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This is the eagerly-anticipated revision to one of the seminal books in the field of software architecture which clearly defines and explains the topic.

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses.

Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

Fundamentals of Object-Oriented Design in UML shows aspiring and

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experienced programmers alike how to apply design concepts, the UML, and the best practices in OO development to improve both their code and their success rates with object-based projects.

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling languages. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is

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method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage Includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

Modeling Enterprise Architecture with TOGAF explains everything you need to know to effectively model enterprise architecture with The Open Group Architecture Framework (TOGAF), the leading EA standard. This solution-focused reference presents key techniques and illustrative examples to help you model enterprise architecture. This book describes the TOGAF standard and its structure, from the architecture transformation method to governance, and presents enterprise architecture modeling practices with plenty of examples of TOGAF deliverables in the context of a case study. Although widespread and growing quickly, enterprise architecture is delicate to manage across all its dimensions. Focusing on the architecture transformation method, TOGAF

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provides a wide framework, which covers the repository, governance, and a set of recognized best practices. The examples featured in this book were realized using the open source Modelio tool, which includes extensions for TOGAF. Includes intuitive summaries of the complex TOGAF standard to let you effectively model enterprise architecture Uses practical examples to illustrate ways to adapt TOGAF to the needs of your enterprise Provides model examples with Modelio, a free modeling tool, letting you exercise TOGAF modeling immediately using a dedicated tool Combines existing modeling standards with TOGAF

Presents modeling approaches that can be performed in SysML and other modeling languages This book combines the emerging discipline of systems architecting with model-based approaches using SysML. The early chapters of the book provide the fundamentals of systems architecting; discussing what systems architecting entails and how it benefits systems engineering. Model-based systems engineering is then defined, and its capabilities to develop complex systems on time and in a feasible quality are discussed. The remainder of the book covers important topics such as: architecture descriptions; architecture patterns; perspectives, viewpoints, views and their relation to system architecture; the roles of a system architect, their team, and stakeholders;

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systems architecting processes; agile approaches to systems architecting; variant modeling techniques; architecture frameworks; and architecture assessment. The book's organization allows experts to read the chapters out of sequence. Novices can read the chapters sequentially to gain a systematic introduction to system architecting. Model-Based System Architecture: Provides comprehensive coverage of the Functional Architecture for Systems (FAS) method created by the authors and based on common MBSE practices Covers architecture frameworks, including the System of Systems, Zachman Frameworks, TOGAF®, and more Includes a consistent example system, the “Virtual Museum Tour” system, that allows the authors to demonstrate the systems architecting concepts covered in the book Model-Based System Architecture is a comprehensive reference for system architects and systems engineers in technology companies. This book will also serve as a reference to students and researchers interested in functional architectures. Tim Weilkiens is the CEO at the German consultancy oose Innovative Informatik and co-author of the SysML specification. He has introduced model-based systems engineering to a variety of industry sectors. He is author of several books about modeling and the MBSE methodology SYSMOD. Jesko G. Lamm is a Senior Systems Engineer at Bernafon, a Swiss manufacturer for hearing instruments. With Tim

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Weilkiens, Jesko G. Lamm founded the Functional Architectures working group of the German chapter of INCOSE. Stephan Roth is a coach, consultant, and trainer for systems and software engineering at the German consultancy oose Innovative Informatik. He is a state-certified technical assistant for computer science from Physikalisch-Technische Lehranstalt (PTL) Wedel and a certified systems engineer (GfSE)®- Level C. Markus Walker works at Schindler Elevator in the research and development division as elevator system architect. He is an INCOSE Certified Systems Engineering Professional (CSEP) and is engaged in the committee of the Swiss chapter of INCOSE.

A fast and easy five-step UML approach developed by the author is the basis of this practical introduction to the application of UML in a .NET world.

Agile development processes foster better collaboration, innovation, and results. So why limit their use to software projects—when you can transform your entire business? Written by agile-mentoring expert Jochen Krebs, this book illuminates the opportunities—and rewards—of applying agile processes to your overall IT portfolio. Whether project manager, business analyst, or executive—you'll understand the business drivers behind agile portfolio management. And learn best practices for optimizing results. Use agile processes to align IT and business strategy Adapt and extend core agile processes Orchestrate the collaboration

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between IT and business vision Eliminate wish-list driven requirements, and manage expectations instead Optimize the balance of projects, resources, and assets in your portfolio Use metrics to communicate project status, quality, even team morale Create a portfolio strategy consistent with the goals of the organization Achieve organizational and process transparency Manage your business with agility—and help maximize the returns!

As dependency on software systems increases, so equally does the need for trained and qualified testers. In a world of employment mobility, having an internationally recognized qualification ensures that there is a common understanding of the testing issues at hand. Software testers preparing for the International Software Testing Qualification Board (ISTQB) examination - the first and only international certification scheme available - will find full support for their study in this book. Designed to help software and system testing professionals pass and qualify at Foundation Level, syllabus coverage is complete and enhanced with learning aids. As the authors are seasoned test-professionals and developers of the ISTQB syllabus itself, this book is written 'from the source' and with 100% relevancy. The authors adopt a practical and hands-on approach, covering the fundamental principles that every software tester should know. This is the ideal one-stop study guide for anyone taking the ISTQB Foundation Level examination.

Craft the Right Design Using UML Whether building a relational, object-relational, or

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object-oriented database, database developers are increasingly relying on an object-oriented design approach as the best way to meet user needs and performance criteria. This book teaches you how to use the Unified Modeling Language-the official standard of the Object Management Group-to develop and implement the best possible design for your database. Inside, the author leads you step by step through the design process, from requirements analysis to schema generation. You'll learn to express stakeholder needs in UML use cases and actor diagrams, to translate UML entities into database components, and to transform the resulting design into relational, object-relational, and object-oriented schemas for all major DBMS products. Features

Teaches you everything you need to know to design, build, and test databases using an OO model. Shows you how to use UML, the accepted standard for database design according to OO principles. Explains how to transform your design into a conceptual schema for relational, object-relational, and object-oriented DBMSs. Offers practical examples of design for Oracle, SQL Server, Sybase, Informix, Object Design, POET, and other database management systems. Focuses heavily on re-using design patterns for maximum productivity and teaches you how to certify completed designs for re-use. The popular Unified Modeling Language (UML) is both a language and notation developed by the Object Management Group (OMG) used to design and create specifications for software systems. With the recent release of version 2.0 UML, the OMG has started the OMG-Certified UML Professional Program to provide an objective

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measure of UML knowledge. As a certified UML professional a developer has an important credential to present to employers and clients. Certification also benefits companies looking for skilled UML practitioners by giving them a basis for making hiring and promotion decisions. UML 2 Certification Guide is the only official study guide to passing the new UML exams. This book systematically covers all of the topics covered in the exams, and has been carefully reviewed by the OMG. The book begins by assuming only a basic knowledge of UML and then progresses far enough to allow a reader to pass both the fundamental and the intermediate level exams. Along the way the book also covers topics that are not in introductory books on UML but that are necessary to pass the exams. Tim Weilkiens is considered one of the top ten experts on UML, and both authors have extensive experience training developers to successfully take the exams. The official certification resource Assumes a basic knowledge of UML so that you can focus immediately on the exams Written by two authors known for their skill as trainers, consultants, and developers Developed systematically to enable you to master all exam topics—without exception Covers the use of UML for applications, as required by the exams, both inside and outside of the realm of software development Includes a practice exam, glossary, list of books, and website information

CISSP Study Guide - fully updated for the 2021 CISSP Body of Knowledge (ISC)2
Certified Information Systems Security Professional (CISSP) Official Study Guide, 9th

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Edition has been completely updated based on the latest 2021 CISSP Exam Outline. This bestselling Sybex Study Guide covers 100% of the exam objectives. You'll prepare for the exam smarter and faster with Sybex thanks to expert content, knowledge from our real-world experience, advice on mastering this adaptive exam, access to the Sybex online interactive learning environment, and much more. Reinforce what you've learned with key topic exam essentials and chapter review questions. The three co-authors of this book bring decades of experience as cybersecurity practitioners and educators, integrating real-world expertise with the practical knowledge you'll need to successfully pass the CISSP exam. Combined, they've taught cybersecurity concepts to millions of students through their books, video courses, and live training programs. Along with the book, you also get access to Sybex's superior online interactive learning environment that includes: Over 900 new and improved practice test questions with complete answer explanations. This includes all of the questions from the book plus four additional online-only practice exams, each with 125 unique questions. You can use the online-only practice exams as full exam simulations. Our questions will help you identify where you need to study more. Get more than 90 percent of the answers correct, and you're ready to take the certification exam. More than 700 Electronic Flashcards to reinforce your learning and give you last-minute test prep before the exam A searchable glossary in PDF to give you instant access to the key terms you need to know for the exam New for the 9th edition: Audio Review. Author Mike Chapple

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reads the Exam Essentials for each chapter providing you with 2 hours and 50 minutes of new audio review for yet another way to reinforce your knowledge as you prepare. Coverage of all of the exam topics in the book means you'll be ready for: Security and Risk Management Asset Security Security Architecture and Engineering Communication and Network Security Identity and Access Management (IAM) Security Assessment and Testing Security Operations Software Development Security

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and

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physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions,

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extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data

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types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

The superabundance of data that is created by today's businesses is making storage a strategic investment priority for companies of all sizes. As storage takes precedence, the following major initiatives emerge: Flatten and converge your network: IBM® takes an open, standards-based approach to implement the latest advances in the flat,

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converged data center network designs of today. IBM Storage solutions enable clients to deploy a high-speed, low-latency Unified Fabric Architecture. Optimize and automate virtualization: Advanced virtualization awareness reduces the cost and complexity of deploying physical and virtual data center infrastructure. Simplify management: IBM data center networks are easy to deploy, maintain, scale, and virtualize, delivering the foundation of consolidated operations for dynamic infrastructure management. Storage is no longer an afterthought. Too much is at stake. Companies are searching for more ways to efficiently manage expanding volumes of data, and to make that data accessible throughout the enterprise. This demand is propelling the move of storage into the network. Also, the increasing complexity of managing large numbers of storage devices and vast amounts of data is driving greater business value into software and services. With current estimates of the amount of data to be managed and made available increasing at 60% each year, this outlook is where a storage area network (SAN) enters the arena. SANs are the leading storage infrastructure for the global economy of today. SANs offer simplified storage management, scalability, flexibility, and availability; and improved data access, movement, and backup. Welcome to the cognitive era. The smarter data center with the improved economics of IT can be achieved by connecting servers and storage with a high-speed and intelligent network fabric. A smarter data center that hosts IBM Storage solutions can provide an environment that is smarter, faster, greener, open, and easy to manage. This IBM®

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Redbooks® publication provides an introduction to SAN and Ethernet networking, and how these networks help to achieve a smarter data center. This book is intended for people who are not very familiar with IT, or who are just starting out in the IT world. The book describes a method for developing the testing of components in parallel with their functionality based on models. UML models are used to derive the testing architecture for an application, the testing interfaces and the component testers. The method provides a process and guidelines for modeling and developing these artifacts. The book also discusses the implications of built-in contract testing with other component-based development technologies such as product-line engineering, middleware platforms, reuse principles etc. Still further, it describes a new method for specifying and checking real-time properties of object-oriented, component-based real-time systems that are based on dynamic execution time analysis with optimization algorithms.

Explore the fundamental concepts behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently. In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he walks you through a case study to review all the steps of designing a real software system from start to finish. Topics include:- Understanding software development methodologies- Choosing the right methodology: Waterfall vs. Agile- Fundamental object-Orientation concepts: Abstraction,

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Polymorphism and more- Collecting requirements- Mapping requirements to technical descriptions- Unified Modeling Language (UML)- Use case, class, sequence, activity, and state diagrams- Designing a Note-Taking App from scratch You will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other developers using object-orientation terms and UML diagrams.

About the Author Károly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios. Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate about helping people reveal hidden talents, and guide them into the world of startups and programming. You can find his courses and books on all major platforms including Amazon, Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

Provides a practical and comprehensive introduction to the key aspects of model-based testing as taught in the ISTQB® Model-Based Tester—Foundation Level Certification Syllabus This book covers the essentials of Model-Based Testing (MBT) needed to pass the ISTQB® Foundation Level Model-Based Tester Certification. The text begins with an introduction to MBT, covering both the benefits and the limitations of MBT. The authors review the various

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approaches to model-based testing, explaining the fundamental processes in MBT, the different modeling languages used, common good modeling practices, and the typical mistakes and pitfalls. The book explains the specifics of MBT test implementation, the dependencies on modeling and test generation activities, and the steps required to automate the generated test cases. The text discusses the introduction of MBT in a company, presenting metrics to measure success and good practices to apply. Provides case studies illustrating different approaches to Model-Based Testing Includes in-text exercises to encourage readers to practice modeling and test generation activities Contains appendices with solutions to the in-text exercises, a short quiz to test readers, along with additional information Model-Based Testing Essentials – Guide to the ISTQB® Certified Model-Based Tester – Foundation Level is written primarily for participants of the ISTQB® Certification: software engineers, test engineers, software developers, and anybody else involved in software quality assurance. This book can also be used for anyone who wants a deeper understanding of software testing and of the use of models for test generation.

This textbook covers the entire Business Process Management (BPM) lifecycle, from process identification to process monitoring, covering along the way process modelling, analysis, redesign and automation. Concepts, methods and tools from business management, computer science and industrial engineering are blended into one comprehensive and inter-disciplinary approach. The presentation is illustrated using the BPMN industry standard defined by the Object Management Group and widely endorsed by practitioners and vendors worldwide. In addition to explaining the relevant conceptual background, the book provides dozens of examples, more than 230 exercises – many with solutions – and numerous suggestions for

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further reading. This second edition includes extended and completely revised chapters on process identification, process discovery, qualitative process analysis, process redesign, process automation and process monitoring. A new chapter on BPM as an enterprise capability has been added, which expands the scope of the book to encompass topics such as the strategic alignment and governance of BPM initiatives. The textbook is the result of many years of combined teaching experience of the authors, both at the undergraduate and graduate levels as well as in the context of professional training. Students and professionals from both business management and computer science will benefit from the step-by-step style of the textbook and its focus on fundamental concepts and proven methods. Lecturers will appreciate the class-tested format and the additional teaching material available on the accompanying website.

Presents step-by-step, illustrated instructions for ten- to thirty-minute stretching routines to add muscle tone and strength, including routines for senior citizens, pregnant women, and those with specific health conditions.

This book constitutes thoroughly revised and selected papers from the Second International Conference on Model-Driven Engineering and Software Development, MODELSWARD 2014, held in Lisbon, Portugal, in January 2014. The 10 thoroughly revised and extended papers presented in this volume were carefully reviewed and selected from 88 submissions. They are organized in topical sections named: invited papers; modeling languages, tools and architectures; and methodologies, processes and platforms.

Build robust, scalable ASP.NET applications quickly and easily.

Sun's foundation-level Sun Certified Java Programmer (SCJP) for Standard Edition 6 is a must-

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have for any Java programmer, and is a prerequisite for Sun's specialty certifications. This resource is essential preparation for the SCJP and focuses heavily on the skill set that Sun expects its SCJPs to have, with numerous examples, exercises, and real-world scenarios to give readers the tools needed to use what they learn. The material covers declarations, initialization, and scoping; flow control; API contents; concurrency; object-oriented concepts; collections/generics; and fundamentals. The interactive CD-ROM features chapter review questions, two bonus exams, a series of flashcards that can be used on PCs or handheld devices, and an e-book. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Business Analysis for Beginners is a comprehensive hands-on guide to jump-starting your BA career in four weeks. The book empowers you to gain a complete understanding of business analysis fundamental concepts and unlock the value of a business analyst to an organization in identifying problems and opportunities and finding solutions. Learn how to define the business needs and apply the most effective tools and techniques to elicit, analyze and communicate requirements with business stakeholders. Business analysis in a nutshell - gain a comprehensive understanding of business analysis fundamental concepts and understand the value of a business analyst to an organization in identifying problems and opportunities and finding solutions. Scope definition & requirements management techniques - learn how to define the business needs and the most effective tools and techniques to elicit, analyze and communicate requirements with business stakeholders. Your BA toolkit - in

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In addition to our step-by-step guide to all business analysis tasks, this book provides a thorough explanation of the different models & methodologies of Software Development Life Cycle (SDLC) and business process modeling. Our guide to kick-starting your BA career - we have included virtually every type of interview question you might face. After each chapter, you will find an interview cheat sheet to help you ace interview rounds and land your BA role.

"UML 2 Certification Guide" is the only official study guide to passing the new UML exams. This book systematically covers all of the topics addressed in the exams, and has been carefully reviewed by the OMG.

Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.

Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." –Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering

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engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for “bridging the gap” between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author’s notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition & control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD);

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Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and available reference for professionals.

UML, the Universal Modeling Language, was the first programming language designed to fulfill the requirement for "universality." However, it is a software-specific language, and does not support the needs of engineers designing from the broader systems-based perspective. Therefore, SysML was created. It has been steadily gaining popularity, and many companies, especially in the heavily-regulated Defense, Automotive, Aerospace, Medical Device and Telecomms industries, are already using SysML, or are planning to switch over to it in the near future. However, little information is currently available on the market regarding SysML. Its use is just on the crest of becoming a widespread phenomenon, and so thousands of software engineers are now beginning to look for training and resources. This book will serve as the one-stop, definitive guide that provide an introduction to SysML, and instruction on how to implement it, for all these new users. *SysML is the latest emerging programming language--250,000 estimated software systems engineers are using it in the US alone! *The first available book on SysML in English *Insider information! The author is a

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member of the SysML working group and has written sections of the specification

- *Special focus comparing SysML and UML, and explaining how both can work together

Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML® that combines the formalism of the Topological Functioning Model (TFM) mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result – developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the Unified Modeling Language (UML®), an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be

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implemented in existing UML® modeling tools and toolsets

OCEB 2 Certification Guide, Second Edition has been updated to cover the new version 2 of the BPMN standard and delivers expert insight into BPM from one of the developers of the OCEB Fundamental exam, offering full coverage of the fundamental exam material for both the business and technical tracks to further certification. The first study guide prepares candidates to take—and pass—the OCEB Fundamental exam, explaining and building on basic concepts, focusing on key areas, and testing knowledge of all critical topics with sample questions and detailed answers. Suitable for practitioners, and those newer to the field, this book provides a solid grounding in business process management based on the authors' own extensive BPM consulting experiences. Completely updated, with the latest material needed to pass the OCEB-2 and BPMN Certification Includes sample test questions in each chapter, with answers in the appendix Expert authors provide a solid overview of business process management (BPM)

OCUP 2 Certification Guide: Preparing for the OMG Certified UML 2.5 Professional 2 Foundation Exam both teaches UML® 2.5 and prepares candidates to become certified. UML® (Unified Modeling Language) is the most popular graphical language used by software analysts, designers, and developers to model, visualize, communicate, test, and document systems under development. UML® 2.5 has recently been released, and with it a new certification program for practitioners to enhance their

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current or future career opportunities. There are three exam levels: Foundation, Intermediate, and Advanced. The exam covered in this book, Foundation, is a prerequisite for the higher levels. Author Michael Jesse Chonoles is a lead participant in the current OCUP 2 program—not only in writing and reviewing all the questions, but also in designing the goals of the program. This book distills his experience in modeling, mentoring, and training. Because UML® is a sophisticated language, with 13 diagram types, capable of modeling any type of modern software system, it takes users some time to become proficient. This effective resource will explain the material in the Foundation exam and includes many practice questions for the candidate, including sample problems similar to those found in the exam, and detailed explanations of why correct answers are correct and why wrong answers are wrong. Written to prepare candidates for the OCUP 2 Foundation level exam while they learn UML® Illustrated with UML® diagrams to clarify every concept and technique Offers hints for studying and test-taking based on the specific nature and structure of the Foundation Level exam Includes practice exam material, sample questions and exercises, warnings, tips, and points to remember throughout

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage,

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one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

A Practical Guide to SysML: The Systems Modeling Language is a comprehensive guide to SysML for systems and software engineers. It provides an advanced and practical resource for modeling systems with SysML. The source describes the modeling language and offers information about employing SysML in transitioning an organization or project to model-based systems engineering. The book also presents various examples to help readers understand the OMG Systems Modeling Professional (OCSMP) Certification Program. The text is organized into four parts. The first part provides an overview of systems engineering. It explains the model-based approach by comparing it with the document-based approach and providing the modeling principles. The

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overview of SYsML is also discussed. The second part of the book covers a comprehensive description of the language. It discusses the main concepts of model organization, parametrics, blocks, use cases, interactions, requirements, allocations, and profiles. The third part presents examples that illustrate how SysML supports different model-based procedures. The last part discusses how to transition and deploy SysML into an organization or project. It explains the integration of SysML into a systems development environment. Furthermore, it describes the category of data that are exchanged between a SysML tool and other types of tools, and the types of exchange mechanisms that can be used. It also covers the criteria that must be considered when selecting a SysML.

Software and systems engineers, programmers, IT practitioners, experts, and non-experts will find this book useful. *The authoritative guide for understanding and applying SysML *Authored by the foremost experts on the language

*Language description, examples, and quick reference guide included

If you do not yet scuba dive but are thinking of learning, then Scuba Fundamental - Start Diving the Right Way is for you. It takes you from the germ of the idea that you might like to try scuba diving up to the point where you have done around 20 dives. This is not your standard how-to scuba diving manual. It is very different. The purpose of Scuba Fundamental is not to teach you how to dive. A dive

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instructor will do that. But this book will make the learning process much easier. It will help you make the right choices and avoid the pitfalls that await new and uninformed divers coming into the sport. It will also set you well on the road to becoming a capable and competent lifelong diver. Scuba Fundamental tells you how to make sure you are prepared for a scuba diving course and what a good beginners course should entail. It tells you how to choose a good instructor, how to decide which operators to dive with after you have finished your course and what sort of dives you should be doing when you first start diving. You will learn the many ways in which diving will change your life and also acquire some extremely valuable advice on the etiquette involved in the sport. Throughout the book and especially in the chapter "It Happened to Me" you will be entertained, educated and encouraged by anecdotes from people who are now experienced divers but were once beginners too. There is also an entire section devoted to diving safety, much of which covers vitally important aspects of scuba diving that standard training manuals don't emphasise enough or even leave out completely. The book's message is: start scuba diving the right way and you will be relaxed and ready for the adventure. You will have more fun, make fewer mistakes and be confident in the fact that you are well informed, have made the best choices and have spent your money wisely. Scuba Fundamental is a unique, reliable and

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essential guide: one that you can trust completely and follow during this formative phase of your scuba diving life. "I wish I had had this book to read when I learned to dive. I remember being totally confused." Robin Yao, Executive Editor, EZDIVE magazine "This is the book divers should give to friends when they say they want to learn to scuba dive." Ian Thomas, Scuba Instructor Trainer

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In SOA and Web Services Interface Design, data architecture guru James Bean teaches you how to design web service interfaces that are capable of being extended to accommodate ever changing business needs and promote incorporation simplicity. The book first provides an overview of critical SOA principles, thereby offering a basic conceptual summary. It then provides explicit, tactical, and real-world techniques for ensuring compliance with these principles. Using a focused, tutorial-based approach the book provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures, thus allowing you immediately generate value from your efforts. In summary, SOA and Web Services Interface Design provides the basic theory, but also design techniques and very specific implementable encoded interface examples that can be immediately employed in your work, making it an

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invaluable practical guide to any practitioner in today's exploding Web-based service market. Provides chapters on topics of introductory WSDL syntax and XML Schema syntax, taking the reader through fundamental concepts and into deeper techniques and allowing them to quickly climb the learning curve. Provides working syntactical examples - described by Web services standards such as XML, XML Schemas, WSDL and SOAP - that can be used to directly implement interface design procedures. Real-world examples generated using the Altova XML Spy tooling reinforce applicability, allowing you to immediately generate value from their efforts.

Students who are beginning studies in technology need a strong foundation in the basics before moving on to more advanced technology courses and certification programs. The Microsoft Technology Associate (MTA) is a new and innovative certification track designed to provide a pathway for future success in technology courses and careers. The MTA program curriculum helps instructors teach and validate fundamental technology concepts and provides students with a foundation for their careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This text covers fundamental skills in such areas as Programming and an understanding of

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general software development, web, desktop, and database applications. First on the market to cover Sun's new IDE Forte, this special edition of a Liang's widely used Java book is a comprehensive introduction to Java programming with an expanded in-depth treatment of object-oriented programming. The book is easy to read and well paced, and is ideal for self-study. The book covers all subjects required in the Level I Java Certification Exam -- fundamentals of programming (including primitive data types, control statements, methods, and arrays); object-oriented programming; graphics programming; exception handling; internalization; multithreading; multimedia; I/O; networking; and Java data structures

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