Construction of maps for dynamic modes and bifurcation diagrams in nonlinear dynamics using the Maple computer mathematics software package

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Mathematics Of Software Construction

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proven object oriented techniques with a powerful new methodology Model Based Development represents Lahman s half century of experience as a pioneering software innovator Building on Shlaer Mellor s work Lahman s unique approach fully delivers on the promise of models and is firmly grounded in the realities of contemporary development design and architecture The book introduces the methodology s core principles showing how it separates each of a project s concerns enabling practitioners to optimize each domain for its unique needs and characteristics Next it demonstrates how to perform more effective object oriented analysis emphasizing abstraction disciplined partitioning modeling invariants finite state machines and efficient communications among program units Coverage includes How we got here a historical perspective and pragmatic review of object principles Problem space versus computing space reflecting crucial distinctions between customer and computer environments in your designs Application partitioning why it matters and how do it well Building static models that describe basic application structure Modeling classes class responsibilities associations and both referential and knowledge integrity Creating dynamic models that describe behavior via finite state machines Successfully using abstract action languages AALs and action data flow diagrams ADFDs Throughout Lahman illuminates theoretical issues in practical terms explaining why things are done as they are without demanding rigorous math His focus is on creating implementation independent models that resolve functional requirements completely precisely and unambiguously Whether you re a developer team leader architect or designer Lahman s techniques will help you build software that s more robust easier to maintain supports larger scale reuse and whose specification is rigorous enough to enable full scale automatic code generation   *Concise Guide to Software Engineering* Gerard O'Regan,2017-05-30 This essential textbook presents a concise introduction to the fundamental principles of software engineering together with practical guidance on how to apply the theory in a real world industrial environment The wide ranging coverage encompasses all areas of software design management and quality Topics and features presents a broad overview of software engineering including software lifecycles and phases in software development and project management for software engineering examines the areas of requirements engineering software configuration management software inspections software testing software quality assurance and process quality covers topics on software metrics and problem solving software reliability and dependability and software design and development including Agile approaches explains formal methods a set of mathematical techniques to specify and derive a program from its specification introducing the Z specification language discusses software process improvement describing the CMMI model and introduces UML a visual modelling language for software systems reviews a range of tools to support various activities in software engineering and offers advice on the selection and management of a software supplier describes such innovations in the field of software as distributed systems service oriented architecture software as a service cloud computing and embedded systems includes key learning topics summaries and review questions in each chapter together with a useful glossary This practical and easy to follow textbook reference is ideal for computer

science students seeking to learn how to build high quality and reliable software on time and on budget The text also serves as a self study primer for software engineers quality professionals and software managers **Mathematics of Program Construction** Ralf Hinze,Janis Voigtländer,2015 This book constitutes the refereed proceedings of the 12th International Conference on Mathematics of Program Construction MPC 2015 held in K nigswinter Germany in June July 2015 The 15 revised full papers presented together with two invited talks were carefully reviewed and selected from 20 submissions The papers are about mathematical methods and tools put to use in program construction They range from algorithmics to support for program construction in programming languages and systems Some typical areas are type systems program analysis and transformation programming language semantics security and program logics **Book of Majors 2013** The College Board,2012-09-01 The Book of Majors 2013 by The College Board helps students answer these questions What s the major for me Where can I study it What can I do with it after graduation Revised and refreshed every year this book is the most comprehensive guide to college majors on the market In depth descriptions of 200 of the most popular majors are followed by complete listings of every major offered at over 3 800 colleges including four year two year and technical schools The 2013 edition covers every college major identified by the U S Department of Education over 1 100 majors are listed in all This is also the only guide that shows what degree levels each college offers in a major whether a certificate associate bachelor s master s or doctorate The guide features Insights from the professors themselves on how each major is taught what preparation students will need other majors to consider and much more Updated information on career options and employment prospects Inside scoop on how students can find out if a college offers a strong program for a particular major what life is like for students studying that major and what professional societies and accrediting agencies to refer to for more background on the major *Introduction to Software Quality* Gerard O'Regan,2014-05-22 This textbook describes the approaches used by software engineers to build quality into their software The fundamental principles of software quality management and software process improvement are discussed in detail with a particular focus on the CMMI framework Features includes review questions at the end of each chapter covers both theory and practice and provides guidance on applying the theory in an industrial environment examines all aspects of the software development process including project planning and tracking software lifecycles software inspections and testing configuration management and software quality assurance provides detailed coverage of software metrics and problem solving describes SCAMPI appraisals and how they form part of the continuous improvement cycle presents an introduction to formal methods and the Z specification language discusses UML which is used to describe the architecture of the system reviews the history of the field of software quality **Guide to Software Project Management** Gerard O'Regan,2025-04-28 This essential textbook presents an overview of software project management in an ethical and responsible software engineering environment The book covers the essentials of software project management and highlights the importance of ethics and professional responsibility as part of the skill set

of the modern project manager Topics and features Presents a solid overview of software project management Discusses professional and ethical responsibilities of project managers Presents an overview of ethical software engineering Reviews project planning and scheduling project monitoring and control risk management and project closure Discusses quality management of software projects Presents an overview of legal and ethical aspects of outsourcing Discusses project management for both traditional and Agile projects Reviews a selection of tools metrics to support project management Discusses best practice Prince 2 PMP and CMMI to improve project management Includes key learning topics summaries and review questions in each chapter together with a useful glossary This practical and easy to follow textbook reference is ideal for computer science students seeking to understand software project management The text also serves as a self study primer for software engineers project managers and software managers Dr Gerard O Regan is an international lecturer in Maths Computing with research interests in software quality software process improvement mathematical approaches to software quality and the history of computing He is the author of several books with Springer including Concise Guide to Software Engineering Ethical and Legal Aspects of Computing and A Brief History of Computing   **Book of Majors 2014** The College Board,2013-07-02 The Book of Majors 2014 by The College Board helps students answer these questions What s the major for me Where can I study it What can I do with it after graduation Revised and refreshed every year this book is the most comprehensive guide to college majors on the market In depth descriptions of 200 of the most popular majors are followed by complete listings of every major offered at more than 3 800 colleges including four year and two year colleges and technical schools The 2014 edition covers every college major identified by the U S Department of Education over 1 200 majors are listed in all This is also the only guide that shows what degree levels each college offers in a major whether a certificate associate bachelor s master s or doctorate The guide features insights from the professors themselves on how each major is taught what preparation students will need other majors to consider and much more updated information on career options and employment prospects the inside scoop on how students can find out if a college offers a strong program for a particular major what life is like for students studying that major and what professional societies and accrediting agencies to refer to for more background on the major   *Software Engineering Mathematics* Janet Woodcock,2014 This book makes the mathematical basis of formal methods accessible both to the student and to the professional It is motivated in the later chapters by examples and exercises Throughout the premise is that mathematics is as essential to design and construction in software engineering as it is to other engineering disciplines The exercises range from simple drills intended to provide familiarity with concepts and notation to advanced material The first four chapters of the book are devoted to foundations with an introduction to formal systems then the propositional and predicate calculi concluding with a chapter on theories in general The second part of the book builds upon the foundations by covering in detail the theory of sets relations functions and sequences The mathematical data types then presented are powerful enough to describe many aspects of

software systems and small case studies are included as examples of their use in the modelling of software a configuration manager a storage allocator and a simple backing store interface The concrete syntax of the Z notation has been adopted The third part of the book presents two detailed case studies in the use of mathematics in software engineering The first is the specification of the behaviour of a telephone exchange and the second illustrates the importance of the development of a mathematical theory in gaining an understanding of a system Both case studies stress the roles of modelling and of proof in the construction of specifications The final part describes the algebraic approach to specification and then summarizes and compares the various formal techniques **Software Project Management** Ashfaque Ahmed,2016-04-19 To build reliable industry applicable software products large scale software project groups must continuously improve software engineering processes to increase product quality facilitate cost reductions and adhere to tight schedules Emphasizing the critical components of successful large scale software projects Software Project Management A **Algebraic Methodology and Software Technology** Teodor Rus,2003-06-26 The AMAST movement was initiated in 1989 with the First International C ference on Algebraic Methodology and Software Technology AMAST held on May 21 23in Iowa City Iowa and aimed at setting the development of software technology on a mathematical basis The virtue of the software technology en sioned by AMAST is the capability to produce software that has the following properties a it is correct and its correctness can be proved mathematically b it is safe such that it can be used in the implementation of critical systems c it is portable i e it is independent of computing platforms and language generations and d it is evolutionary i e it is self adaptable and evolves with the problem domain Ten years later a myriad of workshops conferences and researchprogramsthat sharethe goalsof the AMAST movementhaveoccurred This can be taken as proof that the AMAST vision is right However often the myriad of workshops conferences and research programs lack the clear obj tives and the coordination of their goals towards the software technology en sioned by AMAST This can be taken as a proof that AMAST is still necessary **Java Software Development with Event B** Néstor Cataño Collazos,2022-05-31 The cost of fixing software design flaws after the completion of a software product is so high that it is vital to come up with ways to detect software design flaws in the early stages of software development for instance during the software requirements the analysis activity or during software design before coding starts It is not uncommon that software requirements are ambiguous or contradict each other Ambiguity is exacerbated by the fact that software requirements are typically written in a natural language which is not tied to any formal semantics A palliative to the ambiguity of software requirements is to restrict their syntax to boilerplates textual templates with placeholders However as informal requirements do not enjoy any particular semantics no essential properties about them or about the system they attempt to describe can be proven easily Formal methods are an alternative to address this problem They offer a range of mathematical techniques and mathematical tools to validate software requirements in the early stages of software development This book is a living proof of the use of formal methods to develop software The

particular formalisms that we use are EVENT B and refinement calculus In short i software requirements as written as User Stories ii they are ported to formal specifications iii they are refined as desired iv they are implemented in the form of a prototype and finally v they are tested for inconsistencies If some unit test fails then informal as well as formal specifications of the software system are revisited and evolved This book presents a case study of software development of a chat system with EVENT B and a case study of formal proof of properties of a social network **Software Engineering Education in the Modern Age** Paola Inverardi,Mehdi Jazayeri,2006-12-15 This tutorial book presents an augmented selection of the material presented at the Software Engineering Education and Training Track at the International Conference on Software Engineering ICSE 2005 held in St Louis MO USA in May 2005 The 12 tutorial lectures presented cover software engineering education state of the art and practice creativity and rigor challenges for industries and academia as well as future directions **Mathematics of Program Construction** Bernhard Möller,1995-07-10 This volume constitutes the proceedings of the Third International Conference on the Mathematics of Program Construction held at Kloster Irsee Germany in July 1995 Besides five invited lectures by distinguished researchers there are presented 19 full revised papers selected from a total of 58 submissions The general theme is the use of crisp clear mathematics in the discovery and design of algorithms and in the development of corresponding software and hardware among the topics addressed are program transformation program analysis program verification as well as convincing case studies **Mathematical Approaches to Software Quality** Gerard O'Regan,2006-02-16 This book provides a comprehensive introduction to various mathematical approaches to achieving high quality software An introduction to mathematics that is essential for sound software engineering is provided as well as a discussion of various mathematical methods that are used both in academia and industry The mathematical approaches considered include Z specification language Vienna Development Methods VDM Irish school of VDM VDM approach of Dijkstra and Hoare classical engineering approach of Parnas Cleanroom approach developed at IBM software reliability and unified modelling language UML Additionally technology transfer of the mathematical methods to industry is considered The book explains the main features of these approaches and applies mathematical methods to solve practical problems Written with both student and professional in mind this book assists the reader in applying mathematical methods to solve practical problems that are relevant to software engineers

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