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This volume is the first part of a four-volume set (CCIS 190, CCIS 191, CCIS 192, CCIS 193), which constitutes the refereed proceedings of the First International Conference on Computing and Communications, ACC 2011, held in Kochi, India, in July 2011. The 68 revised full papers presented in this volume were carefully reviewed and selected from a large number of submissions. The papers are organized in topical sections on ad hoc networks; advanced micro architecture techniques; autonomic and context-aware computing; bioinformatics and bio-computing; cloud, cluster, grid and P2P computing; cognitive radio and cognitive networks; cyber forensics; database and information systems.

The MODELS series of conferences is the premier venue for the exchange of -novative technical ideas and experiences focusing on a very important new technical discipline: model-driven software and systems engineering. The expansion of this discipline is a direct consequence of the increasing significance of model-based methods in practice. Numerous efforts resulted in the invention of concepts, languages and tools for the definition, analysis, transformation, and verification of domain-specific modeling languages and general-purpose modeling language standards, as well as their use for software and systems engineering. MODELS 2010, the 13th edition of the conference series, took place in Oslo, Norway, October 3-8, 2010, along with numerous satellite workshops, symposia and tutorials. The conference was fortunate to have three prominent keynote speakers: Ole Lehrmann Madsen (Aarhus University, Denmark), Edward A. Lee (UC Berkeley, USA) and Pamela Zave (AT&T Laboratories, USA). To provide a broader forum for reporting on scientific progress as well as on experience stemming from practical applications of model-based methods, the 2010 conference accepted submissions in two distinct tracks: Foundations and Applications. The primary objective of the first track is to present new research results dedicated to advancing the state-of-the-art of the discipline, whereas the second aims to provide a realistic and verifiable picture of the current state-of-the-practice of model-based engineering, so that the broader community could be better informed of the capabilities and successes of this relatively young discipline. This volume contains the final version of the papers accepted for presentation at the conference from both tracks.

Written in Accordance with CBSE Syllabus for Board Examination to be Held in 2009 and 2010 This textbook is a sequel to the Textbook of Computer Science for Class XI. It is written in a simple, direct style for maximum clarity. It comprehensively covers the Class XII CBSE syllabus of Computer Science (subject code 083). The goal of the book is to develop the student's proficiency in fundamentals and make the learning process creative, engrossing and interesting. There are practice exercises and questions throughout the text, designed on the pattern of sample question papers published by CBSE. The approach of this book is to teach the students through extensive "skill and drill" type exercises in order to make them high-ranking achievers in the Board examinations. KEY FEATURES ? Provides accurate and balanced coverage of topics as prescribed in the CBSE syllabus code 083. ? Builds a solid programming foundation in C++. ? Students can prepare a Practical File with solved programming examples given in the text. ? End-of-chapter questions help teachers prepare assignments for self-practice by the students. ? End-of-chapter Programming Exercises help students in preparing for the Board practical examination. ? Solved questions at the end of each chapter prepare students for the Board theory examination. For further guidance on how to use this book effectively, e-mail the author using seema_591@rediffmail.com

In many enterprises, the number of deployed applications is constantly increasing. Those applications - often several hundreds - form large software landscapes. The comprehension of such landscapes is frequently impeded due to, for instance, architectural erosion, personnel turnover, or changing requirements. Furthermore, events such as performance anomalies can often only be understood in correlation with the states of the applications. Therefore, an efficient and effective way to comprehend such software landscapes in combination with the details of each application is required. In this thesis, we introduce a live trace visualization approach to support system and program comprehension in large software landscapes. It features two perspectives: a landscape-level perspective using UML elements and an application-level perspective following the 3D software city metaphor. Our main contributions are 1) an approach named ExplorViz for enabling live trace visualization of large software landscapes, 2) a monitoring and analysis approach capable of logging and processing the huge amount of conducted method calls in large software landscapes, and 3) display and interaction concepts for the software city metaphor beyond classical 2D displays and 2D pointing devices. Extensive lab experiments show that our monitoring and analysis approach elastically scales to large software landscapes while imposing only a low overhead on the productive systems. Furthermore, several controlled experiments demonstrate an increased efficiency and effectiveness for solving comprehension tasks when using our visualization. ExplorViz is available as open-source software on www.explorviz.net. Additionally, we provide extensive experimental packages of our evaluations to facilitate the verifiability and reproducibility of our results.

Chapter wise and Topic wise introduction to enable quick revision. Coverage of latest typologies of questions as per the Board latest Specimen papers Mind Maps to unlock the imagination and come up with new ideas. Concept videos to make learning simple. Latest Solved Paper with Topper's Answers Previous Years' Board Examination Questions and Marking scheme Answers with detailed explanation to facilitate exam-oriented preparation. Examiners comments & Answering Tips to aid in exam preparation. Includes Topics found Difficult & Suggestions for students. Dynamic QR code to keep the students updated for 2021 Exam paper or any further CISCE notifications/circulars

This book contains the refereed proceedings of the 12th International Conference on Agile Software Development, XP 2011, held in Madrid, Spain, in May 2011. The year 2011 marked the 10th anniversary of the Agile Manifesto. In this spirit, the XP conference continued its fine tradition of promoting agility by disseminating new research results in a timely manner and by bringing together researchers and practitioners for a fruitful mutual exchange of experiences. As introduced for XP 2010, there were again two different program committees, one for research papers and one for experience reports. Regarding the research papers, 11 out of 56 submissions were accepted as full papers; and as far as the experience reports were concerned, the respective number was 4 out of 17 submissions. In addition to these papers, this volume also includes the short research papers, the abstracts of the posters, the position papers of the PhD symposium, and the abstracts of the workshops.

Inexperienced software developers - such as fresh graduates - shape the future of software engineering as a practice. Supporting these novice developers in becoming high quality engineers is a key objective of our engineering community. Yet, inexperienced developers have considerable trouble in applying the fundamentals of systematic software testing in industrial settings. Gaps in testing skills arise from inherent attributes of systematic testing itself and environmental attributes, such as the educational setting in universities. Frustrated, practitioners have long since devised cost intensive workarounds. In this thesis, this problem situation is qualitatively analyzed in great detail, leveraging insights from three Grounded Theory studies. Employing Everett M. Rogers' "Theory of the Diffusion of Innovation", strategic improvements to the onboarding situation are presented. Lastly, tool support for the strategies developed in this thesis is presented and evaluated.

E-assessments of students profoundly influence their motivation and play a key role in the educational process. Adapting assessment techniques to current technological advancements allows for effective pedagogical practices, learning processes, and student engagement. The Handbook of Research on E-Assessment in Higher Education provides emerging perspectives on the theoretical and practical aspects of digital assessment techniques and applications within educational settings. Featuring coverage on a broad range of topics such as competency assessment, adaptive courseware, and learning performance, this publication is ideally designed for educational administrators, educational professionals, teachers and professors, researchers, and graduate-level students seeking current research on comparative studies and the pedagogical issues of online assessment in academic institutions.

By bringing together various current directions, Software Project Management in a Changing World focuses on how people and organizations can make their processes more change-adaptive. The selected chapters closely correspond to the project management knowledge areas introduced by the Project Management Body of Knowledge, including its extension for managing software projects. The contributions are grouped into four parts, preceded by a general introduction. Part I "Fundamentals" provides in-depth insights into fundamental topics including resource allocation, cost estimation and risk management. Part II "Supporting Areas" presents recent experiences and results related to the management of quality systems, knowledge, product portfolios and global and virtual software teams. Part III "New Paradigms" details new and evolving software-development practices including agile, distributed and open and inner-source development. Finally, Part IV "Emerging Techniques" introduces search-based techniques, social media, software process simulation and the efficient use of empirical data and their effects on software-management practices. This book will attract readers from both academia and practice with its excellent balance between new findings and experience of their usage in new contexts. Whenever appropriate, the presentation is based on evidence from empirical evaluation of the proposed approaches. For researchers and graduate students, it presents some of the latest methods and techniques to accommodate new challenges facing the discipline. For professionals, it serves as a source of inspiration for refining their project-management skills in new areas.

This book constitutes the thoroughly refereed proceedings of the Second International Workshop on Trustworthy Eternal Systems via Evolving Software, Data and Knowledge, EternalS, held in Montpellier, France, in August 2012 and co-located with the 20th European Conference on Artificial Intelligence (ECAI 2012). The 10 revised full papers presented were carefully reviewed and selected from various submissions. The papers are organized into three main sections: natural language processing (NLP) for software systems, machine learning for software systems, roadmap for future research.