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An Introduction to UML

UML Behavioral Diagrams: Sequence - Georgia Tech - Software Development ProcessIntroduction to Scrum - 7 Minutes 01-Design Pattern : Introduction to Design pattern and UML Activity Diagram - Step by Step Guide with Example

WHAT the hell is UML?

C++ Programming Tutorial: Introduction to UML Class DiagramsUml Clroom An Introduction To
The course provides teachers candidates with an introduction to planning lessons and the opportunity ... will begin to use technology that will assist them in managing their own classroom. Teacher ...

EDUC.1100 Introduction to teaching in Inclusive Classrooms
No previous Chemistry experience is assumed. There is no lab component to this course. Provides an introduction to the basic concepts of chemistry through classroom discussions and demonstrations.

Chemistry Course Listing
This extensively classroom-tested text takes an innovative approach to ... presentation of software testing and test coverage criteria ... A concise but brief introduction to software testing.' R. S.

Introduction to Software Testing
In part I in the Fall semester the course will start with basic concepts of programming, but we quickly get into topics in object oriented programming, UML diagrams, and basic patterns. We will also ...

MS Quantitative Finance Curriculum
The university reserves the right to make any changes in the offerings without prior notice. RPGM 2 Introduction to Programming in Java This course covers the fundamental syntax and semantics of Java, ...

Rabb School of Continuing Studies, Division of Graduate Professional Studies
Certification of Completion: A Certificate of Completion indicating the total number of CEUs earned will be provided upon successful completion of the course. This course introduces the fundamental ...

Implementing Business to MES Integration Using the ANSI/ISA95 Standard (IC55E)
Introduction to a programming language (Java, C++, C), AND Introduction to Software Engineering - topics covered should include exposure to concepts that will be further explored in Software ...

Master of Software Engineering*
This extensively classroom-tested text takes an innovative approach to ... presentation of software testing and test coverage criteria ... A concise but brief introduction to software testing.' R. S.

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

A concise and practical introduction to the foundations and engineering principles of self-adaptation Though it has recently gained significant momentum, the topic of self-adaptation remains largely under-addressed in academic and technical literature. This book changes that. Using a systematic and holistic approach, An Introduction to Self-adaptive Systems: A Contemporary Software Engineering Perspective provides readers with an accessible set of basic principles, engineering foundations, and applications of self-adaptation in software-intensive systems. It places self-adaptation in the context of techniques like uncertainty management, feedback control, online reasoning, and machine learning while acknowledging the growing consensus in the software engineering community that self-adaptation will be a crucial enabling feature in tackling the challenges of new, emerging, and future systems. The author combines cutting-edge technical research with basic principles and real-world insights to create a practical and strategically effective guide to self-adaptation. He includes features such as: An analysis of the foundational engineering principles and applications of self-adaptation in different domains, including the Internet-of-Things, cloud computing, and cyber-physical systems End-of-chapter exercises at four different levels of complexity and difficulty An accompanying author-hosted website with slides, selected exercises and solutions, models, and code Perfect for researchers, students, teachers, industry leaders, and practitioners in fields that directly or peripherally involve software engineering, as well as those in academia involved in a class on self-adaptivity, this book belongs on the shelves of anyone with an interest in the future of software and its engineering.

This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part supports a one-semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as interfaces and lambda expressions, generics, collection classes and exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote database access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to springer.com and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeansTM Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming.

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

This book focuses on various topics related to engineering and management of requirements, in particular elicitation, negotiation, prioritisation, and documentation (whether with natural languages or with graphical models). The book provides methods and techniques that help to characterise, in a systematic manner, the requirements of the intended engineering system. It was written with the goal of being adopted as the main text for courses on requirements engineering, or as a strong reference to the topics of requirements in courses with a broader scope. It can also be used in vocational courses, for professionals interested in the software and information systems domain. Readers who have finished this book will be able to: - establish and plan a requirements engineering process within the development of complex engineering systems; - define and identify the types of relevant requirements in engineering projects; - choose and apply the most appropriate techniques to elicit the requirements of a given system; - conduct and manage negotiation and prioritisation processes for the requirements of a given engineering system; - document the requirements of the system under development, either in natural language or with graphical and formal models. Each chapter includes a set of exercises.

This book constitutes the revised selected papers from the 6th IFIP WG 2.6 International Symposium on Data-Driven Process Discovery and Analysis, SIMPDA 2016, held in Graz, Austria in December 2016. The 5 papers presented in this volume were carefully reviewed and selected from 18 submissions. In this edition, the presentations focused on the adoption of process mining algorithms for continuous monitoring of business process. They underline the most relevant challenges identified and propose novel solutions for their resolution.

One of the basic principles that underpin the learning sciences is to improve theories of learning through the design of powerful learning environments that can foster meaningful learning. Learning sciences researchers prefer to research learning in authentic contexts. They collect both qualitative and quantitative data from multiple perspectives and follow developmental micro-genetic or historical approaches to data observation. Learning sciences researchers conduct research with the intention of deriving design principles through which change and innovation can be enacted. Their goal is to conduct research that can sustain transformations in schools. We need to be cognizant of research that can inform and lead to sustainable and scalable models of innovation. In order to do so, we need to take an inter-disciplinary view of learning, such as that embraced by the learning sciences. This publication focuses on learning sciences in the Asia-Pacific context. There are researchers and young academics within the Asia-Pacific Society for Computers in Education (APSCE) community who are concerned with issues of conducting research that can be translated into practice. Changes in practice are especially important to Asian countries because their educational systems are more centralized. That is why there is a need to reform pedagogy in a more constructivist and social direction in a scalable way.

'Inclusive Designing' presents the proceedings of the seventh Cambridge Workshop on Universal Access and Assistive Technology (CWUAAT '14). It represents a unique multi-disciplinary workshop for the Inclusive Design Research community where designers, computer scientists, engineers, architects, ergonomists, policymakers and user communities can exchange ideas. The research presented at CWUAAT '14 develops methods, technologies, tools and guidance that support product designers and architects to design for the widest possible population for a given range of capabilities, within a contemporary social and economic context. In the context of developing demographic changes leading to greater numbers of older people and people with disabilities, the general field of Inclusive Design Research strives to relate the capabilities of the population to the design of products. Inclusive populations of older people contain a greater variation in sensory, cognitive and physical user capabilities. These variations may be co-occurring and rapidly changing leading to a demanding design environment. Recent research developments have addressed these issues in the context of: governance and policy; daily living activities; the workplace; the built environment, Interactive Digital TV and Mobile communications. Increasingly, a need has been identified for a multidisciplinary approach that reconciles the diverse and sometimes conflicting demands of Design for Ageing and Impairment, Usability and Accessibility and Universal Access. CWUAAT provides a platform for such a need. This book is intended for researchers, postgraduates, design practitioners, clinical practitioners, and design teachers.

Unified Modeling Language (UML) is a general-purpose notation language for specifying and visualizing complex software, especially large, object-oriented projects. Object-oriented programming is when a programmer defines not only the data type of a data structure, but also the types of operations/functions that can be applied to the data structure. Applying UML addresses the practical issues faced by users in adopting UML. As the title suggests, it helps the reader in actually applying UML to real life situations, rather than just in learning the language. The book covers in depth detail of UML, including notation on profiles and extensions. The scope of the book assumes prior experience in software engineering and/or business modeling, an understanding of object-oriented concepts and a basic knowledge of UML. * Case study driven approach covering a wide range of issues * Contains advanced tutorial material to aid learning * Focuses on practical issues in the application of UML