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FUNDAMENTALS OF SOFTWARE ENGINEERING

DESIGNED TO PROVIDE AN INSIGHT INTO THE SOFTWARE ENGINEERING CONCEPTS

BPB Publications Practical Handbook to understand the hidden language of computer hardware and software DESCRIPTION This book teaches the essentials of software engineering to anyone who wants to become an active and independent software engineer expert. It covers all the software engineering fundamentals without forgetting a few vital advanced topics such as software engineering with artificial intelligence, ontology, and data mining in software engineering. The primary goal of the book is to introduce a limited number of concepts and practices which will achieve the following two objectives: Teach students the skills needed to execute a smallish commercial project. Provide students with the necessary conceptual background for undertaking advanced studies in software engineering through courses or on their own. KEY FEATURES - This book contains real-time executed examples along with case studies. - Covers advanced technologies that are intersectional with software engineering. - Easy and simple language, crystal clear approach, and straight forward comprehensible presentation. - Understand what architecture design involves, and where it fits in the full software development life cycle. - Learning and optimizing the critical relationships between analysis and design. - Utilizing proven and reusable design primitives and adapting them to specific problems and contexts. WHAT WILL YOU LEARN This book includes only those concepts that we believe are foundational. As executing a software project requires skills in two dimensions—engineering and project management—this book focuses on crucial tasks in these two dimensions and discuss the concepts and techniques that can be applied to execute these tasks effectively. WHO THIS BOOK IS FOR The book is primarily intended to work as a beginner's guide for Software Engineering in any undergraduate or postgraduate program. It is directed towards students who know the program but have not had formal exposure to software engineering. The book can also be used by teachers and trainers who are in a similar state—they know some programming but want to be introduced to the systematic approach of software engineering. TABLE OF CONTENTS 1. Introductory Concepts of Software Engineering 2. Modelling Software Development Life Cycle 3. Software Requirement Analysis and Specification 4. Software Project Management Framework 5. Software Project Analysis and Design 6. Object-Oriented Analysis and Design 7. Designing Interfaces & Dialogues and Database Design 8. Coding and Debugging 9. Software Testing 10. System Implementation and Maintenance 11.Reliability 12. Software Quality 13. CASE and Reuse 14. Recent Trends and Development in Software Engineering 15. Model Questions with Answers

SOFTWARE ENGINEERING EDUCATION IN THE MODERN AGE

SOFTWARE EDUCATION AND TRAINING SESSIONS AT THE INTERNATIONAL CONFERENCE, ON SOFTWARE ENGINEERING, ICSE 2005, ST. LOUIS, MO, USA, MAY 15-21, 2005, REVISED LECTURES

Springer 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.

SOFTWARE ENGINEERING DESIGN

THEORY AND PRACTICE

CRC Press Taking a learn-by-doing approach, Software Engineering Design: Theory and Practice uses examples, review questions, chapter exercises, and case study assignments to provide students and

practitioners with the understanding required to design complex software systems. Explaining the concepts that are immediately relevant to software designers, it begins with a review of software design fundamentals. The text presents a formal top-down design process that consists of several design activities with varied levels of detail, including the macro-, micro-, and construction-design levels. As part of the top-down approach, it provides in-depth coverage of applied architectural, creational, structural, and behavioral design patterns. For each design issue covered, it includes a step-by-step breakdown of the execution of the design solution, along with an evaluation, discussion, and justification for using that particular solution. The book outlines industry-proven software design practices for leading large-scale software design efforts, developing reusable and high-quality software systems, and producing technical and customer-driven design documentation. It also: Offers one-stop guidance for mastering the Software Design & Construction sections of the official Software Engineering Body of Knowledge (SWEBOK®) Details a collection of standards and guidelines for structuring high-quality code Describes techniques for analyzing and evaluating the quality of software designs Collectively, the text supplies comprehensive coverage of the software design concepts students will need to succeed as professional design leaders. The section on engineering leadership for software designers covers the necessary ethical and leadership skills required of software developers in the public domain. The section on creating software design documents (SDD) familiarizes students with the software design notations, structural descriptions, and behavioral models required for SDDs. Course notes, exercises with answers, online resources, and an instructor's manual are available upon qualified course adoption. Instructors can contact the author about these resources via the author's website: http://softwareengineeringdesign.com/

INFORMATION SECURITY

PRINCIPLES AND PRACTICE

John Wiley & Sons INFORMATION SECURITY Provides systematic guidance on meeting the information security challenges of the 21st century, featuring newly revised material throughout Information Security: Principles and Practice is the must-have book for students, instructors, and early-stage professionals alike. Author Mark Stamp provides clear, accessible, and accurate information on the four critical components of information security: cryptography, access control, network security, and software. Readers are provided with a wealth of real-world examples that clarify complex topics, highlight important security issues, and demonstrate effective methods and strategies for protecting the confidentiality and integrity of data. Fully revised and updated, the third edition of Information Security features a brand-new chapter on network security basics and expanded coverage of cross-site scripting (XSS) attacks, Stuxnet and other malware, the SSH protocol, secure software development, and security protocols. Fresh examples illustrate the Rivest-Shamir-Adleman (RSA) cryptosystem, elliptic-curve cryptography (ECC), SHA-3, and hash function applications including bitcoin and blockchains. Updated problem sets, figures, tables, and graphs help readers develop a working knowledge of classic cryptosystems, modern symmetric and public key cryptography, cryptanalysis, simple authentication protocols, intrusion and malware detection systems, quantum computing, and more. Presenting a highly practical approach to information security, this popular textbook: Provides up-to-date coverage of the rapidly evolving field of information security Explains session keys, perfect forward secrecy, timestamps, SSH, SSL, IPSec, Kerberos, WEP, GSM, and other authentication protocols Addresses access control techniques including authentication and authorization, ACLs and capabilities, and multilevel security and compartments Discusses software security issues, ranging from malware detection to secure software development Includes an instructor's solution manual, PowerPoint slides, lecture videos, and additional teaching resources Information Security: Principles and Practice, Third Edition is the perfect textbook for advanced undergraduate and graduate students in all Computer Science programs, and remains essential reading for professionals working in industrial or government security.

DESIGN COMPUTING

SOFTWARE ARCHITECTURE

FOUNDATIONS, THEORY, AND PRACTICE

Wiley Software architecture is foundational to the development of large, practical software-intensive applications. This brand-new text covers all facets of software architecture and how it serves as the intellectual centerpiece of software development and evolution. Critically, this text focuses on supporting creation of real implemented systems. Hence the text details not only modeling techniques, but design, implementation, deployment, and system adaptation -- as well as a host of other topics -- putting the elements in context and comparing and contrasting them with one another. Rather than focusing on one method, notation, tool, or process, this new text/reference widely surveys software architecture techniques, enabling the instructor and practitioner to choose the right tool for the job at hand. Software Architecture is intended for upper-division undergraduate and graduate courses in software architecture, software design, component-based software engineering, and distributed systems; the text may also be used in introductory as well as advanced software engineering courses.

TECHNICAL ABSTRACT BULLETIN

JOURNAL OF PASCAL, ADA & MODULA-2

SOFTWARE ENGINEERING, SECOND EDITION

CRC Press The second edition of Software Engineering is a broad-based yet detailed text that stresses and carefully considers each phase of the software engineering process. It provides excellent examples, outstanding illustrations, and an extensive list of current references. Modern topics are covered, including the object-oriented approach, the Spiral Model, and the Capability Maturity Model (CMM). The text emphasizes the importance of maintenance, testing, documentation, reuse, analysis and comparison of competing techniques, and how the results of experiments in software engineering can assist in selecting appropriate techniques. Largely language-independent, the book makes use of C/C++ where appropriate. Extensive problem sets and a classroom-tested practical software term project are also featured. An instructor's manual that contains solutions to every problem in the text (including the term project), teaching hints for using the book, and transparency masters for all figures. New Topics in the Second Edition Spiral Model Joint Application Design (JAD) The Capability Maturity Model (CMM) Formal Specification Language Z

INFORMATICS IN SCHOOLS. FUNDAMENTALS OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING

11TH INTERNATIONAL CONFERENCE ON INFORMATICS IN SCHOOLS: SITUATION, EVOLUTION, AND PERSPECTIVES, ISSEP 2018, ST. PETERSBURG, RUSSIA, OCTOBER 10-12, 2018, PROCEEDINGS

Springer This book constitutes the proceedings of the 11th International Conference on Informatics in Schools: Situation, Evolution and Perspectives, ISSEP 2018, held in St. Petersburg, Russia, in October 2018. The 29 full papers presented in this volume were carefully reviewed and selected from 74 submissions. They were organized in topical sections named: role of programming and algorithmics in informatics for pupils of all ages; national concepts of teaching informatics; teacher education in informatics; contests and competitions in informatics; socio-psychological aspects of teaching informatics; and computer tools in teaching and studying informatics.

SECURE SOFTWARE DESIGN

Jones & Bartlett Publishers Networking & Security.

DYNAMICS OF PARTICLES AND RIGID BODIES

A SYSTEMATIC APPROACH

Cambridge University Press This 2006 work is intended for students who want a rigorous, systematic, introduction to engineering dynamics.

MODERN PHYSICS FOR SCIENTISTS AND ENGINEERS

Cengage Learning MODERN PHYSICS presents the latest discoveries in physics, and offers a contemporary and comprehensive approach with a strong emphasis on applications. In order to illustrate the process behind scientific advances and give students a historical perspective, the authors discuss the experiments that led to key discoveries covered in the text. A flexible organization allows you to select and teach topics in your preferred sequence without compromising your student's learning experience. A sound theoretical foundation in quantum theory is included to help physics majors succeed in their upper division courses. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

BOOKS IN PRINT

SCHAUM'S OUTLINE OF SOFTWARE ENGINEERING

McGraw Hill Professional Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-

topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.

SOFTWARE ENGINEERING EDUCATION

7TH SEI CSEE CONFERENCE, SAN ANTONIO, TEXAS, USA, JANUARY 5-7, 1994. PROCEEDINGS

Springer Science & Business Media While vols. III/29 A, B (published in 1992 and 1993, respectively) contains the low frequency properties of dielectric crystals, in vol. III/30 the high frequency or optical properties are compiled. While the first subvolume 30 A contains piezooptic and elastooptic constants, linear and quadratic electrooptic constants and their temperature coefficients, and relevant refractive indices, the present subvolume 30 B covers second and third order nonlinear optical susceptibilities. For the reader's convenience an alphabetical formula index and an alphabetical index of chemical, mineralogical and technical names for all substances of volumes 29 A, B and 30 A, B are included.

DATA MINING: CONCEPTS AND TECHNIQUES

Elsevier Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data

SOFTWARE QUALITY ASSURANCE

FROM THEORY TO IMPLEMENTATION

Pearson Education This book comprehensively covers the ISO 9000-3 requirements. IT also provides a substantial portion of the body of knowledge required for the CSQE (Certified Software Quality Engineer) as outlined by the ASQ (American Quality Engineer) as outlined by the ASQ (American Society for Quality).

THE PUBLISHERS' TRADE LIST ANNUAL

BEGINNING SOFTWARE ENGINEERING

John Wiley & Sons A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

INSTRUCTOR'S MANUAL AND TEST BANK TO ACCOMPANY SLACK'S PROGRAMMING AND PROBLEM SOLVING WITH JAVA

SOFTWARE ENGINEERING FUNDAMENTALS

Oxford University Press, USA While encouraging the use of modeling techniques for sizing, cost and schedule estimation, reliability, risk assessment, and real-time design, the authors emphasize the need to calibrate models with actual data. Explicit guidance is provided for virtually every task that a software engineer may be assigned, and realistic case studies and examples are used extensively to reinforce the topics presented.

GUIDE TO THE SOFTWARE ENGINEERING BODY OF KNOWLEDGE (SWEBOK(R))

VERSION 3.0

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

INSTRUCTOR'S MANUAL AND TEST BANK TO ACCOMPANY COMPUTERS AND INFORMATION PROCESSING: INFORMATION PROCESSING

SIXTH EDITION

KNOWLEDGE-BASED SOFTWARE ENGINEERING

PROCEEDINGS OF THE THIRD JOINT CONFERENCE ON KNOWLEDGE-BASED SOFTWARE ENGINEERING IN SMOLENICE, SLOVAKIA, 1998

IOS Press This text collects contributions from different countries to a wide range of topics in software engineering. Special emphasis is given to application of knowledge-base methods to software engineering problems. The papers tackle such areas as architecture of software and design patterns.

PASCAL

INSTRUCTOR'S MANUAL AND TEST BANK

HUMAN-CENTERED SOFTWARE ENGINEERING

8TH IFIP WG 13.2 INTERNATIONAL WORKING CONFERENCE, HCSE 2020, EINDHOVEN, THE NETHERLANDS, NOVEMBER 30 – DECEMBER 2, 2020, PROCEEDINGS

Springer Nature This book constitutes the refereed conference proceedings of the 8th IFIP WG 13.2 International Conference on Human-Centered Software Engineering, HCSE 2020, which was supposed to be held in Eindhoven, The Netherlands, in November/December 2020, was instead held virtually due to the COVID-19 pandemic. The 10 full papers and 5 short poster and demo papers presented together with 5 poster and demo papers were carefully reviewed and selected from 33 submissions. The papers focus on the interdependencies between user interface properties and contribute to the development of theories, methods, tools and approaches for dealing with multiple properties that should be taken into account when developing interactive systems. They are organized in the following topical sections: user-centred design approaches; model-based and model-driven approaches; software development strategies; and posters and demos.

PERFORMANCE PROBLEM DIAGNOSTICS BY SYSTEMATIC EXPERIMENTATION

KIT Scientific Publishing

KNOWLEDGE-BASED SOFTWARE ENGINEERING: 2020

PROCEEDINGS OF THE 13TH INTERNATIONAL JOINT CONFERENCE ON KNOWLEDGE-BASED SOFTWARE ENGINEERING (JCKBSE 2020), LARNACA, CYPRUS, AUGUST 24-26, 2020

Springer Nature This book summarizes the research findings presented at the 13th International Joint Conference on Knowledge-Based Software Engineering (JCKBSE 2020), which took place on August 24-26, 2020. JCKBSE 2020 was originally planned to take place in Larnaca, Cyprus. Unfortunately, the COVID-19 pandemic forced it be rescheduled as an online conference. JCKBSE is a well-established, international, biennial conference that focuses on the applications of artificial intelligence in software engineering. The 2020 edition of the conference was organized by Hiroyuki Nakagawa, Graduate School of Information Science and Technology, Osaka University, Japan, and George A. Tsihrintzis and Maria Virvou, Department of Informatics, University of Piraeus, Greece. This research book is a valuable resource for experts and researchers in the field of (knowledge-based) software engineering, as well as general readers in the fields of artificial and computational Intelligence and, more generally, computer science wanting to learn more about the field of (knowledge-based) software engineering and its applications. An extensive list of bibliographic references at the end of each paper helps readers to probe further into the application areas of interest to them.

ENTREPRENEURSHIP: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global Continuous improvements in business environments and available resources have allowed more opportunities for people to pursue new ventures. This not only leads to higher success in new businesses, but it enhances the overall state of the global market. Entrepreneurship: Concepts, Methodologies, Tools, and Applications provides a comprehensive examination on the latest innovations and techniques to becoming a successful and sustainable entrepreneur. Including research-based studies on knowledge production, social entrepreneurship, and distribution, this multi-volume publication is an ideal source for practitioners, academicians, researchers and upper-level students interested in learning about entrepreneurship and seeking emerging perspectives on optimizing and enhancing entrepreneurial pursuits.

MATHEMATICS TEACHER RESOURCE HANDBOOK

A PRACTICAL GUIDE FOR K-12 MATHEMATICS CURRICULUM

Krause Publications

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

DIGITAL IMAGE PROCESSING AND ANALYSIS

HUMAN AND COMPUTER VISION APPLICATIONS WITH CVIPTOOLS, SECOND EDITION

CRC Press Whether for computer evaluation of otherworldly terrain or the latest high definition 3D blockbuster, digital image processing involves the acquisition, analysis, and processing of visual information by computer and requires a unique skill set that has yet to be defined a single text. Until now. Taking an applications-oriented, engineering approach, Digital Image Processing and Analysis provides the tools for developing and advancing computer and human vision applications and brings image processing and analysis together into a unified framework. Providing information and background in a logical, as-needed fashion, the author presents topics as they become necessary for understanding the practical imaging model under study. He offers a conceptual presentation of the material for a solid understanding of complex topics and discusses the theory and foundations of digital image processing and the algorithm development needed to advance the field. With liberal use of color through-out and more materials on the processing of color images than the previous edition, this book provides supplementary exercises, a new chapter on applications, and two major new tools that allow for batch processing, the analysis of imaging algorithms, and the overall research and development of imaging applications. It includes two new software tools, the Computer Vision and Image

Processing Algorithm Test and Analysis Tool (CVIP-ATAT) and the CVIP Feature Extraction and Pattern Classification Tool (CVIP-FEPC). Divided into five major sections, this book provides the concepts and models required to analyze digital images and develop computer vision and human consumption applications as well as all the necessary information to use the CVIPtools environment for algorithm development, making it an ideal reference tool for this fast growing field.

AMSTAT NEWS

SOFTWARE AND HARDWARE ENGINEERING

MOTOROLA M68HC11

Oxford University Press, USA Ideal for use in a microprocessor course in electrical engineering or computer science, Software and Hardware Engineering: Motorola M68HC11 provides an introduction to the architecture and design of hardware and software for the Motorola M68HC11. It covers all M68HC11 hardware features, and shows students how to use the Motorola AS11 assembler and the Buffalo Monitor and debugger. The instruction set is described with many examples, and a unique chapter gives complete example programs, including illustrations of how to use assembly language programming to write programs that have been designed using high-level pseudo-code. In addition to covering the features common to all members of the M68HC11 family of microcontrollers, it also discusses advanced features. This text can be used as a supplement with its companion volume, Microcontrollers and Microcomputers: Principles of Hardware and Software Engineering, or with any other book that explains the general principles of microcomputer technology. The text is accompanied by an instructor's manual which includes problem solutions, a course outline, and a selection of laboratory exercises. A World Wide Web site provides an errata and other additional information: http: //www.coe.montana.edu/ee/cady/cadyhmpg.htm

EXTREME PROGRAMMING AND AGILE PROCESSES IN SOFTWARE ENGINEERING

4TH INTERNATIONAL CONFERENCE, XP 2003, GENOVA, ITALY, MAY 25-29, 2003, PROCEEDINGS

Springer Science & Business Media The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R & D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI, spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields. Book jacket.

NEW PERSPECTIVES IN SOFTWARE ENGINEERING

PROCEEDINGS OF THE 9TH INTERNATIONAL CONFERENCE ON SOFTWARE PROCESS IMPROVEMENT (CIMPS 2020)

Springer Nature This book contains a selection of papers from the 2020 International Conference on Software Process Improvement (CIMPS 20), held between the 21st and 23rd of October in Mazatlán, Sinaloa, México. The CIMPS 20 is a global forum for researchers and practitioners that present and discuss the most recent innovations, trends, results, experiences and concerns in the several perspectives of Software Engineering with clear relationship but not limited to software processes, Security in Information and Communication Technology and Big Data Field. The main topics covered are: Organizational Models, Standards and Methodologies, Software Process Improvement, Knowledge Management, Software Systems, Applications and Tools, Information and Communication Technologies and Processes in Non-software Domains (mining, automotive, aerospace, business, health care, manufacturing, etc.) with a demonstrated relationship to Software Engineering Challenges.

PRODUCT DESIGN FOR ENGINEERS

Cengage Learning Intended to serve as a primary text for Product Design, Capstone Design, or Design for Manufacturing, PRODUCT DESIGN FOR ENGINEERS explores techniques for managing innovation, entrepreneurship, and design. Students are introduced to the creative problem-solving method for product success through case studies that explore issues of design for assembly, disassembly, reliability, maintainability, and sustainability. The book's interdisciplinary approach, step-by-step coverage, and helpful illustrations and charts provide mechanical, industrial, aerospace, manufacturing, and automotive engineering students with everything they need to design cost-effective, innovative products that meet customer needs. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

JOURNAL OF DESIGN AUTOMATION & FAULT-TOLERANT COMPUTING

NINTH CONFERENCE ON SOFTWARE ENGINEERING EDUCATION

PROCEEDINGS, APRIL 21-24, 1996, DAYTONA BEACH, FLORIDA

IEEE Computer Society Presents papers from the April 1996 conference, plus keynote speeches and lectures, looking at areas including undergraduate curriculum, software process improvement, undergraduate projects, graduate software engineering education curriculum, tools-based education, practitioner training, meeting pro