Ppt For Software Engineering Sixth Edition By Mcgraw Hill

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
An inside look at how schools throughout the United States are incorporating education technology in daily instruction.
For courses in computer science and software engineering The Fundamental Practice of Software Engineering Software Engineering introduces readers to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The Tenth Edition contains new information that highlights various technological updates of recent years, providing readers with highly relevant and current information. Sommerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live.
The 7th ACIS International Conference on Software Engineering Research, Management and Applications (SERA 2009) was held on Hainan Island, China from December 2 – 4. SERA '09 featured excellent theoretical and practical contributions in the areas of formal methods and tools, requirements engineering, software process models, communication systems and networks, software quality and evaluation, software engineering, networks and mobile computing, parallel/distributed computing, software testing, reuse and metrics, database retrieval, computer security, software architectures and modeling. Our conference officers selected the best 17 papers from those papers accepted for presentation at the conference in order to publish them in this volume. The papers were chosen based on review scores submitted by members or the program committee, and underwent further rigorous rounds of review.
Ten Strategies of a World-Class Cybersecurity Operations Center
Seventh Edition
A Practitioners Approach
Testing, Quality Assurance, and Quantifiable Improvement
The Open Source Perspective
Information Technology in Environmental Engineering
Focuses on used software engineering methods and can de-emphasize or completely eliminate discussion of secondary methods, tools and techniques.
Software Engineering presents a broad perspective on software systems engineering, concentrating on widely used techniques for developing large-scale systems. The objectives of this seventh edition are to include new material on iterative software development, component-based software engineering and system architectures, to emphasize that system dependability is not an add-on but should be considered at all stages of the software process, and not to increase the size of the book significantly. To this end the book has been restructured into 6 parts, removing the separate section on evolution as the distinction between development and evolution can be seen as artificial. New chapters have been added on: Socio-technical Systems A discussing the context of software in a broader system composed of other hardware and software, people, organisations, policies, procedures and laws. Application System Architectures A to teach students the general structure of application systems such as transaction systems, information systems and embedded control systems. The chapter covers 6 common system architectures with an architectural overview and discussion of the characteristics of these types of system. Iterative Software Development A looking at prototyping and adding new material on agile methods and extreme programming. Component-based Software Engineering A introducing the notion of a component, component composition and component frameworks and covering design with reuse. Software Evolution A revising the presentation of the 6th edition to cover re-engineering and software change in a single chapter. The book supports students taking undergraduate or graduate courses in software engineering, and software engineers in industry needing to update their knowledge
Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available
For over 20 years, Software Engineering: A Practitioner's Approach has been the best selling guide to software engineering for students and industry professionals alike. The sixth edition continues to lead the way in software engineering. A new Part 4 on Web Engineering presents a complete engineering approach for the analysis, design, and testing of Web Applications, increasingly important for today's students. Additionally, the UML coverage has been enhanced and signficantly increased in this new edition. The pedagogy has also been improved in the new edition to include sidebars. They provide information on relevant softare tools, specific work flow for specific kinds of projects, and additional information on various topics. Additionally, Pressman provides a running case study called "Safe Home" throughout the book, which provides the application of software engineering to an industry project. New additions to the book also include chapters on the Agile Process Models, Requirements Engineering, and Design Engineering. The book has been completely updated and contains hundreds of new references to software tools that address all important topics in the book. The ancillary material for the book includes an expansion of the case study, which illustrates it with UML diagrams. The On-Line Learning Center includes resources for both instructors and students such as checklists, 700 categorized web references, Powerpoints, a test bank, and a software engineering library-containing over 500 software engineering papers.TAKEAWY HERE IS THE FOLLOWING:1. AGILE PROCESS METHODS ARE COVERED EARLY IN CH. 42. NEW PART ON WEB APPLICATIONS --5 CHAPTERS
Software Product-Family Engineering
4th International Workshop, PFE 2001 Bilbao, Spain, October 3-5, 2001 Revised Papers
The Technology Fix
Software Engineering
International Perspectives on Teaching and Learning in Higher Education
Software Engineering Research, Management and Applications 2009
"This book presents international practices in the development and use of applied e-Learning and e-Teaching in the classroom in order to enhance student experience, add value to teaching practices, and illuminate best practices in the area of e-Assessment. This book provides insight into e-Learning and e-Teaching practices while exploring the roles of academic staff in adoption and application"--Provided by publisher.
This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering. The ninth edition of Software Engineering presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering, gives readers the m view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Set ware Engineering Management
Drawing from the latest developments and practices from the field, MANAGEMENT INFORMATION SYSTEMS, 7e provides a clear emphasis on the business and management elements of information technology. The book offers the most current coverage available, including expanded discussions of social networking, IT security, mobile computing, and much more. From overviews of the information age to online business and business intelligence, readers gain a sound balance of the technical and business elements of information technology. In addition, numerous busines integrated throughout enable readers to apply what they learn to real-world practice--equipping them with skills they can immediately put into action in the business world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Based on 55 semi-structured in-depth interviews, this book investigates 15 high-tech engineering co-op professionals' writing experience in the workplace. It shows how the digital age has had a marked impact on the engineers' methods of communication at work, and how on-the -job writing has affected engineers' technical competence, shaped their professional identities, challenged their views on Chinese and English writing, and hindered their success in the workplace. The book identifies three aspects of writing practice: engineers' linguistic and literacy challenges, the rea these challenges, and coping strategies, which suggest that engineers are underprepared and lack necessary support in the workplace. Lastly, the study shows that engineers need to engage in technical literacy through on-the-job writing so that they can fully deal with workplace discourse and socialize with diverse professional groups. Since the sample group interviewed in this book is engineers who studied at universities in the United States and have a foot in the world of school and work as well as knowledge of both Eastern and Western cultures, the book appeals to teac engineers and scientists who are interested in scientific and technological writing. It is also valuable for educators who prepare scientists, engineers, and technical communicators for professional roles, as well as for communication practitioners who work with engineers. /div
A Systems Approach
Implications of Globalization
Introduction to Software Engineering (Custom Edition)
INFORMATION technology issues & challenges
Third International Conference, CDVE 2006, Mallorca, Spain, September 17-20, 2006, Proceedings
IBPS RRB Guide for Officer Scale 1 (Preliminary & Main), 2 & 3 Exam with 4 Online Practice Sets 6th Edition
For almost four decades, Software Engineering: A Practitioner's Approach (SEPA) has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.
Practical Guidance on the Efficient Development of High-Quality Software Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.
This book is written for students and teachers engaged in electrical and computer engineering (ECE) design projects, primarily in the senior year. It guides students and faculty through the steps necessary for the successful execution of design projects. The objective of the text is to provide a treatment of the design process in ECE with a sound academic basis that is integrated with practical application. It has a strong guiding vision -- that a solid understanding of the Design Process, Design Tools, and the right mix of Professional Skills are critical for project and career success. This text is unique in providing a comprehensive design treatment for ECE.
Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, Code Reading, showed programmers how to understand and modify key functional properties of software. Code Quality focuses on non-functional properties, demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects--such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database--to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: http://www.spinellis.gr/codequality/
Information Security Management Handbook, Sixth Edition
An Introduction to Modern Software Engineering
The Effective Use of Powerpoint in Education
Design for Electrical and Computer Engineers

Introduction to Software Engineering
INFORMATION technology issues & challengesExcel Books IndiaSixth International Conference on Software Engineering for Telecommunication Switching Systems, 14-18 April 1986Venue, the Philips Congress Centre, Eindhoven, the NetherlandsEngineering Drawing and DesignCengage Learning
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).
Information technologies have evolved to an enabling science for natural resource management and conservation, environmental engineering, scientific simulation and integrated assessment studies. Computing plays a significant role in the every day practices of environmental engineers, natural scientists, economists, and social scientists. The complexity of natural phenomena requires interdisciplinary approaches, where computing science offers the infrastructure for environmental data collection and management, scientific simulations, decision support, documentation and reporting. Ecology, environmental engineering and natural resource management comprise an excellent real-world testbed for IT system demonstration, while presenting new challenges for computer science. Complexity, uncertainty and scaling issues of natural systems constitute a demanding application domain for modelling, simulation and scientific workflows, data management and reporting, decision support and intelligent systems, distributed computing environments, geographical information systems, heterogeneous systems integration, software engineering, accounting systems, control systems, as well as sustainable manufacturing and reverse logistics. This books offers a collection of papers presented at the 6th International Conference on Environmental Engineering, held in July 2013, in Lüneburg, Germany. Recent success stories in ecoinformatics, promising ideas and new challenges are discussed among computer scientists, environmental engineers, industrial engineers, economists and social scientists, demonstrating new paradigms for problem solving and decision making.
Innovations and Advanced Techniques in Systems, Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Innovations and Advanced Techniques in Systems, Computing Sciences and Software Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2007) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2007).
ICICT 2021, London, Volume 4
Sixth Biennial Conference of the European Society for Engineering and Medicine
Code Quality
Engineering Drawing and Design
An Introduction to Management for Engineers
Handbook of Research on Software Engineering and Productivity Technologies: Implications of Globalization
Suitable for a first year course in the subject, this book is an introduction to the field of engineering mathematics. The book is accompanied by online bridging chapters - refresher units in core subjects to bring students up to speed with what they'll need to know before taking the engineering mathematics course.
Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.
This book constitutes the refereed proceedings of the Third International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2006, held in Mallorca, Spain in September 2006. The book presents 40 revised full papers, carefully reviewed and selected from numerous submissions. The papers cover all current issues in cooperative design, visualization, and engineering, ranging from theoretical and methodological topics to various systems and frameworks to applications in a variety of fields.
The one resource needed to create reliable software This text offers a comprehensive and integrated approach tosoftware quality engineering. By following the author's clearguidance, readers learn how to master the techniques to producehigh-quality, reliable software, regardless of the softwaresystem's level of complexity. The first part of the publication introduces major topics insoftware quality engineering and presents quality planning as anintegral part of the process. Providing readers with a solidfoundation in key concepts and practices, the book moves on tooffer in-depth coverage of software testing as a primary means toensure software quality; alternatives for quality assurance,including defect prevention, process improvement, inspection,formal verification, fault tolerance, safety assurance, and damagecontrol; and measurement and analysis to close the feedback loopfor quality assessment and quantifiable improvement. The text's approach and style evolved from the author's hands-onexperience in the classroom. All the pedagogical tools needed tofacilitate quick learning are provided: * Figures and tables that clarify concepts and provide quick topicsummaries * Examples that illustrate how theory is applied in real-worldsituations * Comprehensive bibliography that leads to in-depth discussion ofspecialized topics * Problem sets at the end of each chapter that test readers'knowledge This is a superior textbook for software engineering, computerscience, information systems, and electrical engineering students,and a dependable reference for software and computer professionalsand engineers.
Proceedings of Sixth International Congress on Information and Communication Technology
Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition
InfoWorld
Object-Oriented and Classical Software Engineering
Slides for Students
Cooperative Design, Visualization, and Engineering
300 million powerpoint presentations are given daily, yet there is a disconnect between the amazing technology of powerpoint and a mediocre student learning experience. To unleash the full potential of powerpoint presentations, we must do a better job of creating presentations that fit the educational needs of students. Slides for Students does just that.Slides for Students is an open and honest discussion about powerpoint in the classroom. A need exists for thoughtfully designed and implemented classroom instruction that focuses on the learner rather than on the technology. This book was written to translate academic research findings into practical suggestions about powerpoint that educators can use. Divided into two parts, Slides for Students discusses the history of powerpoint, explores academic studies on the topic, and demonstrates how to design slides to best suit educational needs and engage with students to avoid the dreaded "death by powerpoint."
With the dawn of electronic databases, information technologies, and the Internet, organizations, now more than ever, have easy access to all the knowledge they need to conduct their business. However, utilizing and detecting the beneficial information can pose as a challenge. Enhancing Knowledge Discovery and Innovation in the Digital Era is a vibrant reference source on the latest research on student education, open information, technology enhanced learning (TEL), and student outcomes. Featuring widespread coverage across a range of applicable perspectives and topics, such as engineering education, data mining, and 3D printing, this book is ideally designed for professionals, upper-level students, and academics seeking current research on knowledge management and innovation networks.
"This book provides integrated chapters on software engineering and enterprise systems focusing on parts integrating requirements engineering, software engineering, process and frameworks, productivity technologies, and enterprise systems"--Provided by publisher.
Updated annually, the Information Security Management Handbook, Sixth Edition, Volume 6 is the most comprehensive and up-to-date reference available on information security and assurance. Bringing together the knowledge, skills, techniques, and tools required of IT security professionals, it facilitates the up-to-date understanding required to stay one step ahead of evolving threats, standards, and regulations. Reporting on the latest developments in information security and recent changes to the (ISC)2® CISSP Common Body of Knowledge (CBK®), this volume features new information on advanced persistent threats, HIPAA requirements, social networks, virtualization, and SOA. Its comprehensive coverage touches on all the key areas IT security professionals need to know, including: Access Control: Technologies and administration including the requirements of current laws Telecommunications and Network Security: Addressing the Internet, intranet, and extranet Information Security and Risk Management: Organizational culture, preparing for a security audit, and the risks of social media Application Security: Ever-present malware threats and building security into the development process Security Architecture and Design: Principles of design including zones of trust Cryptography: Elliptic curve cryptosystems, format-preserving encryption Operations Security: Event analysis Business Continuity and Disaster Recovery Planning: Business continuity in the cloud Legal, Regulations, Compliance, and Investigation: Persistent threats and incident response in the virtual realm Physical Security: Essential aspects of physical security The ubiquitous nature of computers and networks will always provide the opportunity and means to do harm. This edition updates its popular predecessors with the information you need to address the vulnerabilities created by recent innovations such as cloud computing, mobile banking, digital wallets, and near-field communications. This handbook is also available on CD.
Management Information Systems
Engineering Software Products
Innovations and Advanced Techniques in Systems, Computing Sciences and Software Engineering
Selected Contributions to the Sixth International Conference on Information Technologies in Environmental Engineering (ITEE2013)
NAIRTL Conference Proceedings, November 2007
Computer Networks
This book discusses a comprehensive spectrum of software engineering techniques and shows how they can be applied in practical software projects. This edition features updated chapters on critical systems, project management and software requirements.
Integrating case studies to show the object oriented approach to software engineering, Object-Oriented and Classical Software Engineering, 7/e presents an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. The coverage of both Agile processes and Open Source Software has been considerably expanded. In addition, the Osbert Oglesby running case study has been replaced with a new case study on the Martha Stockton Greengage Foundation. The new study highlights even more aspects of the Unified Process. The book's unique organization remains in place, with Part I covering underlying software engineering theory, and Part II presenting the more practical life cycle. Complementing this well-balanced approach is the straightforward, student-friendly writing style, through which difficult concepts are presented in a clear, understandable manner. The new seventh edition provides an extensive updating of this classic software engineering text!
This custom edition is published for the University of Southern Queensland.
The current book "IBPS RRB Guide for Officer Scale I (Preliminary & Main), II & III Exam with 4 Online Tests" covers all the 5 sections asked in the RRB exam English Language, Quantitative Aptitude, Data Interpretation, Reasoning, Computer Knowledge and Financial Awareness. The book provides the Solved Papers of 2017 & 2018 for Scale I, II & III. The book covers Revision Material on Financial Awareness. The book provides 4 Online Practice Sets - 2 for Preliminary & 2 for the Main Exam on the latest pattern of the exam for the Mock Online experience. These tests will be useful for Scale I, Scale II (GBO) & Scale III. The book provides well illustrated theory with exhaustive fully solved examples for learning. This is followed with an exhaustive collection of solved questions in the form of Exercise. The section on General Awareness has been divided into 5 chapters Conceptual Banking; Current Banking; General Awareness and Current Affairs; Financial Awareness.
Applied E-Learning and E-Teaching in Higher Education
The Promise and Reality of Computers in Our Schools
Sixth International Conference on Software Engineering for Telecommunication Switching Systems, 14-18 April 1986
Venue, the Philips Congress Centre, Eindhoven, the Netherlands
Enhancing Knowledge Discovery and Innovation in the Digital Era
Managing Engineering and Technology
This book contains the proceedings of the Fourth International Workshop on Product Family Engineering, PFE-4, held in Bilbao, Spain, October 3–5, 2001. This workshop was the fourth in a series started in 1996, with the same s- ject, software product-family engineering. Proceedings of the second and third workshops have been published as LNCS 1429 and LNCS 1951. The workshops were organized within co-operation projects of European - dustry, the ?rst two by ARES (Esprit IV 20.477) 1995–1999. This project had three industrial and three academic partners, and focused on software archit- turesforproductfamilies.Someofthepartnerscontinuedin ITEAproject99005, ESAPS(1999–2001).ITEAisthesoftwaredevelopmentprogram(?!2023)within the European Eureka initiative. ITEA projects last for two years and ESAPS' was succeeded by CAFE (ITEA ip00004), which started in 2001 and will t- minate in 2003. This workshop was initially prepared within ESAPS and the' preparation continued in CAFE. Due to the attacks in the USA of September 11, several people were not able to ?y and therefore did not show up. However, we have included their submissions in these proceedings. The session chair presented these submissions, and their inputs were used during the discussions. It was planned that Henk Obbink be workshop chair, and Linda Northrop and Sergio Bandinelli be co-chairs. However, because of personal circumstances Henk Obbink was not able to leave home during the workshop. Moreover both co-chairs had already enough other duties. Therefore the chairing duties were taken over by the program chair, Frank van der Linden.
The European Society for Engineering and Medicine is representative of both the engineering and medicine communities, with membership drawn across Europe. The aim of the society is to provide a bridge between the two communities to facilitate engineering solutions to medical problems. The ESEM 2001 conference had a real-world focus and scientific papers were selected on the basis of their clinical application. Contributors at the conference were worldwide to reflect the global relevance and significance of the topics. The papers reflect the three main tracks of the conference: health information systems; bioengineering; and medical instrumentation and imaging. Within each of these areas there are a number of sub-themes on a diverse range of topics, such as: tissue engineering and artificial organs; computers in medicine; and biomedical processing and modelling. This volume is a record of the oral and poster presentations made at the conference, with an overview of the conference structure and a list of keynote speakers.
For more than 25 years, students have relied on this trusted text for easy-to-read, comprehensive drafting and design instruction that complies with the latest ANSI and ASME industry standards for mechanical drafting. The Sixth Edition of ENGINEERING DRAWING AND DESIGN continues this tradition of excellence with a multitude of real, high-quality industry drawings and more than 1,000 drafting, design, and practical application problems—including many new to the current edition. The text showcases actual product designs in all phases, from concept through manufacturing, marketing, and distribution. In addition, the engineering design process now features new material related to production practices that eliminate waste in all phases, and the authors describe practices to improve process output quality by using quality management methods to identify the causes of defects, remove them, and minimize manufacturing variables. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Managing Engineering and Technology is ideal for courses in Technology Management, Engineering Management, or Introduction to Engineering Technology. This text is also ideal forengineers, scientists, and other technologists interested in enhancing their management skills. Managing Engineering and Technology is designed to teach engineers, scientists, and other technologists the basic management skills they will need to be effective throughout their careers.
Modern Engineering Mathematics
Software Quality Engineering
A Practitioner's Approach
Non-native English-speaking Engineers' Writing at the Workplace