

Software Api Documentation Template

"This book provides the research and instruction used to develop and implement software quickly, in small iteration cycles, and in close cooperation with the customer in an adaptive way, making it possible to react to changes set by the constant changing business environment. It presents four values explaining extreme programming (XP), the most widely adopted agile methodology"--Provided by publisher.

This book constitutes the refereed proceedings of the 14th International Conference on Software Reuse for Dynamic Systems in the Cloud and Beyond, ICSR 2015, held in Miami, FL, USA, in January 2015. The 21 revised full papers presented together with 3 revised short papers were carefully reviewed and selected from 60 submissions. The papers cover several software engineering areas where software reuse is important, such as software product lines, domain analysis, open source, components, cloud, quality.

The popularity of REST in recent years has led to tremendous growth in almost-RESTful APIs that don't include many of the architecture's benefits. With this practical guide, you'll learn what it takes to design usable REST APIs that evolve over time. By focusing on solutions that cross a variety of domains, this book shows you how to create powerful and secure applications, using the tools designed for the world's most successful distributed computing system: the World Wide Web. You'll explore the concepts behind REST, learn different strategies for creating hypermedia-based APIs, and then put everything together with a step-by-step guide to designing a RESTful Web API. Examine API design strategies, including the collection pattern and pure hypermedia Understand how hypermedia ties representations

Read Online Software Api Documentation Template

together into a coherent API Discover how XMDP and ALPS profile formats can help you meet the Web API "semantic challenge" Learn close to two-dozen standardized hypermedia data formats Apply best practices for using HTTP in API implementations Create Web APIs with the JSON-LD standard and other the Linked Data approaches Understand the CoAP protocol for using REST in embedded systems

Solve a wide range of problems in your web application quickly and efficiently with the Yahoo! User Interface Library (YUI). With this definitive, getting-started guide to version 3 of the popular open source JavaScript library, you'll learn how to address many of the most common and challenging problems that web development presents. YUI 3 Cookbook introduces specific implementation patterns in the library, demonstrating granular solutions for everything from simple page effects to sophisticated web apps. Experienced users will learn how to create modules that load on demand; generate beautiful documentation; and write powerful and flexible Widgets, Models, and Views. Build YUI applications anywhere, from desktop browsers to touch-enabled mobile phones and backend Node.js environments Learn how YUI scales with your code base, keeping it modular and organized Apply animations, drag-and-drop, and other fully cross-browser UI effects with just a few lines of code Understand YUI-powered DOM scripting, event management, and data transport Debug, profile, and unit test your JavaScript application Get a technical introduction to YUI, including module architecture, sandboxing, and component loading Build custom modules with YUI and publish them to the YUI Gallery "I was surprised to find out how much I didn't know until reading this book. There really isn't a better resource for learning or updating your YUI skills." - Nicholas C. Zakas, Author and YUI Contributor

Read Online Software Api Documentation Template

Software EngineeringJ. Ross Publishing

Pro Website Development and Operations gives you the experience you need to create and operate a large-scale production website. Large-scale websites have their own unique set of problems regarding their design—problems that can get worse when agile methodologies are adopted for rapid results. Managing large-scale websites, deploying applications, and ensuring they are performing well often requires a full scale team involving the development and operations sides of the company—two departments that don't always see eye to eye. When departments struggle with each other, it adds unnecessary complexity to the work, and that result shows in the customer experience. Pro Website Development and Operations shows you how to streamline the work of web development and operations - incorporating the latest insights and methodologies of DevOps - so that your large-scale website is up and running quickly, with little friction and extreme efficiency between divisions. This book provides critical knowledge for any developer engaged in delivering the business and software engineering goals required to create and operate a large-scale production website. It addresses how developers can collaborate effectively with business and engineering teams to ensure applications are smoothly transitioned from product inception to implementation, and are properly deployed and managed. Pro Website Development and Operations provides unique insights into how systems, code, and process can all work together to make large-scale website development and operations ultra-efficient.

Web APIs are everywhere, giving developers an efficient way to interact with applications, services, and data. Well-designed APIs are a joy to use; poorly-designed APIs are cumbersome, confusing, and frustrating. The Design of Web APIs is a practical, example

Read Online Software Api Documentation Template

packed guide to crafting extraordinary web APIs. Author Arnaud Lauret demonstrates fantastic design principles and techniques you can apply to both public and private web APIs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Apply business requirements to IT infrastructure and deliver a high-quality product by understanding architectures such as microservices, DevOps, and cloud-native using modern C++ standards and features

Key Features

- Design scalable large-scale applications with the C++ programming language
- Architect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD)
- Achieve architectural goals by leveraging design patterns, language features, and useful tools

Book Description

Software architecture refers to the high-level design of complex applications. It is evolving just like the languages we use. Modern C++ allows developers to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're working with modern C++, this practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts, including established patterns and rising trends. The book will then explain what software architecture is and help you explore its components. Next, you'll discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply

Read Online Software Api Documentation Template

them in application development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will learn Understand how to apply the principles of software architecture Apply design patterns and best practices to meet your architectural goals Write elegant, safe, and performant code using the latest C++ features Build applications that are easy to maintain and deploy Explore the different architectural approaches and learn to apply them as per your requirement Simplify development and operations using application containers Discover various techniques to solve common problems in software design and development Who this book is for This software architecture C++ programming book is for experienced C++ developers who are looking to become software architects or are interested in developing enterprise-grade applications.

Learn to integrate programming with good documentation. This book teaches you the craft of documentation for each step in the software development lifecycle, from understanding your users' needs to publishing, measuring, and maintaining useful developer documentation. Well-documented projects save time for both developers on the project and users of the software. Projects without adequate documentation suffer from poor developer productivity, project scalability, user adoption, and accessibility. In short: bad documentation kills projects. Docs for Developers demystifies the process of creating great developer documentation, following a team of software developers as they work to launch a new product. At each step along the way, you learn through examples, templates, and principles how to create, measure, and maintain

Read Online Software Api Documentation Template

documentation—tools you can adapt to the needs of your own organization. What You'll Learn Create friction logs and perform user research to understand your users' frustrations Research, draft, and write different kinds of documentation, including READMEs, API documentation, tutorials, conceptual content, and release notes Publish and maintain documentation alongside regular code releases Measure the success of the content you create through analytics and user feedback Organize larger sets of documentation to help users find the right information at the right time Who This Book Is For Ideal for software developers who need to create documentation alongside code, or for technical writers, developer advocates, product managers, and other technical roles that create and contribute to documentation for their products and services.

This book constitutes the proceedings of the 7th International Conference on Mathematical Software, ICMS 2020, held in Braunschweig, Germany, in July 2020. The 48 papers included in this volume were carefully reviewed and selected from 58 submissions. The program of the 2020 meeting consisted of 20 topical sessions, each of which providing an overview of the challenges, achievements and progress in a environment of mathematical software research, development and use.

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a

Read Online Software Api Documentation Template

software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture

Read Online Software Api Documentation Template

documentation languages: UML, AADL, and SysML

This book gathers the proceedings of the I-ESA'18 Conference, which was organised by the Fraunhofer IPK, on behalf of the European Virtual Laboratory for Enterprise Interoperability (INTEROP-VLab) and the DFI, and was held in Berlin, Germany in March 2018. It presents contributions ranging from academic research and case studies, to industrial and administrative experiences with interoperability that show how, in a globalised market scenario – where the ability to cooperate with other organisations efficiently is essential in order to remain economically, socially and environmentally cost-effective – the most innovative digitised and networked enterprises ensure that their systems and applications can interoperate across heterogeneous collaborative networks of independent organisations. Furthermore, the content addresses smart services, and the business impact of enterprise interoperability on organisations. Many of the papers in this ninth volume of the I-ESA Conference proceedings include examples and illustrations to help deepen readers' understanding and generate new ideas. Offering a detailed guide to the state of the art in systems interoperability, the book will be of great value to all engineers and computer scientists working in manufacturing and other process industries, and to software engineers and electronic and manufacturing engineers working in academic settings.

In Team Topologies DevOps consultants Matthew Skelton and Manuel Pais share secrets of successful team patterns and interactions to help readers choose and evolve

Read Online Software Api Documentation Template

the right team patterns for their organization, making sure to keep the software healthy and optimize value streams. Team Topologies will help readers discover:

- Team patterns used by successful organizations.
- Common team patterns to avoid with modern software systems.
- When and why to use different team patterns
- How to evolve teams effectively.
- How to split software and align to teams.

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and

Read Online Software Api Documentation Template

working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

Implement successful private clouds with OpenStack Key Features Gain hands-on experience in designing a private cloud for all infrastructures Create a robust virtual environment for your organization Design, implement and deploy an OpenStack-based cloud based on the Queens release Book Description Over the past six years, hundreds of organizations have successfully implemented Infrastructure as a Service (IaaS) platforms based on OpenStack. The huge amount of investment from these organizations, including industry giants such as IBM and HP, as well as open source leaders, such as Red Hat, Canonical, and SUSE, has led analysts to label OpenStack as the most important open source technology since the Linux operating system. Due

Read Online Software Api Documentation Template

to its ambitious scope, OpenStack is a complex and fast-evolving open source project that requires a diverse skill set to design and implement it. OpenStack for Architects leads you through the major decision points that you'll face while architecting an OpenStack private cloud for your organization. This book will address the recent changes made in the latest OpenStack release i.e Queens, and will also deal with advanced concepts such as containerization, NVF, and security. At each point, the authors offer you advice based on the experience they've gained from designing and leading successful OpenStack projects in a wide range of industries. Each chapter also includes lab material that gives you a chance to install and configure the technologies used to build production-quality OpenStack clouds. Most importantly, the book focuses on ensuring that your OpenStack project meets the needs of your organization, which will guarantee a successful rollout. What you will learn

- Learn the overall structure of an OpenStack deployment
- Craft an OpenStack deployment process which fits within your organization
- Apply Agile Development methodologies to engineer and operate OpenStack clouds
- Build a product roadmap for Infrastructure as a Service based on OpenStack
- Make use of containers to increase the manageability and resiliency of applications running in and on OpenStack.
- Use enterprise security guidelines for your OpenStack deployment

Who this book is for OpenStack for Architects is for Cloud architects who are responsible to design and implement a private cloud with OpenStack. System engineers and enterprise architects will also find this book useful.

Read Online Software Api Documentation Template

Basic understanding of core OpenStack services, as well as some working experience of concepts, is recommended.

This book constitutes the refereed proceedings of the 18th International Conference on Software Engineering and Formal Methods, SEFM 2020, held in Amsterdam, The Netherlands, in September 2020. The 16 full papers presented together with 1 keynote talk and an abstract of a keynote talk were carefully reviewed and selected from 58 submissions. The papers cover a large variety of topics, including testing, formal verification, program analysis, runtime verification, meta-programming and software development and evolution. The papers address a wide range of systems, such as IoT systems, human-robot interaction in healthcare scenarios, navigation of maritime autonomous systems, and operating systems. The Chapters "Multi-Purpose Syntax Definition with SDF3", "FRed: Conditional Model Checking via Reducers and Folders" and "Difference Verification with Conditions" are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

This book is the essential guide to the pedagogical and industry-inspired considerations that must shape how BIM is taught and learned. It will help academics and professional educators to develop programmes that meet the competences required by professional bodies and prepare both graduates and existing practitioners to advance the industry towards higher efficiency and quality. To date, systematic efforts to integrate pedagogical considerations into the way BIM is learned and taught remain non-existent. This book lays the foundation for forming a benchmark around which such an effort is made. It offers principles, best practices,

Read Online Software Api Documentation Template

and expected outcomes necessary to BIM curriculum and teaching development for construction-related programs across universities and professional training programmes. The aim of the book is to: Highlight BIM skill requirements, threshold concepts, and dimensions for practice; Showcase and introduce tried-and-tested practices and lessons learned in developing BIM-related curricula from leading educators; Recognise and introduce the baseline requirements for BIM education from a pedagogical perspective; Explore the challenges, as well as remedial solutions, pertaining to BIM education at tertiary education; Form a comprehensive point of reference, covering the essential concepts of BIM, for students; Promote and integrate pedagogical consideration into BIM education. This book is essential reading for anyone involved in BIM education, digital construction, architecture, and engineering, and for professionals looking for guidance on what the industry expects when it comes to BIM competency.

"This book describes how to apply application threat modeling as an advanced preventive form of security"--

Content Description #Includes bibliographical references and index.

Just like vinyl LPs, static sites are making a comeback, evidenced by the wide array of static-site generators now available. This practical book shows you hands-on how to build these simple sites for blogs and other use cases, and how to make them more powerful. In the process, you'll work with some of today's more mature and popular static-site generators. Authors Raymond Camden and Brian Rinaldi explain the advantages of using static-site generators for building fast and secure sites. Web and frontend designers and developers will also explore methods for adding dynamic elements and for migrating an existing CMS to a

Read Online Software Api Documentation Template

static site. Build a basic four-page static site with the Harp generator Create a simple blog with Jekyll Develop a documentation site with Hugo by generating site files and creating the layout Add dynamic elements, such as forms, comments, and search Integrate a CMS with tools such as CloudCannon and Netlify CMS Use one of several options to deploy your static files Learn methods for moving an existing CMS to a static site

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

This book provides the software engineering fundamentals, principles and skills needed to develop and maintain high quality software products. It covers requirements specification,

Read Online Software Api Documentation Template

design, implementation, testing and management of software projects. It is aligned with the SWEBOK, Software Engineering Undergraduate Curriculum Guidelines and ACM Joint Task Force Curricula on Computing.

Job titles like “Technical Architect” and “Chief Architect” nowadays abound in software industry, yet many people suspect that “architecture” is one of the most overused and least understood terms in professional software development. Gorton’s book tries to resolve this dilemma. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of structure and quality attributes through technical issues like middleware components and service-oriented architectures to recent technologies like model-driven architecture, software product lines, aspect-oriented design, and the Semantic Web, which will presumably influence future software systems. This second edition contains new material covering enterprise architecture, agile development, enterprise service bus technologies, RESTful Web services, and a case study on how to use the MeDICi integration framework. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable knowledge source for you.

Using a web API to provide services to application developers is one of the more satisfying endeavors that software engineers undertake. But building a popular API with a thriving developer ecosystem is also one of the most challenging. With this practical guide, developers, architects, and tech leads will learn how to navigate complex decisions for designing, scaling,

Read Online Software Api Documentation Template

marketing, and evolving interoperable APIs. Authors Brenda Jin, Saurabh Sahni, and Amir Shevat explain API design theory and provide hands-on exercises for building your web API and managing its operation in production. You'll also learn how to build and maintain a following of app developers. This book includes expert advice, worksheets, checklists, and case studies from companies including Slack, Stripe, Facebook, Microsoft, Cloudinary, Oracle, and GitHub. Get an overview of request-response and event-driven API design paradigms. Learn best practices for designing an API that meets the needs of your users. Use a template to create an API design process. Scale your web API to support a growing number of API calls and use cases. Regularly adapt the API to reflect changes to your product or business. Provide developer resources that include API documentation, samples, and tools.

This book constitutes the proceedings of the 10th European Conference on Software Architecture, ECSA 2016, held in Copenhagen, Denmark, in November/December 2016. The 13 full papers presented together with 12 short papers were carefully reviewed and selected from 84 submissions. They are organized in topical sections on full research and experience papers, short papers for addressing emerging research, and education and training papers.

Agile Oracle Application Express shows how skilled, motivated, and self-organizing developers can realize extraordinary commercial benefits from Oracle Application Express. The secret is to couple Application Express with an agile software development approach. This book leads the way. Oracle Application Express is well-suited to agile processes, with its support for rapid prototyping and team development.

Read Online Software Api Documentation Template

Application Express supports a gamut of enabling technologies such as SQL, HTML, CSS, JavaScript, and more that enable you to deliver any type of web application to meet your development needs. Agile Oracle Application Express helps you take the feature set of Application Express and marry it with the processes of agile development to iteratively design, create, and deliver quality applications on time and within budget. The professional recording industry is rapidly moving from a hardware paradigm (big studios with expensive gear) to a software paradigm, in which lots of expensive hardware is replaced with a single computer loaded with software plug-ins. Complete albums are now being recorded and engineered "inside the box"-all within a computer without hardware processing or mixing gear. Audio effect plug-ins, which are small software modules that work within audio host applications, like Avid Pro Tools, Apple Logic, Ableton Live, and Steinberg Cubase, are big business. Designing Audio Effect Plug-Ins in C++ gives readers everything they need to know to create real-world, working plug-ins in the widely used C++ programming language. Beginning with the necessary theory behind audio signal processing, author Will Pirkle quickly gets into the heart of this implementation guide, with clearly-presented, previously unpublished algorithms, tons of example code, and practical advice. From the companion website, readers can download free software for the rapid development of the algorithms, many of which have never been revealed to the general public. The resulting plug-ins can be compiled to snap in to any of the above host applications. Readers will come away with

Read Online Software Api Documentation Template

the knowledge and tools to design and implement their own audio signal processing designs. Learn to build audio effect plug-ins in a widely used, implementable programming language-C++ Design plug-ins for a variety of platforms (Windows and Mac) and popular audio applications Companion site gives you fully worked-out code for all the examples used, free development software for download, video tutorials for the software, and examples of student plug-ins complete with theory and code

"This book provides a detailed analysis of the important strategies for integrating IT systems into fields such as e-business and customer-relationship management. It supplies readers with a comprehensive survey of existing enterprise architecture and integration approaches, and presents case studies that illustrate best practices, describing innovative methods, tools, and architectures with which organizations can systematically achieve enterprise integration"--Provided by publisher.

This open access book includes contributions by leading researchers and industry thought leaders on various topics related to the essence of software engineering and their application in industrial projects. It offers a broad overview of research findings dealing with current practical software engineering issues and also pointers to potential future developments. Celebrating the 20th anniversary of adesso AG, adesso gathered some of the pioneers of software engineering including Manfred Broy, Ivar Jacobson and Carlo Ghezzi at a special symposium, where they presented their thoughts about latest software engineering research and which are part of this book. This way it offers

Read Online Software Api Documentation Template

readers a concise overview of the essence of software engineering, providing valuable insights into the latest methodological research findings and adesso's experience applying these results in real-world projects.

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains

Read Online Software Api Documentation Template

how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically develop and maintain software.

This book constitutes the refereed proceedings of the tracks and workshops which complemented the 14th European Conference on Software Architecture, ECSA 2020, held in L'Aquila, Italy*, in September 2020. The 30 full papers and 9 short papers presented in this volume were carefully reviewed and selected from 72 submissions. Papers presented were accepted into the following tracks and workshops: ECSA 2020 Doctoral Symposium track; ECSA 2020 Tool Demos track; ECSA 2020 Gender Diversity in Software Architecture & Software Engineering track; CASA - 3rd International Workshop on Context-aware, Autonomous and Smart Architecture; CSE/QUDOS - Joint Workshop on Continuous Software Engineering and Quality-Aware DevOps; DETECT - 3rd International Workshop on Modeling, Verification and Testing of Dependable Critical Systems; FAACS-MDE4SA - Joint Workshop on Formal Approaches for Advanced Computing Systems and Model-Driven Engineering for Software Architecture; IoT-ASAP - 4th International Workshop on Engineering IoT

Read Online Software Api Documentation Template

Systems: Architectures, Services, Applications, and Platforms; SASI4 - 2nd Workshop on Systems, Architectures, and Solutions for Industry 4.0; WASA - 6th International Workshop on Automotive System/Software Architecture. *The conference was held virtually due to the COVID-19 pandemic.

Special edition of the Federal Register, containing a codification of documents of general applicability and future effect ... with ancillaries.

Today, online technologies are at the core of most fields of engineering and society as a whole . This book discusses the fundamentals, applications and lessons learned in the field of online and remote engineering, virtual instrumentation, and other related technologies like Cross Reality, Data Science & Big Data, Internet of Things & Industrial Internet of Things, Industry 4.0, Cyber Security, and M2M & Smart Objects. Since the first Remote Engineering and Virtual Instrumentation (REV) conference in 2004, the event has focused on the use of the Internet for engineering tasks, as well as the related opportunities and challenges. In a globally connected world, interest in online collaboration, teleworking, remote services, and other digital working environments is rapidly increasing. In this context, the REV conferences discuss fundamentals, applications and experiences in the field of Online and Remote Engineering as well as Virtual Instrumentation. Furthermore, the conferences focus on guidelines and new concepts for engineering education in higher and vocational education institutions, including emerging technologies in learning, MOOCs & MOOLs, and open resources. This book presents the proceedings of REV2020 on “Cross Reality and Data Science in Engineering” which was held as the 17th in series of annual events. It was organized in cooperation with the Engineering

Read Online Software Api Documentation Template

Education Transformations Institute and the Georgia Informatics Institutes for Research and Education and was held at the College of Engineering at the University of Georgia in Athens (GA), USA, from February 26 to 28, 2020.

Design and implement successful private clouds with OpenStack About This Book Explore the various design choices available for cloud architects within an OpenStack deployment Craft an OpenStack architecture and deployment pipeline to meet the unique needs of your organization Create a product roadmap for Infrastructure as a Service in your organization using this hands-on guide Who This Book Is For This book is written especially for those who will design OpenStack clouds and lead their implementation. These people are typically cloud architects, but may also be in product management, systems engineering, or enterprise architecture. What You Will Learn Familiarize yourself with the components of OpenStack Build an increasingly complex OpenStack lab deployment Write compelling documentation for the architecture teams within your organization Apply Agile configuration management techniques to deploy OpenStack Integrate OpenStack with your organization's identity management, provisioning, and billing systems Configure a robust virtual environment for users to interact with Use enterprise security guidelines for your OpenStack deployment Create a product roadmap that delivers functionality quickly to the users of your platform In Detail Over the last five years, hundreds of organizations have successfully implemented Infrastructure as a Service (IaaS) platforms based on OpenStack. The huge amount of investment from these organizations, industry giants such as IBM and HP, as well as open source leaders such as Red Hat have led analysts to label OpenStack as the most important open source technology since the Linux operating system. Because of its ambitious scope,

Read Online Software Api Documentation Template

OpenStack is a complex and fast-evolving open source project that requires a diverse skill-set to design and implement it. This guide leads you through each of the major decision points that you'll face while architecting an OpenStack private cloud for your organization. At each point, we offer you advice based on the experience we've gained from designing and leading successful OpenStack projects in a wide range of industries. Each chapter also includes lab material that gives you a chance to install and configure the technologies used to build production-quality OpenStack clouds. Most importantly, we focus on ensuring that your OpenStack project meets the needs of your organization, which will guarantee a successful rollout. Style and approach This is practical, hands-on guide to implementing OpenStack clouds, where each topic is illustrated with real-world examples and then the technical points are proven in the lab.

Software maintenance work is often considered a dauntingly rigid activity – this book proves the opposite: it demands high levels of creativity and thinking outside the box. Highlighting the creative aspects of software maintenance and combining analytical and systems thinking in a holistic manner, the book motivates readers not to blithely follow the beaten tracks of “technical rationality”. It delivers the content in a pragmatic fashion using case studies which are woven into long running story lines. The book is organized in four parts, which can be read in any order, except for the first chapter, which introduces software maintenance and evolution and presents a number of case studies of software failures. The “Introduction to Key Concepts” briefly introduces the major elements of software maintenance by highlighting various core concepts that are vital in order to see the forest for the trees. Each such concept is illustrated with a worked example. Next, the “Forward Engineering” part debunks the myth

Read Online Software Api Documentation Template

that being fast and successful during initial development is all that matters. To this end, two categories of forward engineering are considered: an inept initial project with a multitude of hard evolutionary phases and an effective initial project with multiple straightforward future increments. “Reengineering and Reverse Engineering” shows the difficulties of dealing with a typical legacy system, and tackles tasks such as retrofitting tests, documenting a system, restructuring a system to make it amenable for further improvements, etc. Lastly, the “DevOps” section focuses on the importance and benefits of crossing the development versus operation chasm and demonstrates how the DevOps paradigm can turn a loosely coupled design into a loosely deployable solution. The book is a valuable resource for readers familiar with the Java programming language, and with a basic understanding and/or experience of software construction and testing. Packed with examples for every elaborated concept, it offers complementary material for existing courses and is useful for students and professionals alike. The 3rd International Workshop on Software Engineering and Middleware (SEM 2002) was held May 20-21, 2002, in Orlando, Florida, as a co-located event of the 2002 International Conference on Software Engineering. The workshop attracted 30 participants from academic and industrial institutions in many countries. Twenty-seven papers were submitted, of which 15 were accepted to create a broad program covering the topics of architectures, specification, components and adaptations, technologies, and services. The focus of the workshop was on short presentations, with substantial discussions afterwards. Thus, we decided to include in this proceedings also a short summary of every technical session, which was written by some of the participants at the workshop. The workshop invited one keynote speaker, Bobby Jadhav of CalKey, who presented a talk on the design and use of model-driven architecture and

Read Online Software Api Documentation Template

middle ware in industry. We would like to thank all the people who helped organize and run the workshop. In particular, we would like to thank the program committee for their careful reviews of the submitted papers, Wolfgang Emmerich for being an excellent General Chair, and the participants for a lively and interesting workshop.

This book constitutes the refereed proceedings of the 5th International Conference on Tools and Methods for Program Analysis, TMPA 2019, held in Tbilisi, Georgia, in November 2019. The 14 revised full papers and 2 revised short papers presented together with one keynote paper were carefully reviewed and selected from 41 submissions. The papers deal with topics such as software test automation, static program analysis, verification, dynamic methods of program analysis, testing and analysis of parallel and distributed systems, testing and analysis of high-load and high-availability systems, analysis and verification of hardware and software systems, methods of building quality software, tools for software analysis, testing and verification.

[Copyright: dc69ebaaa08dfaed1dd0ca5833469fd5](https://doi.org/10.1007/978-3-319-94444-5)