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Project Management of Large Software-Intensive Systems - Marvin Gechman 2019-03-11
The book describes how to manage and successfully deliver large, complex, and expensive systems that can be composed of millions of line of software code, being developed by numerous groups throughout the globe, that interface with many hardware items being developed by geographically dispersed companies, where the system also includes people, policies, constraints, regulations, and a myriad of other factors. It focuses on how to seamlessly integrate systems, satisfy the customer’s requirements, and deliver within the budget and on time. The guide is essentially a “shopping list” of all the activities that could be conducted with tailoring guidelines to meet the needs of each project.
Microsoft Manual of Style - Microsoft Corporation 2012-01-15
Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.
Running an Agile Software Development Project - Mike Holcombe 2008-12-05
A Practical Approach To Building Small To Medium Software Systems For Real Business Clients Based on more than 100 actual commercial projects, this book clearly explains how to run an agile software development project that delivers high-quality, high-value solutions to business clients. It concentrates on the practical, social, business, and management aspects as well as the technical issues involved. Professor Holcombe successfully connects readers with the wave of "Agile 2.0" concepts that take the techniques of agile development and place them in the service of business goals. Since it is widely believed that the use of Windows XP will become much more common in coming years, readers should be armed with cutting-edge knowledge of the latest practices in the field. Further features of the book include: Case studies provide real-world examples and describe how XP was introduced into the environment Analysis is provided to help readers determine which elements of XP are suitable for the unique challenges and environments for different projects Problems of a failing agile project and how they can be fixed are covered, including insight into which managerial techniques can be employed An Instructor's Guide provides practical advice on how to motivate students, organize real group projects, and deal, in a simple and effective way, with many of the problems that arise A sample syllabus, sample tests, and additional case study information are available on an instructor's password-protected ftp site Running an Agile Software Development Project is an indispensable guide for professional software developers, engineers, and project managers interested in learning how to use agile processes. It is also a valuable textbook for advanced undergraduate- and graduate-level students in computer engineering and software engineering courses.
Head Start Specific Computer Software Guide - 1987

Requirements Engineering: Foundation for Software Quality - Paul Grünbacher 2017-02-20
This book constitutes the proceedings of the 23rd International Working Conference on Requirements Engineering - Foundation for Software Quality, REFSQ 2017, held in Essen, Germany, in February/March 2017. The 16 full papers and 10 short papers presented in this volume were carefully reviewed and selected from 77 submissions. The papers were organized in topical sections named: use case models; ecosystems and innovation; human factors in requirements engineering; goal-orientation in requirements engineering; communication and collaboration; process and tool integration; visualization and representation of requirements; agile requirements engineering; natural language processing, information retrieval and machine learning traceability; quality of natural language requirements; research methodology in requirements engineering.
Software Documentation and User's Manual for Fish-impingement Sampling Design and Estimation Method Computer Programs - 1977
This report contains a description of three computer programs that implement the theory of sampling designs and the methods for estimating fish-impingement at the cooling-water intakes of nuclear power plants as described in companion report ANL/ES-60. Complete FORTRAN listings of these programs, named SAMPLE, ESTIMA, and SIZECO, are given and augmented with examples of how they are used.
Guide to Effective Software Technical Writing - Christine Browning 1984

How to Write a Computer Manual - Jonathan Price 1984
"How to Communicate Technical Information: " ò Discusses easy-to-follow and user-friendly ways of organizing information. ò Demonstrates how to use the art to communicate context, multiple options and results. ò Offers new ways to present
User Guides, Manuals, and Technical Writing - Adrian Wallwork 2014-06-19
This book is intended for anyone whose job involves writing formal documentation. It is aimed at non-native speakers of English, but should also be of use for native speakers who have no training in technical writing. Technical writing is a skill that you can learn and this book outlines some simple ideas for writing clear documentation that will reflect well on your company, its image and its brand. The book has four parts: Structure and Content: Through examples, you will learn best practices in writing the various sections of a manual and what content to include. Clear Unambiguous English: You will learn how to write short clear sentences and paragraphs whose meaning will be immediately clear to the reader. Layout and Order Information: Here you will find guidelines on style issues, e.g., headings, bullets, punctuation and capitalization. Typical Grammar and Vocabulary Mistakes: This section is divided alphabetically and covers grammatical and vocabulary issues that are typical of user manuals.
Writing Better Computer User Documentation - R. John Brockmann 1986
Helping data processing professionals to write accurate, clear computer documentation, this book presents a systematic approach to writing manuals, online documents, system messages, menus and on- line tutorials. Covers the process of creating these materials from the inception of the documentation project to its revision after publication. Addresses the rapidly changing role of the documentation writer and the move toward manual-less software. Also provided are extensive reference sections at the end of each chapter.
Guide to Software Development - Arthur M. Langer 2012-01-03
This book addresses how best to make build vs. buy decisions, and what effect such decisions have on the software development life cycle (SDLC). Offering an integrated approach that includes important management and decision practices, the text explains how to create successful solutions that fit user and customer needs, by mixing different SDLC methodologies. Features: provides concrete examples and effective case studies; focuses on the skills and insights that distinguish successful software implementations; covers management issues as well as technical considerations, including how to deal with political and cultural

realities in organizations; identifies many new alternatives for how to manage and model a system using sophisticated analysis tools and advanced management practices; emphasizes how and when professionals can best apply these tools and practices, and what benefits can be derived from their application; discusses searching for vendor solutions, and vendor contract considerations.

How to Communicate Technical Information - Jonathan Price 1993

In How to Communicate Technical Information, you will learn how to write printed and online computer documentation that is simple, clear, interesting and user-friendly. Technical writers Jonathan Price and Henry Korman map out easy-to-follow methods and include practical tips to help you create hardware and software documentation that is accessible to both beginning and experienced end-users. How to Communicate Technical Information: - Discusses easy-to-follow and user-friendly ways of organizing information. - Demonstrates how to use the art to communicate context, multiple options and results. - Offers new ways to present both quick start options for experienced users and installation instructions. - Presents effective new methods for supplying computer-based training (CBT), including sophisticated graphic and hypertext tours, and demonstrations. - Includes information on online help that suggests methods for integrating this feature into your documentation. Throughout the book, the authors share the techniques they present in their popular seminars as they provide straightforward and interesting ways of organizing information. Price and Korman also suggest practical methods for developing good writing styles. 0805368299B04062001

Software Product Lines: Going Beyond - Jan Bosch 2010-08-30

This volume constitutes the refereed proceedings of the 14th International Software Product Line Conference, SPLC 2010, held on Jeju Island, South Korea, in September 2010.

Software Engineering - Sajan Mathew 2007

This book is a comprehensive, step-by-step guide to software engineering.This book provides an introduction to software engineering for students in undergraduate and post graduate programs in computers.

The Certified Software Quality Engineer Handbook - Linda Westfall 2016-09-23

A comprehensive reference manual to the Certified Software Quality Engineer Body of Knowledge and study guide for the CSQE exam.

Validation in Chemical Measurement - Paul De Bièvre 2005-12-06

The validation of analytical methods is based on the characterisation of a measurement procedure (selectivity, sensitivity, repeatability, reproducibility). This volume collects 31 outstanding papers on the topic, mostly published in the period 2000-2003 in the journal "Accreditation and Quality Assurance." They provide the latest understanding, and possibly the rationale why it is important to integrate the concept of validation into the standard procedures of every analytical laboratory. In addition, this anthology considers the benefits to both: the analytical laboratory and the user of the measurement results.

Developing Effective User Documentation - Henry Simpson 1988

A User's Guide for Defining Software Requirements - Carolyn Shamlin 1989

Recommendation Systems in Software Engineering - Martin P. Robillard 2014-04-30

With the growth of public and private data stores and the emergence of off-the-shelf data-mining technology, recommendation systems have emerged that specifically address the unique challenges of navigating and interpreting software engineering data. This book collects, structures and formalizes knowledge on recommendation systems in software engineering. It adopts a pragmatic approach with an explicit focus on system design, implementation, and evaluation. The book is divided into three parts: “Part I – Techniques” introduces basics for building recommenders in software engineering, including techniques for collecting and processing software engineering data, but also for presenting recommendations to users as part of their workflow. “Part II – Evaluation” summarizes methods and experimental designs for evaluating recommendations in software engineering. “Part III – Applications” describes needs, issues and solution concepts involved in entire recommendation systems for specific software engineering tasks, focusing on the engineering insights required to make effective recommendations. The book is complemented by the webpage rsse.org/book, which includes free supplemental materials for readers of this book and anyone interested in recommendation systems in software engineering, including lecture slides, data sets, source code, and an overview of people, groups, papers and tools with regard to recommendation systems in software engineering. The book is particularly well-suited for graduate students and researchers building new recommendation systems for software engineering applications or in other high-tech fields. It may also serve as the basis for graduate courses on recommendation systems, applied data mining or software engineering. Software engineering practitioners developing recommendation systems or similar applications with predictive functionality will also benefit from the broad spectrum of topics covered.

How to Document Your Software - Barbara Spear 1984

Covers Various Types of Documentation, Including Charts, Program Specifications, File Descriptions & Data Dictionaries, Screen Images, Program Listings, User's Manuals, & Report Samples

Industrial Parsing of Software Manuals - Richard F. E. Sutcliffe 1996

The task of language engineering is to develop the technology for building computer systems which can perform useful linguistic tasks such as machine assisted translation, text retrieval, message classification and document summarisation. Such systems often require the use of a parser which can extract specific types of grammatical data from pre-defined classes of input text. There are many parsers already available for use in language engineering systems. However, many different linguistic formalisms and parsing algorithms are employed. Grammatical coverage varies, as does the nature of the syntactic information extracted. Direct comparison between systems is difficult because each is likely to have been evaluated using different test criteria. In this volume, eight different parsers are applied to the same task, that of analysing a set of sentences derived from software instruction manuals. Each parser is presented in a separate chapter. Evaluation of performance is carried out using a standard set of criteria with the results being presented in a set of tables which have the same format for each system. Three additional chapters provide further analysis of the results as well as discussing possible approaches to the standardisation of parse tree data. Five parse trees are provided for each system in an appendix, allowing further direct comparison between systems by the reader. The book will be of interest to students, researchers and practitioners in the areas of computational linguistics, computer science, information retrieval, language engineering, linguistics and machine assisted translation.

Radioman Training Series - Deborah Hearn 1998

Open Technical Communication - Tamara Powell 2020-08-19

"Technical communication is the process of making and sharing ideas and information in the workplace as well as the set of applications such as letters, emails, instructions, reports, proposals, websites, and blogs that comprise the documents you write...Specifically, technical writing involves communicating complex information to a specific audience who will use it to accomplish some goal or task in a manner that is accurate, useful, and clear. Whether you write an email to your professor or supervisor, develop a presentation or report, design a sales flyer, or create a web page, you are a technical communicator." (Chapter 1)

How to Write Usable User Documentation - Edmond H. Weiss 1991

This popular handbook presents a step-by-step method for clearly explaining a product, system, or procedure. The easy-to-follow text--packed with examples and illustrations--explains the unique demands of this form of writing and shows how to set up the best user model. The book covers developing a modular outline and storyboard, generating the draft, revising, developing a formal usability test, and supporting and updating user documentation. Also included are a glossary of terms, a listing of books and periodicals for additional information, and an index.

Foundations of Software Engineering - Ashfaque Ahmed 2016-08-25

The best way to learn software engineering is by understanding its core and peripheral areas. Foundations of Software Engineering provides in-depth coverage of the areas of software engineering that are essential for becoming proficient in the field. The book devotes a complete chapter to each of the core areas. Several peripheral areas are also explained by assigning a separate chapter to each of them. Rather than using UML or other formal notations, the content in this book is explained in easy-to-understand language. Basic programming knowledge using an object-oriented language is helpful to understand the material in this book. The knowledge gained from this book can be readily used in other relevant courses or in real-world software development environments. This textbook educates students in software engineering principles. It covers almost all facets of software engineering, including requirement engineering, system specifications, system modeling, system architecture, system implementation, and system testing. Emphasizing practical issues, such as feasibility studies, this book explains how to add

and develop software requirements to evolve software systems. This book was written after receiving feedback from several professors and software engineers. What resulted is a textbook on software engineering that not only covers the theory of software engineering but also presents real-world insights to aid students in proper implementation. Students learn key concepts through carefully explained and illustrated theories, as well as concrete examples and a complete case study using Java. Source code is also available on the book’s website. The examples and case studies increase in complexity as the book progresses to help students build a practical understanding of the required theories and applications.

Effective Documentation - Stephen Doheny-Farina 1988

"Best Collection of Essays", NCTE Awards for Excellence in Technical and Scientific Communication. Effective Documentation is a major sourcebook that offers technical writers, editors, teachers, and students of technical communication a wide variety of practical guidelines based on often hard to find research in the usability of printed and electronic media. The book's eighteen chapters provide a wealth of material on such topics of current interest as the writing of design manuals, research in cognitive psychology as applied to the design of user manuals, and the organizing of manuals for hierarchical software systems. Included are chapters by such well known scholars in the field as Philip Rubens, Robert Krull, Judith Ramey, and John Carroll. Effective Documentation reviews the advice offered by other "how to produce usable documentation" books, describing the different types of usability research and explaining the inherent biases of each type. It goes beyond the actual design of textual and/or electronic media to look at these designs in context, giving advice on effective management ("good management is a requisite of good writing"), on the relationship between document design and product design, and on how to find out who one's readers really are. Advances in the presentation of textual information are explained, with suggestions on how to improve the usability of individual sentences and the design of entire books. The concluding chapters discuss advances in the design and use of online information and offer valuable insights into the use of graphic information and the development and design of information communicated via electronic media. Stephen Doheny Farina is Assistant Professor of Technical Communication at Clarkson University. Effective Documentation is included in the Information Systems series, edited by Michael Lesk.

Using DISSPLA at NIH - National Institutes of Health (U.S.). Division of Computer Research and Technology. Computer Center 1988

Client-Centered Software Development - Allen B. Tucker 2019-05-30

Client-Centered Software Development: The CO-FOSS Approach introduces a method to creating a customized software product for a single client, either from scratch or by reusing open source components. The clients are typically non-profit humanitarian, educational, or public service organizations. This approach has been used in undergraduate courses where students learn the principles of software development while implementing a real-world software product. This book provides instructors, students, clients, and professional software developers with detailed guidance for developing a new CO-FOSS product from conceptualization to completion. Features Provides instructors, students, clients, and professional software developers with a roadmap for the development of a new CO-FOSS product from conceptualization to completion Motivates students with real-world projects and community service experiences Teaches all elements of the software process, including requirements gathering, design, collaboration, coding, testing, client communication, refactoring, and writing developer and user documentation Uses source code that can be reused and refitted to suit the needs of future projects, since each CO-FOSS product is free and open source software Provides links to a rich variety of resources for instructors and students to freely use in their own courses that develop new CO-FOSS products for other non-profits.

Illustrating Computer Documentation - William Horton 1991-08-28

Clearly explains the methods of graphic illustration, emphasizing the principles of good design. Covers the complete range of illustration types such as symbols, photos, lists and tables, maps, color, depth, change, solidity and more. Each chapter includes practice exercises, design rules of thumb, abundant software user documentation examples and detailed reading lists.

Software Engineering for Science - Jeffrey C. Carver 2016-11-03

Software Engineering for Science provides an in-depth collection of peer-reviewed chapters that describe experiences with applying software engineering practices to the development of scientific software. It provides a better understanding of how software engineering is and should be practiced, and which software engineering practices are effective for scientific software. The book starts with a detailed overview of the Scientific Software Lifecycle, and a general overview of the scientific software development process. It highlights key issues commonly arising during scientific software development, as well as solutions to these problems. The second part of the book provides examples of the use of testing in scientific software development, including key issues and challenges. The chapters then describe solutions and case studies aimed at applying testing to scientific software development efforts. The final part of the book provides examples of applying software engineering techniques to scientific software, including not only computational modeling, but also software for data management and analysis. The authors describe their experiences and lessons learned from developing complex scientific software in different domains. About the Editors Jeffrey Carver is an Associate Professor in the Department of Computer Science at the University of Alabama. He is one of the primary organizers of the workshop series on Software Engineering for Science (http://www.SE4Science.org/workshops). Neil P. Chue Hong is Director of the Software Sustainability Institute at the University of Edinburgh. His research interests include barriers and incentives in research software ecosystems and the role of software as a research object. George K. Thiruvathukal is Professor of Computer Science at Loyola University Chicago and Visiting Faculty at Argonne National Laboratory. His current research is focused on software metrics in open source mathematical and scientific software.

Handbook for Developing Computer User Manuals - Kay A. Adams 1986

BTEC National for IT Practitioners - Jenny Lawson 2004

This text provides all the necessary underpinning knowledge for the BTEC National IT Practitioners qualification. It offers: case studies to enable students to apply theory to vocational practice, portfolio builders providing activities and guidance, and IVA Advice on completing assignments.

Writing Software Manuals - Martyn Thirlway 1994

This guide and reference is designed for anyone who is responsible for writing software documentation for computer users (both programmers and end-users). The focus throughout is on the "writing" -- NOT the production -- of software manuals, and does not assume knowledge of any specific computer. Covers topics such as types of manuals; writing the first draft; style; graphic elements; rewriting and editing; writing the appendices, glossary and index; testing the manual; and online documentation. Includes examples of bad writing and layout, together with suggested improvements. For technical writers and for analysts, programmers, managers, directors in software firms.

Software Project Management - Bharat Bhushan Agarwal 2011-05

Writing Better Computer User Documentation - R. John Brockmann 1990-07-12

Designed to help processing professionals and technical writers write clear, accurate computer user documentation. Presents a systematic approach to writing paper and online documentation. Version 2 retains much essential material from the first edition, while offering new information on desktop publishing, CASE tools and the ``software factory'' programming technologies. Also covers new techniques such as team writing, hypertext, mass storage and more.

The Complete Guide to Writing Readable User Manuals - Herman Holtz 1988

Concise Guide to Software Testing - Gerard O'Regan 2019-09-30

This practically-focused textbook provides a concise and accessible introduction to the field of software testing, explaining the fundamental principles and offering guidance on applying the theory in an industrial environment. Topics and features: presents a brief history of software quality and its influential pioneers, as well as a discussion of the various software lifecycles used in software development; describes the fundamentals of testing in traditional software engineering, and the role that static testing plays in building quality into a product; explains the process of software test planning, test analysis and design, and test management; discusses test outsourcing, and test metrics and problem solving; reviews the tools available to support software testing activities, and the benefits of a software process improvement initiative; examines testing in the Agile world, and the verification of safety critical systems; considers the legal and ethical aspects of software testing, and the

importance of software configuration management; provides key learning topics and review questions in every chapter, and supplies a helpful glossary at the end of the book. This easy-to-follow guide is an essential resource for undergraduate students of computer science seeking to learn about software testing, and how to build high quality and reliable software on time and on budget. The work will also be of interest to industrialists including software engineers, software testers, quality professionals and software managers, as well as the motivated general reader.

Environmentalstats for S-Plus - Steven P Millard 2011-04-26

ENVIRONMENTALSTATS for S-PLUS, a new add-on module to S-PLUS, is the first comprehensive software package for environmental scientists, engineers, and regulators. ENVIRONMENTALSTATS for S-PLUS provides a set of powerful yet simple-to-use functions for performing graphical and statistical analyses of environmental data, including parameter and quantile estimation, methods for dealing with non-detects, power and sample size calculations, prediction and tolerance intervals, and probabilistic risk assessment. ENVIRONMENTALSTATS for S-PLUS includes an extensive hyptertext help system that explains methods from the environmental literature and regulatory guidance documents, along with a glossary of commonly used statistical and environmental terms. This users manual provides the documentation for Versions 1.0 and 1.1 of the ENVIRONMENTALSTATS for S-PLUS module. Version 1.0 works under S-PLUS 3.3/3.4 and Version 1.1 works under S-PLUS 4.0.

Air Force Journal of Logistics - 1992

Writing Software Documentation - Thomas T. Barker 1998

Part of the new Allyn & Bacon series in technical communication, Writing Software Documentation features a step-by-step strategy to writing and describing procedures. This task-oriented book is designed to support both college students taking a course and professionals working in the field. Teaching apparatus includes complete programs for students to work on and a full set of project tracking forms, as well as a broad range of examples including Windows-style pages and screens and award-winning examples from STC competitions.