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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 tools—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. KEY TOPICS: 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 checking—a technique that provides automatic support to the human activity of software verification; GQM—used to evaluate software quality and help improve the software process; Z specification language. MARKET: For software engineers.

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This book is an introduction to graph transformation as a foundation to model-based software engineering at the level of both individual systems and domain-specific modelling languages. The first part of the book presents the fundamentals in a precise, yet largely informal way. Besides serving as prerequisite for describing the applications in the second part, it also provides a comprehensive and systematic survey of the concepts, notations and techniques of graph transformation. The second part presents and discusses a range of applications to both model-based software engineering and domain-specific language engineering. The variety of these applications demonstrates how broadly graphs and graph transformations can be used to model, analyse and implement complex software systems and languages. This is the first textbook that explains the most commonly used concepts, notations, techniques and applications of graph transformation without focusing on one particular mathematical representation or implementation approach. Emphasising the research and engineering methodologies used, it will be a valuable resource for graduate students, practitioners and researchers in software engineering, foundations of programming and formal methods.

This book is Open Access under a CC BY licence. This book constitutes the proceedings of the 21st International Conference on Fundamental Approaches to Software Engineering, FASE 2018, which took place in Thessaloniki, Greece in April 2018, held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2018.The 19 papers presented in this volume were carefully reviewed and selected from 63 submissions. The papers are organized in topical sections named: model-based software development, distributed program and system analysis, software design and verification, specification and program testing, family-based software development.

Software Engineering Economics is an invaluable guide to determining software costs, applying the fundamental concepts of microeconomics to software engineering, and utilizing economic analysis in software engineering decision making.

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