Constraint Based Design Recovery For Software Reengineering Theory And Experiments Author Steven G Woods Oct 201

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Proceedings International Computer Software & Applications Conference 2002

Brinkman's catalogus van boeken en tijdschriften 2001 With 1901/1910-1956/1960 Repertoium is bound: Brinkman's Titel-catalohus van de gedurende 1901/1910-1956/1960 (Title varies slightly).

Index to IEEE Publications Institute of Electrical and Electronics Engineers 1996

Proceedings, Fifth International Workshop on Computer-Aided Software Engineering Gene Forte 1992

Artificial Intelligence Abstracts 1989

Non-Functional Requirements in Software Engineering Lawrence Chung 2012-12-06 Non-Functional Requirements in Software Engineering presents a systematic and pragmatic approach to `building quality into' software systems. Systems must exhibit software quality attributes, such as accuracy, performance, security and modifiability. However, such non-functional requirements (NFRs) are difficult to address in many projects, even though there are many techniques to meet functional requirements in order to provide desired functionality. This is particularly true since the NFRs for each system typically interact with each other, have a broad impact on the system and may be subjective. To enable developers to systematically deal with a system's diverse NFRs, this book presents the NFR Framework. Structured graphical facilities are offered for stating NFRs and managing them by refining and inter-relating NFRs, justifying decisions, and determining their impact. Since NFRs might not be absolutely achieved, they may simply be satisfied sufficiently (`satisficed'). To reflect this, NFRs are represented as `softgoals', whose interdependencies, such as tradeoffs and synergy, are captured in graphs. The impact of decisions is qualitatively propagated through the graph to determine how well a chosen target system satisfices its NFRs. Throughout development, developers direct the process, using their expertise while being aided by catalogues of knowledge about NFRs, development techniques and tradeoffs, which can all be explored, reused and customized. Non-Functional Requirements in Software Engineering demonstrates the applicability of the NFR Framework to a variety of NFRs, domains, system characteristics and application areas. This will help readers apply the Framework to NFRs and domains of particular interest to them. Detailed treatments of particular NFRs - accuracy, security and performance requirements - along with treatments of NFRs for information systems are presented as specializations of the NFR Framework. Case studies of NFRs for a variety of information systems include credit card and administrative systems. The use of the Framework for particular application areas is illustrated for software architecture as well as enterprise modelling. Feedback from domain experts in industry and government provides an initial evaluation of the Framework and some case studies. Drawing on research results from several theses and refereed papers, this book's presentation, terminology and graphical notation have been integrated and illustrated with many figures. Non-Functional Requirements in Software Engineering is an excellent resource for software engineering practitioners, researchers and students.

American Book Publishing Record Cumulative 1998 R R Bowker Publishing 1999-03

The 14th IEEE International Conference on Automated Software Engineering IEEE Computer Society 1999 Twenty-five papers presented at the October 1999 conference are grouped into sessions having the broad topics of software synthesis, requirements elicitation, reuse, test synthesis, analysis, verification, transformation, architecture, and automated testing. Among the topics are data mining library reuse patterns in user-selected applications, industrial applications of software synthesis via category theory, automated translation of UML models of architectures for verification and simulation using SPIN, verification of picture generated code, evolving object-oriented designs with refactorings, automatically detecting mismatches during component-based and model-based development, and an overview of Lutess: a specification- based tool for testing synchronous software. There are also 25 short papers that represent novel work not yet fully mature. No subject index. Annotation copyrighted by Book News, Inc., Portland, OR.

Sixth Working Conference on Reverse Engineering 1999 Three papers each cover architecture, reengineering, the meta level, techniques, documentation, metrics, case studies, modularization, tools, and Java. Their topics include software architecture transformation, a framework for classifying and comparing software reverse engineering and design recover

26th Annual International Computer Software and Applications Conference IEEE Computer Society 2002 Collects the 172 papers presented during the August 2002 conference with the theme of Prolonging software life: development and redevelopment. The main subjects of the 38 sessions are component based software development, software process, quality control, testing, software evolution, web based sy

The British National Bibliography Arthur James Wells 1999

Proceedings of the Fourth Working Conference on Reverse Engineering, October 6-8, 1997, Amsterdam, the Netherlands Ira Baxter 1997

Software Defect and Operational Profile Modeling Kai-Yuan Cai 2012-12-06 also in: THE KLUWER INTERNATIONAL SERIES ON ASIAN STUDIES IN COMPUTER AND INFORMATION SCIENCE, Volume 1

Identifying Relevant Information for Testing Technique Selection Sira Vegas 2012-12-06 Engineering tasks are supposed to achieve defined goals under certain project constraints. Example goals of software engineering tasks include achieving a certain functionality together with some level of reliability or performance. Example constraints of software engineering tasks include budget and time limitations or experience limitations of the developers at hand. Planning of an engineering project requires the selection of techniques, methods and tools suited to achieve stated goals under given project constraints. This assumes sufficient knowledge regarding the process-product relationships (or effects) of candidate techniques, methods and tools. Planning of software projects suffers greatly from lack of knowledge regarding the process-product relationships of candidate techniques, methods and tools. Especially in the area of testing a project planner is confronted with an abundance of testing techniques, but very little knowledge regarding their effects under varying project conditions. This book offers a novel approach to

addressing this problem: First, based on a comprehensive initial characterization scheme (see chapter 7) an overview of existing testing techniques and their effects under varying conditions is provided to guide the selection of testing approaches. Second, the optimisation of this knowledge base is suggested based on experience from experts, real projects and scientific experiments (chapters 8, 9, and 10). This book is of equal interest to practitioners, researchers and students. Practitioners interested in identifying ways to organize their company-specific knowledge about testing could start with the schema provided in this book, and optimise it further by applying similar strategies as offered in chapters 8 and 9.

Advanced Information Systems Engineering 1998

Fundamental Approaches to Software Engineering Jean-Pierre Finance 2004-01-27 ETAPS'99 is the second instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences. This year it comprises ?ve conferences (FOSSACS, FASE, ESOP, CC, TACAS), four satellite workshops (CMCS, AS, WAGA, CoFI), seven invited lectures, two invited tutorials, and six contributed tutorials. The events that comprise ETAPS address various aspects of the system - velopment process, including speci?cation, design, implementation, analysis and improvement. The languages, methodologies and tools which support these - tivities are all well within its scope. Di?erent blends of theory and practice are represented, with an inclination towards theory with a practical motivation on one hand and soundly-based practice on the other. Many of the issues involved in software design apply to systems in general, including hardware systems, and the emphasis on software is not intended to be exclusive.

Forthcoming Books Rose Arny 1998-04

26th Annual International Computer Software and Applications Conference IEEE Computer Society 2002 Collects the 172 papers presented during the August 2002 conference with the theme of Prolonging software life: development and redevelopment. The main subjects of the 38 sessions are component based software development, software process, quality control, testing, software evolution, web based sy

Brinkman's cumulatieve catalogus van boeken 1999 Voorts een alphabetische lijst van Nederlandsche boeken in België uitgegeven.

Book Review Index 2003 Vols. 8-10 of the 1965-1984 master cumulation constitute a title index.

Boekblad 1998

Constraint-Based Design Recovery for Software Reengineering 1998

Automating Software Design Michael Randolph Lowry 1991 The contributions in Automating Software Design provide substantial evidence that AI technology can meet the requirements of the large potential market that will exist for knowledge-based software engineering at the turn of the century. They are divided into sections covering knowledge-based tools for large software systems, knowledge-based specification acquisition, domain-oriented program synthesis, knowledge compilation, knowledge-based program optimization, formal derivation systems, and cognitive and planning approaches to software design. Michael Lowry is at the Kestrel Institute. Robert McCartney is in the Department of Computer Science and Engineering at the University of Connecticut. Partial Contents: Knowledge-Based Software Engineering: How and Why Did We Get Here? The Evolution of Very Large Information Systems. LaSSIE: A knowledge-Based Software Information System. Reducing the Complexity of Formal Specification Acquisition. Software Reuse and Refinement in the IDeA and ROSE Systems. Data Relationships and Software Design. Scientific Programming by Automated Synthesis. Synthesizing VLSI Routing Software from Specification. A Divide-and-Conquer Approach to Knowledge Compilation (the KBSDE project). Program Improvement by Automatic Redistribution of Intermediate Results: An Overview. Concurrent Software Production. Design Principles for an Interactive Program Derivation System. The Structure and Design of Local Search Algorithms. Automating Algorithm Design Within a General Architecture for Intelligence. Software Engineering in the Twenty-First Century.

Intelligent Help Systems for UNIX Stephen J. Hegner 2012-12-06 In this international collection of papers there is a wealth of knowledge on artificial intelligence (AI) and cognitive science (CS) techniques applied to the problem of providing help systems mainly for the UNIX operating system. The research described here involves the representation of technical computer concepts, but also the representation of how users conceptualise such concepts. The collection looks at computational models and systems such as UC, Yucca, and OSCON programmed in languages such as Lisp, Prolog, OPS-5, and C which have been developed to provide UNIX help. These systems range from being menu-based to ones with natural language interfaces, some providing active help, intervening when they believe the user to have misconceptions, and some based on empirical studies of what users actually do while using UNIX. Further papers investigate planning and knowledge representation where the focus is on discovering what the user wants to do, and figuring out a way to do it, as well as representing the knowledge needed to do so. There is a significant focus on natural language dialogue where consultation systems can become active, incorporating user modfelling, natural language generation and plan recognition, modelling metaphors, and users' mistaken beliefs. Much can be learned from seeing how AI and CS techniques can be investigated in depth while being applied to a real test-bed domain such as help on UNIX.

Principles and Practice of Declarative Programming 2006

Proceedings of the Fifth European Conference on Software Maintenance and Reengineering Pedro Sousa 2001

Software Process Modeling Silvia T. Acuna 2005-03-10 This book brings together experts to discuss relevant results in software process modeling, and expresses their personal view of this field. It is designed for a professional audience of researchers and practitioners in industry, and graduate-level students.

Proceedings 2000 This work contains the proceedings of the 8th International Workshop on Program Comprehension, 2000. Papers address: theories and models for software comprehension; cognitive processes in program comprehension; tools facilitating software comprehension; and more.

Proceedings of the ... International ACM SIGPLAN Conference on Principles and Practice of Declarative Programming 2006

6th International Workshop on Program Comprehension 1998 This text on program comprehension is suitable for researchers, professors, practitioners, students and other computing professionals. Contents include: visualization; architecture; integration frameworks; comprehension strategies; parsing; decomposition; and empirical studies.

Eighth Working Conference on Reverse Engineering Elizabeth Burd 2001 Thirty-eight papers for the eighth Working Conference on Reverse Engineering, held in Stuttgart in October 2001. The annual conference covers the theory and practice of recovering information from existing software and systems. Papers cover topics including pre-processing and parsing; program slicin

Constraint-Based Design Recovery for Software Reengineering Steven G. Woods 2012-12-06 The great challenge of reverse engineering is recovering design information from legacy code: the concept recovery problem. This monograph describes our research effort in attacking this problem. It discusses our theory of how a constraint-based approach to program plan recognition can efficiently extract design concepts from source code, and it details experiments in concept recovery that support our claims of scalability. Importantly, we present our models and experiments in sufficient detail so that they can be easily replicated. This book is intended for researchers or software developers concerned with reverse engineering or reengineering legacy systems. However, it may also interest those researchers who are interested using plan recognition techniques or constraint-based reasoning. We expect the reader to have a reasonable computer science background (i.e., familiarity with the basics of programming and algorithm analysis), but we do not require familiarity with the fields of reverse engineering or artificial intelligence (AI). To this end, we carefully explain all the AI techniques we use. This book is designed as a reference for advanced undergraduate or graduate seminar courses in software engineering, reverse engineering, or

reengineering. It can also serve as a supplementary textbook for software engineering-related courses, such as those on program understanding or design recovery, for AI-related courses, such as those on plan recognition or constraint satisfaction, and for courses that cover both topics, such as those on AI applications to software engineering. ORGANIZATION The book comprises eight chapters.

Fundamental Approaches to Software Engineering 1999

Intelligent Tutoring Systems in E-Learning Environments: Design, Implementation and Evaluation Stankov, Slavomir 2010-07-31 "This book addresses intelligent tutoring system (ITS) environments from the standpoint of information and communication technology (ICT) and the recent accomplishments within both the e-learning paradigm and e-learning systems"--Provided by publisher.

Cumulative Book Index 1998 A world list of books in the English language.

6th International Workshop on Program Comprehension IEEE Computer Society 1998 This text on program comprehension is suitable for researchers, professors, practitioners, students and other computing professionals. Contents include: visualization; architecture; integration frameworks; comprehension strategies; parsing; decomposition; and empirical studies.

Brinkman's Cumulatieve catalogus van boeken de in Nederland en vlaanderen zijn uitgegeven of herdrukte 1998

International Aerospace Abstracts 1999

Fifth Working Conference on Reverse Engineering 1998 This collection from the Fifth Working Conference on Reverse Engineering covers topics such as, change and adaptive maintenance detection in Java software systems, evaluating architectural extractors, and a graph-based object identification process for procedural programmes.

Process Improvement in Practice Tore Dybå 2006-05-02 Faster, better and cheaper are challenges that IT-companies face every day. The customer's expectations shall be met in a world where constant change in environment, organization and technology are the rule rather that the exception. A solution for meeting these challenges is to share knowledge and experience - use the company's own experience, and the experience of other companies. Process Improvement in Practice - A Handbook for IT Companies tackles the problems involved in launching these solutions. Process Improvement in Practice - A Handbook for IT Companies is designed for small IT companies who wish to start with systematic improvement. The methods and techniques in this handbook are tried in practice, and have proven to be easy to use and scalable for local needs. Managers and developers will discover useful tips to initiate improvement work efficiently. This practical handbook is based on the authors' improvement work in a range of companies since the mid-nineties. Process Improvement in Practice - A Handbook for IT Companies is designed for a professional audience, composed of researchers and practitioners in industry. This book is also suitable for graduate-level students in software process improvement and software engineering.