Software Evolution And Feedback Theory And Practice Author Nazim H Madhavji Jun 2006

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Collaborative Software Engineering Ivan Mistrík 2010-03-10 Collaboration among individuals – from users to developers – is central to modern software engineering. It takes many forms: joint activity to solve common problems, negotiation to resolve conflicts, creation of shared definitions, and both social and technical perspectives impacting all software development activity. The difficulties of collaboration are also well documented. The grand challenge is not only to ensure that developers in a team deliver effectively as individuals, but that the whole team delivers more than just the sum of its parts. The editors of this book have assembled an impressive selection of authors, who have contributed to an authoritative body of work tackling a wide range of issues in the field of collaborative software engineering. The resulting volume is divided into four parts, preceded by a general editorial chapter providing a more detailed review of the domain of collaborative software engineering. Part 1 is on "Characterizing Collaborative Software Engineering", Part 2 examines various "Tools and Techniques", Part 3 addresses organizational issues, and finally Part 4 contains four examples of "Emerging Issues in Collaborative Software Engineering". As a result, this book delivers a comprehensive state-of-the-art overview and empirical results for researchers in academia and industry in areas like software process management, empirical software engineering, and global software development. Practitioners working in this area will also appreciate the detailed descriptions and reports which can often be used as guidelines to improve their daily work.

Ontology Theory, Management and Design: Advanced Tools and Models Gargouri, Faiez 2010-04-30 "The focus of this book is on information and communication sciences, computer science, and artificial intelligence and provides readers with access to the latest knowledge related to design, modeling and implementation of ontologies"--Provided by publisher.

Smart Societies, Infrastructure, Technologies and Applications Rashid Mehmood 2018-07-21 This book constitutes the refereed post-conference proceedings of the First International Conference on Smart Cities, Infrastructures, Technologies and Applications, SCITA 2017, held in Jeddah, Saudi Arabia, in November 2017. The 33 revised full papers were carefully reviewed and selected from 62 submissions. The papers are grouped in topical sections: infrastructure track, e-governance and transportation track, healthcare track, applications track.

Encyclopedia of Software Engineering Three-Volume Set (Print) Phillip A. Laplante 2010-11-22 Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk

Advances in Computers Marvin Zelkowitz 2011-09-21 The series covers new developments in computer technology. Most chapters present an overview of a current subfield within computers, with many citations, and often include new developments in the field by the authors of the individual chapters. Topics include hardware, software, theoretical underpinnings of computing, and novel applications of computers. This current volume emphasizes architectural advances and includes five chapters on hardware development, games for mobile devices such as cell phones, and open source software development. The book series is a valuable addition to university courses that emphasize the topics under discussion in that particular volume as well as belonging on the bookshelf of industrial practitioners who need to implement many of the technologies that are described. Current information on power requirements for new processors Development of games for devices with limited screen sizes (e.g. cellular telephones) Open source software development Multicore processors

Advanced Information Systems Engineering Selmin Nurcan 2016-05-26 This book constitutes the proceedings of the 28th International Conference on Advanced Information Systems Engineering, CAiSE 2016, held in Ljubljana, Slovenia, in June 2016. The 35 papers presented in this volume were carefully reviewed and selected from 211 submissions. The program included the following paper sessions: Collaboration, Business Process Modeling. Innovation, Gamication, Mining and Business Process Performance, Requirements Engineering, Process Mining, Conceptual Modeling, Mining and Decision Support, Cloud and Services, Variability and Configuration, Open Source Software, and Business Process Management.

Rationale Management in Software Engineering Allen H. Dutoit 2007-02-02 This is a detailed summary of research on design rationale providing researchers in software engineering with an excellent overview of the subject. Professional software engineers will find many examples, resources and incentives to enhance their ability to make decisions during all phases of the software lifecycle. Software engineering is still primarily a human-based activity and rationale management is concerned with making design and development decisions explicit to all stakeholders involved.

Software Evolution Tom Mens 2008-01-25 This book focuses on novel trends in software evolution research and its relations with other emerging disciplines. Mens and Demeyer, both authorities in the field of software evolution, do not restrict themselves to the evolution of source code but also address the evolution of other, equally important software artifacts. This book is the indispensable source for researchers and professionals looking for an introduction and comprehensive overview of the state-of-the-art.

Advanced Information Systems Engineering Barbara Pernici 2010-06-26 This book constitutes the proceedings of the 22nd International Conference on Advanced Information Systems Engineering, CAiSE 2010, held im Hammamet, Tunisia, in June 2010. The 39 papers presented were carefully reviewed and selected from 299 submissions. The topics covered are business process modeling, information systems quality, service modelling, security management, matching and mining, case studies and experiences, conceptual modelling, adaptation, requirements, and process analysis. In addition this volume contains two keynote papers and the abstract of a panel discussion.

Business Intelligence Esteban Zimányi 2016-05-09 This book constitutes the tutorial lectures of the 5th European Business Intelligence Summer School, eBISS 2015, held in Barcelona, Spain, in July 2015. The tutorials presented here in an extended and refined format were given by renowned experts and cover topics including schema evolution for databases and data warehouses, publishing OLAP cubes on the Semantic Web, design issues in social business intelligence projects, context-aware business intelligence, and key performance indicators in data warehouses.

Formal Methods and Software Engineering Karin Breitman 2009-11-18 Formal methods for development of computer systems have been extensively studied over the years. A range of semantic theories, speci?cation languages, design techniques, and veri?cation methods and tools have been developed and applied to the construction of programs used in critical applications. The ch- lenge now is to scale up formal methods and integrate them into engineering – velopment processes for the correct and e?cient construction and maintenance of computer systems in general. This requires us to improve the state of the art on approaches and techniques for integration of formal methods into industrial engineering practice, including new and emerging practice. The now long-established series of International Conferences on Formal - gineering Methods brings together those interested in the application of formal engineering methods to computer systems. Researchers and practitioners, from industry, academia, and government, are encouraged to attend and to help - vance the state of the art. This volume contains the papers presented at ICFEM 2009, the 11th International Conference on Formal Engineering Methods, held during December 9-11, in Rio de Janeiro, Brazil.

Design Requirements Engineering: A Ten-Year Perspective Kalle Lyytinen 2009-01-20 Since its inception in 1968, software engineering has undergone numerous changes. In the early years, software development was organized using the waterfall model, where the focus of requirements engineering was on a frozen requirements document, which formed the basis of the subsequent design and implementation process. Since then, a lot has changed: software has to be developed faster, in larger and distributed teams, for pervasive as well as large-scale applications, with more flexibility, and with ongoing maintenance and quick release cycles. What do these ongoing developments and changes imply for the future of requirements engineering and software design? Now is the time to rethink the role of requirements and design for software intensive systems in transportation, life sciences, banking, e-government and other areas. Past assumptions need to be questioned, research and education need to be rethought. This book is based on the Design Requirements Workshop, held June 3-6, 2007, in Cleveland, OH, USA, where leading researchers met to assess the current state of affairs and define new directions. The papers included were carefully reviewed and selected to give an overview of the current state of the art as well as an outlook on probable future challenges and priorities. After a general introduction to the workshop and the related NSF-funded project, the contributions are organized in topical sections on fundamental concepts of design; evolution and the fluidity of design; quality and value-based requirements; requirements intertwining; and adapting requirements practices in different domains.

Model-Driven Software Development: Integrating Quality Assurance Rech, Jörg 2008-08-31 Covers important concepts, issues, trends, methodologies, and technologies in quality assurance for model-driven software development.

Software Ecosystems Slinger Jansen 2013-01-01 This book describes the state-of-the-art of software ecosystems. It constitutes a fundamental step towards an empirically based, nuanced understanding of the implications for management, governance, and control of software ecosystems. This is the first book of its kind dedicated to this emerging field and offers guidelines on how to analyze software ecosystems; methods for managing and growing; methods on transitioning from a closed software organization to an open one; and instruments for dealing with open source, licensing issues, product management and app stores. It is unique in bringing together industry experiences, academic views and tackling challenges such as the definition of fundamental concepts of software ecosystems, describing those forces that influence its development and lifecycles, and the provision of methods for the governance of software ecosystems. This book is an essential starting point for software industry researchers, product managers, and entrepreneurs.

On the Foundations of Computing Giuseppe Primiero 2019-11-19 Computing, today more than ever before, is a multi-faceted discipline which collates several methodologies, areas of interest, and approaches: mathematics, engineering, programming, and applications. Given its enormous impact on everyday life, it is essential that its debated origins are understood, and that its different foundations are explained. On the Foundations of Computing offers a comprehensive and critical overview of the birth and evolution of computing, and it presents some of the most important technical results and philosophical problems of the discipline, combining both historical and systematic analyses. The debates this text surveys are among the latest and most urgent ones: the crisis of foundations in mathematics and the birth of the decision problem, the nature of algorithms, the debates on computational artefacts and malfunctioning, and the analysis of computational experiments. By covering these topics, On the Foundations of Computing provides a much-needed resource to contextualize these foundational issues. For practitioners, researchers, and students alike, a historical and philosophical approach such as what this volume offers becomes essential to understand the past of the discipline and to figure out the challenges of its future.

Generative and Transformational Techniques in Software Engineering III Joao M Fernandes 2011-01-03 This tutorial book presents revised and extended lecture notes for a selection of the contributions presented at the International Summer School on Generative and Transformational Techniques in Software Engineering (GTTSE 2009), which was held in Braga, Portugal, in July 2009. The 16 articles comprise 7 long tutorials, 6 short tutorials and 3 participants contributions; they shed light on the generation and transformation of programs, data, models, metamodels, documentation, and entire software systems. The topics covered include software reverse and re-engineering, model driven engineering, automated software engineering, generic language technology, and software language engineering.

Software Evolution and Maintenance Priyadarshi Tripathy 2014-10-07 Provides students and engineers with the fundamentaldevelopments and common practices of software evolution andmaintenance Software Evolution and Maintenance: A Practitioner'sApproach introduces readers to a set of well-roundededucational materials, covering the fundamental developments insoftware evolution and common maintenance practices in theindustry. Each chapter gives a clear understanding of a particulartopic in software evolution, and discusses the main ideas withdetailed examples. The authors first explain the basic concepts andthen drill deeper into the important aspects of software evolution.While designed as a text in an undergraduate course in softwareevolution and maintenance, the book is also a great resourceforsoftware engineers, information technology professionals, andgraduate students in software engineering. Based on the IEEE SWEBOK (Software Engineering Body ofKnowledge) Explains two maintenance standards: IEEE/EIA 1219 andISO/IEC14764 Discusses several commercial reverse and domain engineeringtoolkits Slides for instructors are available online Software Evolution and Maintenance: APractitioner's Approach equips readers with a solidunderstanding of the laws of software engineering, evolution andmaintenance models, reengineering techniques, legacy informationsystems, impact analysis, refactoring, program comprehension, andreuse.

Conceptual Modeling Eric Yu 2014-10-10 This book constitutes the refereed proceedings of the 32nd International Conference on Conceptual Modeling, ER 2014, held in Atlanta, GA, USA. The 23 full and 15 short papers presented were carefully reviewed and selected from 80 submissions. Topics of interest presented and discussed in the conference span the entire spectrum of conceptual modeling including research and practice in areas such as: data on the web, unstructured data, uncertain and incomplete data, big data, graphs and networks, privacy and safety, database design, new modeling languages and applications, software concepts and strategies, patterns and narratives, data management for enterprise architecture, city and urban applications.

The China Information Technology Handbook Patricia Ordóñez de Pablos 2010-03-23 This handbook is a reference for those interested in information technologies and emerging management practices in China. The emphasis on information technologies and management provides a unique proposition and gives characteristics of flexibility and adoption to diverse audiences. The subject area is a combination of global information technology and management along with strategic management of IT. The handbook exploits state-of-the-art and emerging trends in theory and technology. This handbook is primarily designed for a professional and academic audience.

Software Maintenance Success Recipes Donald J. Reifer 2016-04-19 Dispelling much of the folklore surrounding software maintenance, Software Maintenance Success Recipes identifies actionable formulas for success based on in-depth analysis of more than 200 real-world maintenance projects. It details the set of factors that are usually present when effective software maintenance teams do their work and instructs on

Systems Development Methods for the Next Century W. Gregory Wojtkowski 2012-12-06 This book is a result of the ISD'97, Sixth International Conference on Information Systems Development-Methods and Tools, Theory and Practice held August 11-14, 1997 in Boise, Idaho, USA. The purpose of this Conference was to address the issues facing academia and industry when specifying, developing, managing and improving software systems. The selection of papers was carried out by the International Program Committee. All papers were reviewed in advance by at least three people. Papers were judged according to their originality, relevance and presentation quality. All papers were judged purely on their own merits, independently of other submissions. This year's Information Systems Development Conference-ISD'97 is the first ISD conference being held in the US. ISD was brought into existence almost ten years ago. It continues the fine tradition of the first Polish-Scandinavian Seminar on Current Trends in Information Systems Development Methodologies, held in Gdansk-Poland in 1988. ISD'98 will be held in Bled, Slovenia. ISD'97 consists not only of the technical program represented in these proceedings, but also tutorials on improved software testing and end-user information systems and workshop on sharing knowledge within international high technology industries that are intended for both, the research and business communities. We would like to thank the authors of papers accepted for ISD'97 who all made gal lant efforts to provide me with electronic copies of their manuscripts conforming to com mon guidelines. We thank them for thoughtfully responding to reviewers comments and carefully preparing their final contributions.

Advanced Information Systems Engineering Matthias Jarke 2014-06-05 This book constitutes the proceedings of 26th International Conference on Advanced Information Systems Engineering, CAiSE 2014, held in Thessaloniki, Greece in June 2014. The 41 papers and 3 keynotes presented were carefully reviewed and selected from 226 submissions. The accepted papers were presented in 13 sessions: clouds and services; requirements; product lines; requirements elicitation; processes; risk and security; process models; data mining and streaming; process mining; models; mining event logs; databases; software engineering.

Softwareevolution – Wartung, Reengineering und Weiterentwicklung von Software Eckhart von Hahn 2021-06-15 Software wird oftmals über Jahre hinweg einsatzbereit gehalten und funktional erweitert, unabhängig davon, ob es sich dabei um lokal verfügbare Software handelt ("on Premise") oder um cloudbasierte Software. Welche Vorgehensweisender Informatik werden angewendet, um Software zu warten und weiterzuentwickeln? Welche Standards gibt es hier? Kann ich Fehler überhaupt verhindern? Wie überarbeite ich Software ohne notwendigerweise die Funktionalität zu verändern? Das vorliegende Skript ist aus einer Vorlesung entstanden, die der Autor seit 2007 am Institut für Informatik der Universität Heidelberg hält.

Product-Focused Software Process Improvement Jürgen Münch 2007-06-21 A vital new publication for scientists and researchers in the field, this book constitutes the refereed proceedings of the 8th International Conference on Product Focused Software Process Improvement, PROFES 2007, held in Riga, Latvia in July 2007. The 29 revised full papers, along with four reports on workshops and tutorials and four keynote addresses were carefully reviewed and selected from 55 submissions. The papers constitute a balanced mix of academic and industrial aspects; they are organized in topical sections of ease of reference.

A statistical examination of the evolution and properties of libre software Israel Herraiz

Software Estimation Without Guessing George Dinwiddie 2019-12-19 Estimating software development often produces more angst than value, but it doesn't have to. Identify the needs behind estimate requests and determine how to meet those needs simply and easily. Choose estimation techniques based on current needs and available information, gaining benefit while reducing cost and effort. Detect bad assumptions that might sink your project if you don't adjust your plans. Discover what to do when an estimate is wrong, how to recover, and how to use that knowledge for future planning. Learn more about software development estimates in a healthy and productive way, maximizing advantage to the organization and minimizing damage to the people. In a world where most developers hate estimation and most managers fear disappointment with the results, there is hope for both. It requires giving up some widely held misconceptions. Let go of the notion that "an estimate is an estimate" and estimate for the particular need you, and your organization, have. Realize that estimates have a limited shelf-life, and reestimate frequently if it's important. When reality differs from your estimate, don't lament; mine that disappointment for the gold that can be the longer-term jackpot. Estimate in comparison to past experience, by modeling the work mathematically, or a hybrid of both. Learn strategies for effective decomposition of work and aspects of the work that likely affect your estimates. Hedge your bets by comparing the results of different approaches. Find out what to do when an estimate proves wrong. And they will. They're estimates, after all. You'll discover that you can use estimates to warn you of danger so you can take appropriate action in time. Learn some crucial techniques to understand and communicate with those who need to understand. Address both the technical and sociological aspects of estimation, and you'll help your organization achieve its desired goals with less drama and more benefit. What You Need: No software needed, just your past experience and concern for the outcomes.

Fundamental Approaches to Software Engineering Luciano Baresi 2006-03-29 This book constitutes the refereed proceedings of the 9th International Conference on Fundamental Approaches to Software Engineering, FASE 2006, held in Vienna, Austria in March 2006 as part of ETAPS. The 27 revised full papers, two tool papers presented together with two invited papers were carefully reviewed and selected from 166 submissions. The papers are organized in topical sections.

Evolving Software Systems Tom Mens 2014-01-08 During the last few years, software evolution research has explored new domains such as the study of socio-technical aspects and collaboration between different individuals contributing to a software system, the use of search-based techniques and meta-heuristics, the mining of unstructured software repositories, the evolution of software requirements, and the dynamic adaptation of software systems at runtime. Also more and more attention is being paid to the evolution of collections of inter-related and inter-dependent software projects, be it in the form of web systems, software product families, software ecosystems or systems of systems. With this book, the editors present insightful contributions on these and other domains currently being intensively explored, written by renowned researchers in the respective fields of software evolution. Each chapter presents the state of the art on a particular topic, as well as the current research, available tool support and remaining challenges. The book is complemented by a glossary of important terms used in the community, a reference list of nearly 1,000 papers and books and tips on additional resources that may be useful to the reader (reference books, journals, standards and major scientific events in the software evolution and datasets). This book is intended for all those interested in software engineering, and more particularly, software maintenance and evolution. Researchers and software practitioners alike will find in the contributed chapters an overview of the most recent findings, covering a broad spectrum of software evolution topics. In addition, it can also serve as the basis of graduate or postgraduate courses on e.g., software evolution, requirements engineering, model-driven software development or social informatics.

Dependable Software Systems Engineering M. Irlbeck 2015-05-26 We are all increasingly dependent on software systems to run the technology we use every day, so we need these systems to be both reliable and safe. This book presents papers from the NATO Advanced Study Institute Summer School Dependable Software Systems Engineering, held in Marktoberdorf, Germany, in July and August 2014. Lecturers were drawn from prestigious research groups representing both industry and academia, and the course was designed as an in-depth presentation and teaching of state-of-the-art scientific techniques and methods covering research and industrial practice as well as scientific principles. Topics covered included: syntax-guided synthesis; system behaviors and problem frames; dependable human-intensive systems; automatic alias analysis and frame inference; fault-based testing; and mechanized unifying theories of programming. Marktoberdorf is one of the most renowned international computer science summer schools, and this book, with its detailed overview of current research results and the discussion and development of new ideas will be of interest to all those whose work involves the engineering of dependable software systems.

Software Process Change Qing Wang 2006-07-25 This book constitutes the refereed proceedings of the First joint International Software Process Workshop and the International Workshop on Software Process Simulation and Modeling, SPW/ProSim 2006. The 34 revised full papers presented together with 4 keynote addresses are organized in topical sections on process tailoring and decision-support, process tools and metrics, process management, process representation, analysis and modeling, process simulation modeling, process simulation applications, and experience report.

Advanced Information Systems Engineering Workshops Marko Bajec 2012-07-04 This book constitutes the thoroughly refereed proceedings of eight international workshops held in Gdańsk, Poland, in conjunction with the 24th International Conference on Advanced Information Systems Engineering, CAiSE 2012, in June 2012. The 35 full and 17 short revised papers were carefully selected from 104 submissions. The eight workshops were Agility of Enterprise Systems (AgilES), Business/IT Alignment and Interoperability (BUSITAL), Enterprise and Organizational Modeling and Simulation (EOMAS), Governance, Risk and Compliance (GRCIS), Human-Centric Process-Aware Information Systems (HC-PAIS), System and Software Architectures (IWSSA), Ontology, Models, Conceptualization and Epistemology in Social, Artificial and Natural Systems (ONTOSE), and Information Systems Security Engineering (WISSE).

Open Source Development, Communities and Quality Barbara Russo 2008-07-17 We are very pleased to introduce Open Source Development, Communities and Quality. The International Conference on Open Source Systems has come to its fourth edition OSS 2008. Now, Free, Libre, and Open Source software is by all means now one of the most relevant subjects of study in several disciplines, ranging from information technology to social sciences and including also law, business, and political sciences. There are several conference tracks devoted to open source software with several publications appearing in high quality journals and magazines. OSS 2008 has been organized with the purpose of being the reference venue for those working in this area, being the most prominent conference in this area. For this th reason OSS 2008 has been located within the frameworks of the 20 World Computer Congress, WCC 2008, in Milan, the largest event of IFIP in 2008. We believe that this conference series, and the IFIP working group it represents, can play an important role in meeting these challenges, and hope that this book will become a valuable contribution to the open source body of research.

High Confidence Software Reuse in Large Systems Hong Mei 2008-05-08 This book constitutes the refereed proceedings of the 10th International Conference on Software Reuse, ICSR 2008, held in Beijing, China, in May 2008. The 40 revised full papers presented together with 5 workshop summaries and 5 tutorials were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on architecture and reuse approaches, high confidence and reuse, component selection and reuse repository, product line, domain models and analysis, service oriented environment, components and services, reuse approaches and frameworks, as well as reuse approaches and methods.

Proceedings 2002

Proceedings of the European Conference on Complex Systems 2012 Thomas Gilbert 2013-08-15 The European Conference on Complex Systems, held under the patronage of the Complex Systems Society, is an annual event that has become the leading European conference devoted to complexity science. ECCS'12, its ninth edition, took place in Brussels, during the first week of September 2012. It gathered about 650 scholars representing a wide range of topics relating to complex systems research, with emphasis on interdisciplinary approaches. More specifically, the following tracks were covered: 1. Foundations of Complex Systems 2. Complexity, Information and Computation 3. Prediction, Policy and Planning, Environment 4. Biological Complexity 5. Interacting Populations, Collective Behavior 6. Social Systems, Economics and Finance This book contains a selection of the contributions presented at the conference and its satellite meetings. Its contents reflect the extent, diversity and richness of research areas in the field, both fundamental and applied.

An Approach to Modelling Software Evolution Processes Tong Li 2009-03-15 An Approach to Modelling Software Evolution Processes describes formal software processes that effectively support software evolution. The importance and popularity of software evolution increase as more and more successful software systems become legacy systems. For one thing, software evolution has become an important characteristic in the software life cycle; for another, software processes play an important role in increasing efficiency and quality of software evolution. Therefore, the software evolution process, the inter-discipline of software process and software evolution, becomes a key area in software engineering. The book is intended for software engineers and researchers in computer science. Prof. Tong Li earned his Ph.D. in Software Engineering at De Montfort University, U.K.; he has published five monographs and over one hundred papers.

Multidisciplinary Perspectives on New Media Art Soares, Celia 2020-06-26 New media has been gaining importance in the academic world as well as the artistic world through the concept of new media art. As the connections between art and communication technologies grow and further embrace a wide range of concepts, interpretations, and applications, the number of disciplines that will be touched will likewise continue to expand. Multidisciplinary Perspectives on New Media Art is a collection of innovative research on the methods and intersections between new media, artistic practices, and digital technologies. While highlighting topics including audience relationship, digital art, and computer animation, this book is ideally designed for academicians, researchers, high-level art students, and art professionals.

Software Evolution and Feedback Nazim H. Madhavji 2006-08-30 Evolution of software has long been recognized as one of the most problematic and challenging areas in the field of software engineering, as evidenced by the high, often up to 60-80%, life-cycle costs attributed to this activity over the life of a software system. Studies of software evolution are central to the understanding and practice of software development. Yet it has received relatively little attention in the field of software engineering. This book focuses on topics aimed at giving a scientific insight into the aspect of software evolution and feedback. In summary, the book covers conceptual, phenomenological, empirical, technological and theoretical aspects of the field of software evolution – with contributions from the leading experts. This book delivers an up-to-date scientific understanding of what software evolution is, to show why it is inevitable for real world applications, and it demonstrates the role of feedback in software development and maintenance. The book also addresses some of the phenomenological and technological underpinnings and includes rules and guidelines for increased software evolvability and, in general, sustainability of the evolution process. Software Evolution and Feedback provides a long overdue, scientific focus on software evolution and the role of feedback in the software process, making this the indispensable guide for all software practitioners, researchers and managers in the software industry.

Ontology Management Martin Hepp 2007-10-23 Ontology Management provides an up-to-date, scientifically correct, concise and easy-to-read reference on this topic. The book includes relevant tasks, practical and theoretical challenges, limitations and methodologies, plus available tooling support. The editors discuss integrating the conceptual and technical dimensions with a business view on using ontologies, stressing the cost dimension of ontology engineering and offering guidance on how to derive ontologies semi-automatically from existing standards and specifications.

Software Process Dynamics Raymond J. Madachy 2007-12-04 This book is designed for professionals and students in software engineering or information technology who are interested in understanding the dynamics of software development in order to assess and optimize their own process strategies. It explains how simulation of interrelated technical and social factors can provide a means for organizations to vastly improve their processes. It is structured for readers to approach the subject from different perspectives, and includes descriptive summaries of the best research and applications.