

Software Engineering By Jawadekar

Given the sheer cultural diversity of Indian population, changing customer choices influenced by evolving media technology, fragmented markets, rising media costs, and increasing demands of accountability from the clients, media business has grown in both complexity and importance. In such a rapidly changing media landscape, with the increased availability of research and data, media agencies and marketers (brand and sales) have to thoroughly understand media functions. Given the availability of books on planning theories in the west, this book fills a void in Indian planning and buying theory, and can serve as a useful handbook/ guide for media practitioners in devising media plans and taking buying decisions. This book lays down the theoretical foundation of the principles of media planning and buying in the Indian context. The theoretical points are illustrated by case studies. Case Exercises which could be used by students for group assignments and class discussion purpose have also been included

This book discusses action-oriented, concise and easy-to-communicate goals and challenges related to quality, reliability, infocomm technology and business operations. It brings together groundbreaking research in the area of software reliability, e-maintenance and big data analytics, highlighting the importance of maintaining the current growth in information technology (IT) adoption in businesses, while at the same

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time proposing process innovations to ensure sustainable development in the immediate future. In its thirty-seven chapters, it covers various areas of e-maintenance solutions, software architectures, patching problems in software reliability, preventive maintenance, industrial big data and reliability applications in electric power systems. The book reviews the ways in which countries currently attempt to resolve the conflicts and opportunities related to quality, reliability, IT and business operations, and proposes that internationally coordinated research plans are essential for effective and sustainable development, with research being most effective when it uses evidence-based decision-making frameworks resulting in clear management objectives, and is organized within adaptive management frameworks. Written by leading experts, the book is of interest to researchers, academicians, practitioners and policy makers alike who are working towards the common goal of making business operations more effective and sustainable.

""This is the single best book on software quality engineering and metrics that I've encountered."" --Capers Jones, from the Foreword"Metrics and Models in Software Quality Engineering, Second Edition," is the definitive book on this essential topic of software development. Comprehensive in scope with extensive industry examples, it shows how to measure software quality and use measurements to improve the software development process. Four major categories of quality metrics and models are addressed: quality management, software reliability and projection, complexity, and

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customer view. In addition, the book discusses the fundamentals of measurement theory, specific quality metrics and tools, and methods for applying metrics to the software development process. New chapters bring coverage of critical topics, including: In-process metrics for software testing Metrics for object-oriented software development Availability metrics Methods for conducting in-process quality assessments and software project assessments Dos and Don'ts of Software Process Improvement, by Patrick O'Toole Using Function Point Metrics to Measure Software Process Improvement, by Capers Jones In addition to the excellent balance of theory, techniques, and examples, this book is highly instructive and practical, covering one of the most important topics in software development--quality engineering.

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Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

This book integrates new ideas and topics from real time systems, embedded systems, and software engineering to give a complete picture of the whole process of developing software for real-time embedded applications. You will not only gain a thorough

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understanding of concepts related to microprocessors, interrupts, and system boot process, appreciating the importance of real-time modeling and scheduling, but you will also learn software engineering practices such as model documentation, model analysis, design patterns, and standard conformance. This book is split into four parts to help you learn the key concept of embedded systems; Part one introduces the development process, and includes two chapters on microprocessors and interrupts---fundamental topics for software engineers; Part two is dedicated to modeling techniques for real-time systems; Part three looks at the design of software architectures and Part four covers software implementations, with a focus on POSIX-compliant operating systems. With this book you will learn: The pros and cons of different architectures for embedded systems POSIX real-time extensions, and how to develop POSIX-compliant real time applications How to use real-time UML to document system designs with timing constraints The challenges and concepts related to cross-development Multitasking design and inter-task communication techniques (shared memory objects, message queues, pipes, signals) How to use kernel objects (e.g. Semaphores, Mutex, Condition variables) to address resource sharing issues in RTOS applications The philosophy underpinning the notion of "resource manager" and how to implement a virtual file system using a resource manager The key principles of real-time scheduling and several key algorithms Coverage of the latest UML standard (UML 2.4) Over 20 design patterns which represent the best practices for reuse in a wide

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range of real-time embedded systems Example codes which have been tested in QNX---a real-time operating system widely adopted in industry

This book is aimed at emphasising the fundamental concepts associated with Software Quality and Software Testing from a balanced perspective of theory and practice. By presenting the information in an abstracted form, this text guides the readers through all aspects of developing quality software (across the entire development life cycle). The book is written around the strategy of error avoidance, error detection (and correction), and error tolerance (as a last resort). This text is well suited for teaching an academic course as a part of the Computer Science and/or Information Technology and/or MCA curriculum, or for conducting an equivalent training programme for professionals. KEY FEATURES : Emphasises on management people issues in quality management Written in bullet point form Chapters follow the natural evolution of quality management This book addresses basic and advanced concepts in software engineering and is intended as a textbook for an undergraduate-level engineering course. In addition to covering important concepts in software engineering, this book also addresses the perspective of decreasing the overall effort of writing quality software. It covers the entire spectrum of the software engineering life cycle starting from the requirement analysis until the implementation and maintenance of the project.

This book features a selection of extended papers presented at the 5th IFIP WG 12.6 International Workshop on Artificial Intelligence for Knowledge

Management, AI4KM 2017, held in Melbourne, VIC, Australia, in August 2017, in the framework of the International Joint Conference on Artificial Intelligence, IJCAI 2017. The 11 revised and extended papers were carefully reviewed and selected for inclusion in this volume. They present new research and innovative aspects in the field of knowledge management such as machine learning, knowledge models, KM and Web, knowledge capturing and learning, and KM and AI intersections.

Die Verwaltungsmodernisierung durch E-Government-Anwendungen soll tiefgreifende Veränderungen in Arbeit und Prozessen öffentlicher Verwaltungen ermöglichen. Ziel ist es, staatliche Dienstleistungen für Bürger und Unternehmen zu verbessern. Dennoch scheitert der erfolgreiche Einsatz der Software oftmals an fehlender Technologieakzeptanz und Nutzung, auch auf Seiten der Verwaltung. Verwaltungsseitige Widerstände der Verwendung von E-Government-Anwendungen sind nicht immer leicht zu entdecken und schwierig zu beheben. In diesem Buch werden Akzeptanzfaktoren von E-Government-Anwendungen in der Verwaltung am Beispiel einer Government-to-Government-Fachanwendung qualitativ erforscht sowie Implikationen für Praxis und Forschung herausgearbeitet. In diesem Zusammenhang wird auch die Anwendbarkeit von existierenden Theorien und Modellen der

Akzeptanzforschung, wie beispielsweise das Technologieakzeptanzmodell (TAM), auf öffentliche Verwaltungen überprüft.

Teknologi pembuatan program perangkat lunak berkembang sangat cepat seiring dengan berkembangnya infrastruktur dan perangkat keras yang tersedia. Bidang ini menjadi sangat menarik karena selain tools dan sarana yang ada, terdapat banyak metode yang perlu dipelajari, sehingga pengalaman yang baik dalam pembuatan perangkat lunak sebelumnya dapat diterapkan di sistem yang akan dibuat berikutnya. Buku Rekayasa Perangkat Lunak Berorientasi Objek Menggunakan PHP ini dibuat untuk digunakan pada program studi Teknik Komputer, Ilmu Komputer, Teknik Elektro, Teknik Informatika di sekitar tahun kedua perkuliahan. Buku ini disertai contoh penggunaan tools dalam mempelajari siklus hidup perangkat lunak Struktur materi buku ini sangat lengkap. Pada bagian awal disampaikan mengenai sejarah, definisi, komponen dan siklus hidup rekayasa perangkat lunak. Bagian-bagian selanjutnya juga menjelaskan tentang model pengembangan perangkat lunak dan manajemen pengembangan perangkat lunak. Juga dijelaskan tentang kualitas perangkat lunak dan paradigma rekayasa perangkat lunak, konsep pemrograman berorientasi objek, abstraksi, class, inheritance, polymorphism, dan hubungan antar-class. Penulis juga membahas pendekatan Unified Modelling Language untuk Object Oriented

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Programming (OOP) hingga implementasi OOP pada PHP. Menjelang bagian akhir buku Penulis menjelaskan tentang Konsep Inheritance dan Polymorphism pada PHP Pattern pada Pemrograman Berorientasi Objek Berbasis PHP dan juga tentang studi kasus penerapan konsep-konsep yang telah dijelaskan sebelumnya. Pada bagian akhir Penulis juga memberikan contoh pemanfaatan framework PHP. Dari buku ini kita dapat mengambil benang merah dari penerapan rekayasa perangkat lunak dengan memanfaatkan tools pemodelan UML dan bahasa pemrograman PHP. Kemampuan untuk menguasai dan mengimplementasikan pendekatan dalam Rekayasa perangkat lunak dengan mempelajari sejarah dan perkembangannya akan memungkinkan kita untuk ikut berkontribusi bagi kemajuan bangsa dalam Era Industri 4.0.

One-stop Guide to software testing types, software errors, and planning process
DESCRIPTION Software testing is conducted to assist testers with information to improvise the quality of the product under testing. The book primarily aims to present testing concepts, principles, practices, methods cum approaches used in practice. The book will help the readers to learn and detect faults in software before delivering it to the end user. The book is a judicious mix of software testing concepts, principles, methodologies, and tools to undertake a professional course in software testing. The book will be a useful resource for students,

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academicians, industry experts, and software architects to learn artefacts of testing. Book discuss the foundation and primary aspects connected to the world of software testing, then it discusses the levels, types and terminologies associated with software testing. In the further chapters it will gives a comprehensive overview of software errors faced in software testing as well as various techniques for error detection, then the test case development and security testing. In the last section of the book discusses the defect tracking, test reports, software automation testing using the Selenium tool and then ISO/IEEE-based software testing standards. KEY FEATURES Presents a comprehensive investigation about the software testing approach in terms of techniques, tools and standards Highlights test case development and defect tracking In-depth coverage of test reports development Covers the Selenium testing tool in detail Comprehensively covers IEEE/ISO/IEC software testing standards WHAT WILL YOU LEARN With this book, the readers will be able to learn: Taxonomy, principles and concepts connected to software testing. Software errors, defect tracking, and the entire testing process to create quality products. Generate test cases and reports for detecting errors, bugs, and faults. Automation testing using the Selenium testing tool. Software testing standards as per IEEE/ISO/IEC to conduct standard and quality testing. WHO THIS BOOK IS FOR The readers

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should have a basic understanding of software engineering concepts, object-oriented programming and basic programming fundamentals. Table of Contents
1. Introduction to Software Testing 2. Software Testing Levels, Types, Terms, and Definitions 3. Software Errors 4. Test Planning Process (According to IEEE standard 829) 5. Test Case Development 6. Defect Tracking 7. Types of Test Reports 8. Software Test Automation 9. Understanding the Software Testing Standards

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

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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 (UML) / Systems Modeling Language (SysML), 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. *Introduction to Hardware-Software Co-Design* presents a number of issues of fundamental importance for the design of integrated hardware software products such as embedded, communication, and multimedia systems. This book is a comprehensive introduction to the fundamentals of hardware/software co-design. Co-design is still a new field but one which has substantially matured over the past few years. This book, written by leading international experts, covers all the major topics including: fundamental issues in co-design; hardware/software co-synthesis algorithms; prototyping and emulation; target architectures; compiler techniques; specification and verification; system-level specification. Special chapters describe in detail several leading-edge co-design systems including Cosyma, LYCOS, and Cosmos. *Introduction to Hardware-Software Co-Design* contains sufficient material for use by teachers and students in an advanced course of hardware/software co-design. It also contains extensive explanation of the fundamental concepts of the subject and the necessary background to bring practitioners up-to-date on this increasingly important topic.

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The final installment in this three-volume set is based on this maxim: "Before software can be designed its requirements must be well understood, and before the requirements can be expressed properly the domain of the application must be well understood." The book covers the process from the development of domain descriptions, through the derivation of requirements prescriptions from domain models, to the refinement of requirements into software architectures and component design.

It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project. Software development and design is an intricate and complex process that requires a multitude of steps to ultimately create a quality product. One crucial aspect of this process is minimizing potential errors through software fault prediction. Enhancing Software Fault Prediction With Machine Learning: Emerging Research and Opportunities is an innovative source of material on the latest advances and strategies for software quality prediction. Including a range of

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pivotal topics such as case-based reasoning, rate of improvement, and expert systems, this book is an ideal reference source for engineers, researchers, academics, students, professionals, and practitioners interested in novel developments in software design and analysis.

The latest trends in Information Technology represent a new intellectual paradigm for scientific exploration and visualization of scientific phenomena. The present treatise covers almost all the emerging technologies in the field. Academicians, engineers, industrialists, scientists and researchers engaged in teaching, research and development of Computer Science and Information Technology will find the book useful for their future academic and research work. The present treatise comprising 225 articles broadly covers the following topics exhaustively.

01. Advance Networking and Security/Wireless Networking/Cyber Laws
02. Advance Software Computing
03. Artificial Intelligence/Natural Language Processing/ Neural Networks
04. Bioinformatics/Biometrics
05. Data Mining/E-Commerce/E-Learning
06. Image Processing, Content Based Image Retrieval, Medical and Bio-Medical Imaging, Wavelets
07. Information Processing/Audio and Text Processing/Cryptology, Steganography and Digital Watermarking
08. Pattern Recognition/Machine Vision/Image Motion, Video Processing
09. Signal Processing and Communication/Remote Sensing
10. Speech Processing & Recognition, Human Computer Interaction
11. Information and Communication Technology

"This thoroughly updated text teaches students or industry R & D practitioners to successfully negotiate the terrain for building and maintaining large, complex software systems. The authors introduce the basic skills needed for a developer to apply software engineering techniques. Next, they focus on methods and technologies that enable developers to specify,

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design, and implement complex systems. Finally, the authors show how to support the system changes throughout the software life cycle."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

This title stresses on Object Oriented and Classical Approach, by resorting to a concise presentation of the subject. In tune with reviewer comments and market feedback, the book takes an approach whereby a more balanced emphasis has been given to Design, Architecture and Management issues. Key features Extensive stress on Object Oriented Systems Analysis and Design. Separate chapter on Software Systems Design and Architecture (Chapter 5). Better organization with chapters on Testing for Software Quality (Chapter 14) and Quality Engineering for Software Quality Assurance (Chapter 15), placed in succession. Case Studies conclude every chapter for better comprehension of concepts. Concepts presented through easy to understand language and schematic diagrams. Pedagogy: Figures: 197 Test Your Understandings: 198 Chapter End Case Studies: 15 Greater focus on Design and Architecture issues Stress on Software Project Management reduced to a required level Enhanced pedagogy with a Case Study concluding each chapter Concise presentation of the Software Engineering

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and

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examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside the technological advancements of computer applications to develop efficient and precise databases of information. The Handbook of Research on Innovations in Systems and Software Engineering combines relevant research from all facets of computer programming to provide a comprehensive look at the challenges and changes in the field. With information spanning topics such as design models, cloud computing, and security, this handbook is an essential reference source for academicians, researchers, practitioners, and students interested in the development and design of improved and effective technologies.

Software EnggTata McGraw-Hill Education

Covers entire spectrum of basic electrical engineering from the fundamentals to measuring instruments in a single volume. Special focus on step-by-step and tutorial approach for solved examples 16 lab experiments included in the text. Rich pool of pedagogy.

Applying methodologies of Software Process Improvement (SPI) is an effective way for businesses to remain competitive in the software industry. However, many organizations find implementing software process initiatives challenging. Agile Estimation Techniques and

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Innovative Approaches to Software Process Improvement reviews current SPI techniques and applications through discussions on current and future trends as well as the presentation of case studies on SPI implementation. Ideal for use by academics, students, and policy-makers, as well as industry professionals and managers, this publication provides a complete overview of current tools and methodologies regarding Software Process Improvement.

This book is aimed at students as well as professionals who want to undertake a career as a management consultant and would be eager to know the concepts, processes and best practices of this wonderful and enchanting profession. Please note that Management consultancy is specialization agnostic. Chapter 1: Why Management Consulting? Chapter 2: Consulting Industry: A perspective Chapter 3: 3.0 Business and IT Consulting: Alignment and Convergence. Chapter 4: Understanding BIT Consulting Process. Chapter 5: Executing BIT Consulting Engagement Chapter 6: BIT Consulting Themes. Chapter 7: Management of Consulting Practice Chapter 8: Consulting Skills: Development and Management Chapter 9: Effective use of consultant from Client's Perspective. Chapter 10: Global Consulting Delivery. Chapter 11: Managing Client relationship and Consultative selling. Chapter 12: Consulting Career and entrepreneurship. Chapter 13: Consulting ethics and legal issues Chapter 14: Future of consulting. Chapter 15: To Sum it all Cases Study. Annexure A: Preparing for Case interview Annexure B: Consulting cases and Strategic Questions. Annexure C: Consulting Frame work and tools Annexure D: Bibliography and Webliography

A decade ago nobody could have imagined the crucial role that software would play in our everyday life. The artificial boundaries between hardware, software, telecommunication, and many other disciplines are getting blurred very rapidly. This book presents the essentials of

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theory and practice of software engineering in an abstracted form. Presenting the information based on software development life cycle, the text guides the students through all the stages of software production—Requirements, Designing, Construction, Testing and Maintenance. Key Features : Emphasizes on non-coding areas Includes appendices on “need to know” basis Makes the learning easier as organized by software development life cycle This text is well suited for academic courses on Software Engineering or for conducting training programmes for software professionals. This book will be equally useful to the instructors of software engineering as well as busy professionals who wish to grasp the essentials of software engineering without attending a formal instructional course.

Ongoing advancements in modern technology have led to significant developments in intelligent systems. With the numerous applications available, it becomes imperative to conduct research and make further progress in this field. Intelligent Systems: Concepts, Methodologies, Tools, and Applications contains a compendium of the latest academic material on the latest breakthroughs and recent progress in intelligent systems. Including innovative studies on information retrieval, artificial intelligence, and software engineering, this multi-volume book is an ideal source for researchers, professionals, academics, upper-level students, and practitioners interested in emerging perspectives in the field of intelligent systems.

This title stresses on Object Oriented and Classical Approach, by resorting to a concise presentation of the subject. In tune with reviewer comments and market feedback, the book takes an approach whereby a more balanced emphasis has been given to Design, The goal of this book is to introduce to the students a limited number of concepts and practices

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which will achieve the following two objectives: Teach the student the skills needed to execute a smallish commercial project. Provide the students necessary conceptual background for undertaking advanced studies in software engineering, through organized courses or on their own. This book focuses on key tasks in two dimensions - engineering and project management - and discusses concepts and techniques that can be applied to effectively execute these tasks. The book is organized in a simple manner, with one chapter for each of the key tasks in a project. For engineering, these tasks are requirements analysis and specification, architecture design, module level design, coding and unit testing, and testing. For project management, the key tasks are project planning and project monitoring and control, but both are discussed together in one chapter on project planning as even monitoring has to be planned. In addition, one chapter clearly defines the problem domain of Software Engineering, and another Chapter discusses the central concept of software process which integrates the different tasks executed in a project. Each chapter opens with some introduction and clearly lists the chapter goals, or what the reader can expect to learn from the chapter. For the task covered in the chapter, the important concepts are first discussed, followed by a discussion of the output of the task, the desired quality properties of the output, and some practical methods and notations for performing the task. The explanations are supported by examples, and the key learnings are summarized in the end for the reader. The chapter ends with some self-assessment exercises. Finally, the book contains a question bank at the end which lists out questions with answers from major universities.

The book deals the main and compulsory lessons of the Department of Computer Engineering, in an easy, simple and adequate way to understand the topics of computer engineering and

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similar departments, this book is considered as a booklet for undergraduate students, and even for doctoral students, where it shortens the way for doctoral students to review the basic lessons of the Department of Computer Engineering, and Also, the way is shortened for engineering students and those interested in the Computer Department to learn the main curriculum for the department in a brief way. The book deals with topics COMPUTER NETWORKS, PROGRAMMING LANGUAGES, SOFTWARE ENGINEERING, SOFTWARE MODELING LANGUAGES AND UML, OBJECT ORIENTED PROGRAMMING, DATA STRUCTURES AND DATA MODELS, DATABASE MANAGEMENT AND SQL, DISCRETE MATHEMATICS, BOOLEAN ALGEBRA, LOGIC CIRCUITS, ALGORITHM AND FLOW CHARTS, MICROPROCESSOR, PROGRAMMING IN ASSEMBLY LANGUAGE, and OPERATING SYSTEMS.

This book presents a new paradigm of software testing by emphasizing the role of critical thinking, system thinking and rationality as the most important skills for the tester. It thus approaches software testing from a different perspective than in past literature, as the vast majority of books describe testing in the context of specific tools, automation, documentation, particular test design techniques or test management. In addition, the book proposes a novel meta-approach for designing effective test strategies, which is based on recent advances in psychology, economics, system sciences and logic. Chapter 1 starts by introducing the fundamental ideas underlying software testing. Chapter 2 then describes meta-strategies in software testing, i.e. general approaches that can be adapted to many different situations that a software tester encounters. Next, Chapter 3 presents the concept of Thinking-Driven Testing (TDT). This approach utilizes the concepts discussed in the two previous chapters and

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introduces the main ideas that underlie a reasonable and optimal approach to software testing. Chapter 4 builds on this basis and proposes a specific approach to testing, called TQED, that makes it possible to increase creativity in the context of delivering effective, optimal test ideas. Chapter 5 provides an overview of different types of testing techniques in order to understand the fundamental concepts of test design, while Chapter 6 details various pitfalls a tester may encounter and that can originate from a wide range of testing process areas. Lastly, Chapter 7 puts all this into practice, as it contains several exercises that will help testers develop a number of crucial skills: logical thinking and reasoning, thinking out of the box, creativity, counting and estimating, and analytical thinking. By promoting critical, rational and creative thinking, this book invites readers to re-examine common assumptions regarding software testing and shows them how to become professional testers who bring added value to their company.

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