preface, and a new index. Blending high-grade design, fine paper, and classic binding, this is both a sumptuous gift book and an enhanced edition of a timeless account of human history.

Reusable Data Structures

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for C - Roger Sessions 1989
Describes some techniques for organizing data manipulation code into one or more layers of code packages. Readers should be familiar with C; background in data structures not required. Examples of problems included. Annotation copyrighted by Book News, Inc., Portland, OR
Business Periodicals Index - 1993

Organizational Culture and Leadership - Edgar H. Schein 2010-07-16
Regarded as one of the most influential management books of all time, this fourth edition of *Leadership and Organizational Culture* transforms the abstract concept of culture into a tool that can be used to better shape the dynamics of organization and change. This updated edition focuses on today's business realities. Edgar Schein draws on a wide range of contemporary research to redefine culture and demonstrate the crucial role leaders play in

successfully applying the principles of culture to achieve their organizational goals.

Software Requirements - Rick Lutowski 2016-04-19
Software Requirements: Encapsulation, Quality, and Reuse describes how to make requirements easy to change by using encapsulation. It introduces the Freedom methodology that shows how to encapsulate requirements thereby promoting reuse and quality. Encapsulating requirements reduces software life cycle costs by making requirements and the code that
Blown to Bits - Harold Abelson 2008

'Blown to Bits' is about how the digital explosion is changing everything. The text explains the technology, why it creates so many surprises and why things often don't work the way we expect them to. It is also about things the information explosion is destroying: old assumptions about who is really in control of our lives.

The Power of Convergence - Faisal Hoque 2011-05-18
From technology giants to

major airlines to government agencies, the landscape is littered with the shells of once-promising enterprises that failed to partner technology and business. Their lost opportunities and billions wasted provide a much-needed wake-up call to businesses. In this forward-thinking guide, author Faisal Hoque adopts that call to teach readers how to capture and leverage the power of business-technology convergence. *The Power of Convergence* provides the framework and mechanisms for uniting business and technology, seeding horizontal collaborations and partnering opportunities, and capturing strategic possibilities created through convergence. Readers will also discover the importance of not only laying the groundwork for the role of technology in business, but also institutionalizing operational practices to pave the way for continued success. No technology should be developed or deployed without a full vision of how it serves the greater needs of the company.

Rather, technology should be so tightly intertwined with strategy that the two drive each other, with each at the ready when market opportunity materializes--however suddenly. With compelling examples of successes and failures at organizations from Ford Motor Company to the FBI, *The Power of Convergence* provides business leaders with the tools they need to overcome the business/technology disconnect and utilize these both to achieve sustainable results. *COM+ and the Battle for the Middle Tier* - Roger Sessions 2000-02-14
COM+, the next generation of COM, DCOM, and MTS, is here! Now best-selling author Roger Sessions offers an unbiased introduction to COM+ and the fascinating world of Component-Oriented Middleware (COMWare). In this book, you'll learn the new features of COM+ and how it fits in with other Microsoft technologies, how COM+ compares to CORBA 3.0 and Enterprise JavaBeans, and how

to plan your future N-tier enterprise applications. To demonstrate how Microsoft's middle-tier technologies are being utilized in some of today's largest applications, Sessions then presents three case studies from Dell, Silknet, and Acentris-complete with business requirements, architectural overviews, system benchmarks, and lessons learned. Whether you're an IT executive planning your company's middle-tier strategy, a programmer trying to understand the new features of COM+, or an analyst interested in the differences between COM+, EJB, and CORBA 3.0, this book is for you. Advance praise for Roger Sessions's new book: "Roger has a gift for relating the somewhat esoteric topic of distributed computing to the everyday world. COM+ and the Battle for the Middle Tier provides a fine introduction to the problems addressed by the middle tier and the solutions offered by Microsoft's COM+."- MARY KIRTLAND Program Manager, Microsoft Corp. "Although I

often don't agree with Roger Sessions's opinions and conclusions, I always enjoy reading his work. This book on COM+ is no exception. Roger uses simple real-world scenarios to explain very complex concepts about distributed computing, components, and scalable transaction processing, and his frequent play on words had me laughing out loud. For those who are true believers of the Microsoft way, this book may become your bible. It certainly will provide you with plenty of arguments to defend your technology choice. For those who believe in CORBA and EJB, this book will help you understand the strong appeal that Windows NT and COM+ have. (But keep the faith and don't be swayed.)"- ANNE THOMAS Senior Analyst, Patricia Seybold Group Visit our Web site at [www.wiley.com/compbooks/Component Deployment](http://www.wiley.com/compbooks/Component%20Deployment) - Wolfgang Emmerich
2004-05-11
This book constitutes the

refereed proceedings of the Second International Working Conference on Component Deployment, CD 2004, held in Edinburgh, UK in May 2004. The 16 revised full papers presented were carefully reviewed and selected from 34 submissions. The papers address all relevant issues on component deployment, once a software component has been developed, in particular component customization, component systems configuration, component integration, component activation, component de-activation, and de-commissioning.

Spaces Speak, Are You Listening? - Barry Blesser
2009-09-18

How we experience space by listening: the concepts of aural architecture, with examples ranging from Gothic cathedrals to surround sound home theater. We experience spaces not only by seeing but also by listening. We can navigate a room in the dark, and "hear" the emptiness of a house without furniture. Our

experience of music in a concert hall depends on whether we sit in the front row or under the balcony. The unique acoustics of religious spaces acquire symbolic meaning. Social relationships are strongly influenced by the way that space changes sound. In *Spaces Speak, Are You Listening?*, Barry Blesser and Linda-Ruth Salter examine auditory spatial awareness: experiencing space by attentive listening. Every environment has an aural architecture. The audible attributes of physical space have always contributed to the fabric of human culture, as demonstrated by prehistoric multimedia cave paintings, classical Greek open-air theaters, Gothic cathedrals, acoustic geography of French villages, modern music reproduction, and virtual spaces in home theaters. Auditory spatial awareness is a prism that reveals a culture's attitudes toward hearing and space. Some listeners can learn to "see" objects with their ears, but even without training, we can all hear spatial geometry

such as an open door or low ceiling. Integrating contributions from a wide range of disciplines—including architecture, music, acoustics, evolution, anthropology, cognitive psychology, audio engineering, and many others—*Spaces Speak, Are You Listening?* establishes the concepts and language of aural architecture. These concepts provide an interdisciplinary guide for anyone interested in gaining a better understanding of how space enhances our well-being. Aural architecture is not the exclusive domain of specialists. Accidentally or intentionally, we all function as aural architects.

Model Driven Engineering Languages and Systems - Jon Whittle 2011-10-12

This book constitutes the refereed proceedings of the 14th International Conference on Model Driven Engineering Languages and Systems, MODELS 2011, held in Wellington, New Zealand, in October 2011. The papers

address a wide range of topics in research (foundations track) and practice (applications track). For the first time a new category of research papers, vision papers, are included presenting "outside the box" thinking. The foundations track received 167 full paper submissions, of which 34 were selected for presentation. Out of these, 3 papers were vision papers. The application track received 27 submissions, of which 13 papers were selected for presentation. The papers are organized in topical sections on model transformation, model complexity, aspect oriented modeling, analysis and comprehension of models, domain specific modeling, models for embedded systems, model synchronization, model based resource management, analysis of class diagrams, verification and validation, refactoring models, modeling visions, logics and modeling, development methods, and model integration and collaboration.