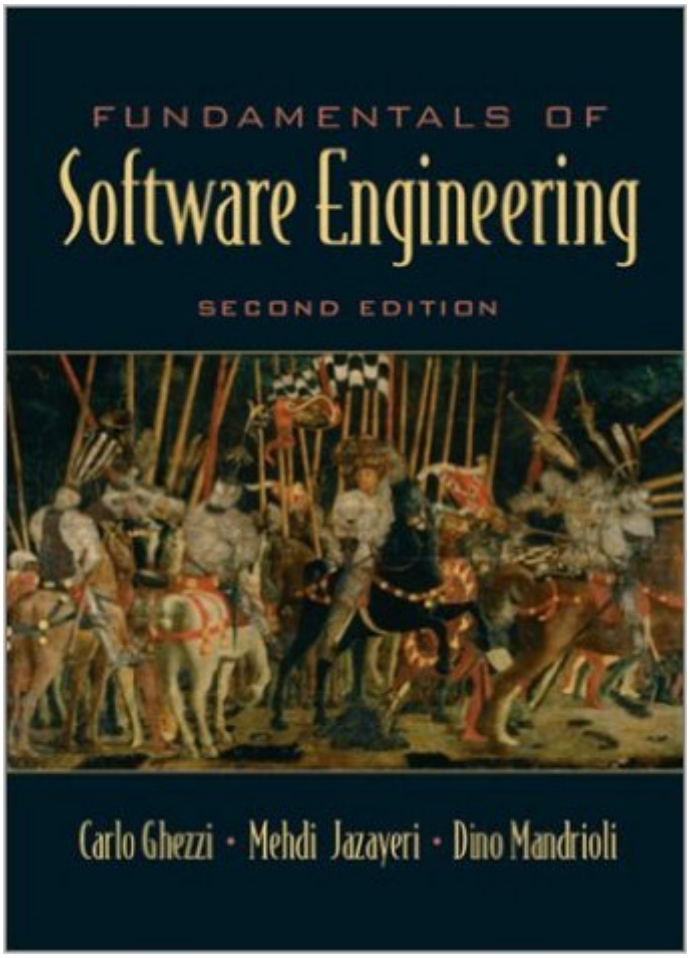
Fundamentals Of Software Engineering (2nd Edition)



Synopsis

This book provides selective, in-depth coverage of the fundamentals of software engineering by stressing principles and methods through rigorous formal and informal approaches. In contrast to other books which are based on the lifecycle model of software development, the authors emphasize identifying and applying fundamental principles that are applicable throughout the software lifecycle. This emphasis enables readers to respond to the rapid changes in technology that are common today. Principles and techniques are emphasized rather than specific toolsâ ”users learn why particular techniques should or should not be used. Understanding the principles and techniques on which tools are based makes mastering a variety of specific tools easier. The authors discuss principles such as design, specification, verification, production, management and tools. Now coverage includes: more detailed analysis and explanation of object-oriented techniques; the use of Unified Modeling Language (UML); requirements analysis and software architecture; Model checkingâ ”a technique that provides automatic support to the human activity of software verification; GQMâ ”used to evaluate software quality and help improve the software process; Z specification language. For software engineers.

Book Information

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Customer Reviews

I bought my first copy of this text in 1992 and it has been my constant companion and mentor ever since. From my early Pascal days in college to J2EE development in present times, I have always found the authors' treatment of the discipline of software engineering to be concise, accurate and

relevant to the issues at hand. It is one of those books that code shovellers hate...an uncompromising publication that addresses serious process issues such as requirements specification, rigour, interface design and modularity, and robustness. These matters just refuse to go away, and the authors of this book know it. This book is timeless.

This book is an introduction to software engineering. It’s an excellent book because it’s a trade off between many things:being comprehensivebeing up to dategiving you the correct background and fundamental principles, on which every new trend is basedbeing short enough so students don’t complain too much .If you are a student you’ll probably like it. If you are a professional that wants to self-learn software engineering, I would suggest instead "software engineering" of Ian Sommerville, ISBN 0137035152, that is constantly updated with the new trends. Ghezzi’s book tends to give a more traditional view of the field.The informations you receive from Ghezzi’s book will probably be valid until the next decade; however, it’s not a book for "a la mode" guys who like to follow the trends of the moment.

I bought this item from the marketplace from other sellers (not). The book I received has a sticker inside that says the book is not for sell, which is kind of weird. Probably the sell just gave me the teacher version. But I don’t think there is any difference. Overall, the book content is somehow outdated. The book is printed in around 2002, which is not suitable for today’s software engineering courses. I strongly think that this book should be rewritten and updated to include the mobile market. Some of the ideas of engineering still work, but feels like som old-school. If this is not the required text from my software engineering course, I would not pick this up because there are just many newer versions that include a lot of more newer materials. The software engineering field is growing, so I think the text should too.

Old text book. Extremely well organized, clear, still relevant.

Obsolete information and incredibly boring.

on Software Engineering, Anniversary Edition (2nd Edition) Fundamentals of Nursing: Human Health and Function (Craven, Fundamentals of Nursing: Human Health and Functionraven, Fundamentals of Nurs) Code/Space: Software and Everyday Life (Software Studies) The Software Paradox: The Rise and Fall of the Commercial Software Market Small Memory Software: Patterns for systems with limited memory (Software Patterns Series) More Joel on Software: Further Thoughts on Diverse and Occasionally Related Matters That Will Prove of Interest to Software Developers, Designers, ... or Ill Luck, Work with Them in Some Capacity Enterprise Software Procurement: Tools and Techniques for Successful Software Procurement and Business Process Reengineering for Municipal Executives and Managers Software Testing: Essential Skills for First Time Testers: Software Quality Assurance:From scratch to end How to Write a Software Patent Application: Your Guide to Quickly Writing Your US Software Patent Application Fundamentals of Air Pollution Engineering (Dover Civil and Mechanical Engineering) Biomedical Engineering and Design Handbook, Volume 1: Volume I: Biomedical Engineering Fundamentals Fundamentals of Engineering Thermodynamics/Book and Disk (Mcgraw Hill Series in Mechanical Engineering) Fundamentals of Engineering Design (2nd Edition) G.Dieter's Li.Schmidt's Engineering 4th (Fourth) edition(Engineering Design (Engineering Series) [Hardcover])(2008) Earthquake Engineering: From Engineering Seismology to Performance-Based Engineering Tissue Engineering I: Scaffold Systems for Tissue Engineering (Advances in Biochemical Engineering/Biotechnology) (v. 1) Control Engineering, 2nd Edition (Tutorial Guides in Electronic Engineering)