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Software Engineering Software Engineering Software Engineering, Global Edition Software Engineering Engineering Software Products Cloud Computing for Science and Engineering Requirements Engineering Requirements Engineering and Rapid Development The Essence of Software Engineering Software Engineering Requirements Engineering Hacking the Human Engineering Software Products Engineering Asset Management Software Engineering for Parallel and Distributed Systems Privacy Engineering An Introduction to Requirements Engineering Nuclear Fuel Cycle Science and Engineering Essential Software Architecture Systems Engineering Practice Introduction to Software Engineering (Custom Edition) Software Engineering : 7th Edition Dictionary of Computer Science, Engineering and Technology Software Engineering - ESEC '95 Card Engineering Scenarios, Stories, Use Cases Site Reliability Engineering Discovering Requirements Software Engineering Environments Engineering Informatics An Enquiry Into Software Engineering Managing Complex Technical Projects Audio Engineering: Know It All Advanced Calculus for Engineering and Science Students Tribology: Friction and Wear of Engineering Materials Integrated Circuit

Test Engineering Writing Better Requirements ARIS — Business Process Modeling Computer Aided Process and Product Engineering (CAPE) Designing for People

Dictionary of Computer Science, Engineering and Technology Jun 08 2021 A complete lexicon of technical information, the Dictionary of Computer Science, Engineering, and Technology provides workable definitions, practical information, and enhances general computer science and engineering literacy. It spans various disciplines and industry sectors such as: telecommunications, information theory, and software and hardware systems. If you work with, or write about computers, this dictionary is the single most important resource you can put on your shelf. The dictionary addresses all aspects of computing and computer technology from multiple perspectives, including the academic, applied, and professional vantage points. Including more than 8,000 terms, it covers all major topics from artificial intelligence to programming languages, from software engineering to operating systems, and from database management to privacy issues. The definitions provided are detailed rather than concise. Written by an international team of over 80 contributors, this is the most comprehensive and easy-to-read reference of its kind. If you need to know the definition of anything related to computers you will find it in the Dictionary of Computer Science, Engineering, and Technology.

Systems Engineering Practice Sep 11 2021

Site Reliability Engineering Feb 04 2021 The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of

Google’s Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You’ll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE’s day-to-day work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use *Engineering Informatics* Nov 01 2020 Computers are ubiquitous throughout all life-cycle stages ofengineering, from conceptual design to manufacturing maintenance,repair and replacement. It is essential for all engineers tobe aware of the knowledge behind computer-based tools andtechniques they are likely to encounter. The computationaltechnology, which allows engineers to carry out design, modelling,visualisation, manufacturing, construction and management ofproducts and infrastructure is known as Computer-Aided Engineering(CAE). Engineering Informatics: Fundamentals of Computer-AidedEngineering, 2nd Edition provides the foundation knowledge ofcomputing that is essential for all engineers. This knowledge isindependent of hardware and software characteristics and thus, itis expected to remain valid throughout an engineering career. ThisSecond Edition is

enhanced with treatment of new areas such asnetwork science and the computational complexity of distributedsystems. Key features: Provides extensive coverage of almost all aspects ofComputer-Aided Engineering, outlining general concepts such asfundamental logic, definition of engineering tasks andcomputational complexity Every chapter revised and expanded following more than tenyears of experience teaching courses on the basis of the firstedition Covers numerous representation frameworks and reasoningstrategies Considers the benefits of increased computational power,parallel computing and cloud computing Offers many practical engineering examples and exercises, withlecture notes available for many of the topics/chapters from theASCE Technical Council on Computing and Information Technology,Global Centre of Excellence in Computing(www.asceglobalcenter.org), providing a valuable resource forlecturers. Accompanied by a website hosting updates and solutions Engineering Informatics: Fundamentals of Computer-AidedEngineering, 2nd Edition provides essential knowledge oncomputing theory in engineering contexts for students, researchersand practising engineers.

Privacy Engineering Jan 15 2022 Information privacy is the major defining issue of today's Internet enabled World. To construct information systems from small mobile 'apps' to huge, heterogeneous, cloudified systems requires merging together skills from software engineering, legal, security and many other disciplines - including some outside of these fields! Only through properly modelling the system under development can we full appreciate the complexity of where personal data and information flows; and more importantly, effectively communicate this.This book presents an approach based upon data flow modelling, coupled with

standardised terminological frameworks, classifications and ontologies to properly annotate and describe the flow of information into, out of and across these systems. Also provided are structures and frameworks for the engineering process, requirements and audits; and even the privacy programme itself, but takes a pragmatic approach and encourages using and modifying the tools and techniques presented as the local context and needs require.

Software Engineering Apr 30 2023 This ninth edition presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, distributed systems.

Computer Aided Process and Product Engineering (CAPE) Jan 23 2020 Computer aided process engineering (CAPE) tools have been very successfully used in process design and product engineering for a long time. In particular, simulation and modelling tools have enabled engineers to analyse and understand the behaviour of selected processes prior to building actual plants. The aim of design or retrofit of chemical processes is to produce profitably products that satisfy the societal needs, ensuring safe and reliable operation of each process, as well as minimising any effects on the environment. This involves the conceptual design or retrofit of plants and processes, novel manufacturing approaches, process/control system design interactions and operability, manufacturability, environmental and safety issues. Backed by current studies, this 2-volume set gives a comprehensive survey of the various approaches and latest developments on the use of CAPE in the process industry. An invaluable reference to the scientific and industrial community in the field of computer aided process and product engineering.

Requirements Engineering and Rapid Development Sep 23 2022 Presents a practical

object-oriented modelling approach that provides software developers with a single technique with which to model all aspects of the modern business, from the organizational mission right through to user performance and business objectives. Software Engineering Jul 21 2022

An Introduction to Requirements Engineering

Dec 14 2021 The focus of software engineering is moving from writing reliable large-scale software to ensuring that this software meets the needs of the users for whom it was designed. The business of eliciting and then implementing the (often changing) user requirements is requirements engineering. This book is intended for the undergraduate novice who is being introduced to software requirements engineering. It is a hard subject for which there is no formulaic approach and for which it is sometimes difficult to motivate students who are unaware of the problems involved and therefore the need to study the subject. It therefore begins with small, relatively simple, case studies and builds on these to provide the opportunities to scale up this expertise to large industrial projects. The book will be in three parts: the first provides a guide to all the important requirements engineering toppics; the second gives more detail on useful techniques (for problem definition and modelling); the third contain the complete case studies, extracts from which are used in parts one and two. Requirements Engineering is a jargon-filled subject, so a comprehensive glossary is provided as well as definitions within the text.

Discovering Requirements

Jan 03 2021 "This book is not only of practical value. It's also a lot of fun to read." Michael Jackson, The Open University. Do you need to know how to create good requirements? Discovering Requirements offers a set of simple, robust, and effective cognitive tools for building requirements. Using

worked examples throughout the text, it shows you how to develop an understanding of any problem, leading to questions such as: What are you trying to achieve? Who is involved, and how? What do those people want? Do they agree? How do you envisage this working? What could go wrong? Why are you making these decisions? What are you assuming? The established author team of Ian Alexander and Ljerka Beus-Dukic answer these and related questions, using a set of complementary techniques, including stakeholder analysis, goal modelling, context modelling, storytelling and scenario modelling, identifying risks and threats, describing rationales, defining terms in a project dictionary, and prioritizing. This easy to read guide is full of carefully-checked tips and tricks. Illustrated with worked examples, checklists, summaries, keywords and exercises, this book will encourage you to move closer to the real problems you're trying to solve. Guest boxes from other experts give you additional hints for your projects. Invaluable for anyone specifying requirements including IT practitioners, engineers, developers, business analysts, test engineers, configuration managers, quality engineers and project managers. A practical sourcebook for lecturers as well as students studying software engineering who want to learn about requirements work in industry. Once you've read this book you will be ready to create good requirements!

Engineering Software Products Dec 26 2022 For one-semester courses in software engineering. Introduces software engineering techniques for developing software products and apps With Engineering Software Products, author Ian Sommerville takes a unique approach to teaching software engineering and focuses on the type of software products and apps that are familiar to students, rather than focusing on project-based techniques.

Written in an informal style, this book focuses on software engineering techniques that are relevant for software product engineering. Topics covered include personas and scenarios, cloud-based software, microservices, security and privacy and DevOps. The text is designed for students taking their first course in software engineering with experience in programming using a modern programming language such as Java, Python or Ruby.

Software Engineering, Global Edition Feb 28 2023 For courses in computer science and software engineering The Fundamental Practice of Software Engineering Software Engineering introduces students 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 10th Edition contains new information that highlights various technological updates of recent years, providing students 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 full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain

instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Nuclear Fuel Cycle Science and Engineering Nov 13 2021 The nuclear fuel cycle is characterised by the wide range of scientific disciplines and technologies it employs. The development of ever more integrated processes across the many stages of the nuclear fuel cycle therefore confronts plant manufacturers and operators with formidable challenges. Nuclear fuel cycle science and engineering describes both the key features of the complete nuclear fuel cycle and the wealth of recent research in this important field. Part one provides an introduction to the nuclear fuel cycle. Radiological protection, security and public acceptance of nuclear technology are considered, along with the economics of nuclear power. Part two goes on to explore materials mining, enrichment, fuel element design and fabrication for the uranium and thorium nuclear fuel cycle. The impact of nuclear reactor design and operation on fuel element irradiation is the focus of part three, including water and gas-cooled reactors, along with CANDU and Generation IV designs. Finally, part four reviews spent nuclear fuel and radioactive waste management. With its distinguished editor and international team of expert contributors, Nuclear fuel cycle science and engineering provides an important review for all those involved in the design, fabrication, use and disposal of nuclear fuels as well as regulatory bodies and researchers in this field. Provides a comprehensive and holistic review of the complete nuclear fuel cycle Reviews the issues presented by the nuclear fuel cycle, including radiological protection and security, public acceptance and economic analysis Discusses issues at the front-end of the fuel cycle, including uranium and thorium mining,

enrichment and fuel design and fabrication

Software Engineering : 7th Edition Jul 09 2021

Advanced Calculus for Engineering and Science Students Jun 27 2020

Introduction to Software Engineering (Custom Edition) Aug 10 2021 This custom edition is published for the University of Southern Queensland.

Card Engineering Apr 06 2021 Experienced designers share time-saving hints, tips and techniques in this handy new series from Nippan Publications. Simply explained and clearly illustrated, each book provides a concise reference for beginners and professionals alike. Perspective Drawing & Drawing Cartoons is scheduled for January '97.

Managing Complex Technical Projects Aug 30 2020 This unique resource delivers complete, easy-to-understand coverage of the management of complex technical projects through systems engineering. Written for a wide spectrum of readers, from novices to experienced practitioners, the book holds the solution to delivering projects on time and within budget, avoiding the failures and inefficiencies of past efforts.

An Enquiry Into Software Engineering Sep 30 2020

Software Engineering Environments Dec 02 2020

Tribology: Friction and Wear of Engineering Materials May 27 2020 Tribology covers the fundamentals of tribology and the tribological response of all types of materials, including metals, ceramics, and polymers. The book provides a solid scientific foundation without relying on extensive mathematics, an approach that will allow readers to formulate appropriate solutions when faced with practical problems. Topics considered include fundamentals of surface topography and contact, friction, lubrication, and wear. The book also presents up-to-date discussions on the treatment of wear in the design process, tribological applications of surface

engineering, and materials for sliding and rolling bearings. Tribology will be valuable to engineers in the field of tribology, mechanical engineers, physicists, chemists, materials scientists, and students. Features Provides an excellent general introduction to the friction, wear, and lubrication of materials Presents a balanced comparison of the tribological behavior of metals, ceramics, and polymers Includes discussions on tribological applications of surface engineering and materials for sliding and rolling bearings Emphasizes the scientific foundation of tribology Discusses the treatment of wear in the design process Uses SI units throughout and refers to U.S., U.K., and other European standards and material designations

Software Engineering Mar 29 2023 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

Essential Software Architecture Oct 12 2021 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.

Software Engineering for Parallel and Distributed Systems Feb 16 2022 A wide range of modern computer applications require the performance and flexibility of parallel and distributed systems. Better software support is required if the technical advances in these systems are to be fully exploited by commerce and industry. This involves the provision of specialised techniques and tools as well as the integration of standard software engineering methods. This book will reflect current advances in this area, and will address issues of theory and practice with contributions from academia and industry. It is the aim of the book to provide a focus for information on this developing which will be of use to both researchers and practitioners.

Scenarios, Stories, Use Cases Mar 05 2021 Extending the scenario method beyond interface design, this important book shows developers how to design more effective systems by soliciting, analyzing, and elaborating stories from end-users Contributions from leading industry consultants and opinion-makers present a range of scenario techniques, from the light, sketchy, and agile to the careful and systematic Includes real-world case studies from Philips, DaimlerChrysler, and Nokia, and covers systems ranging from custom software to embedded hardware-software systems

Audio Engineering: Know It All Jul 29 2020 The Newnes Know It All Series takes the best of what our authors have written to create hard-working desk references that will be an engineer's first port of call for key information, design techniques and rules of thumb. Guaranteed not to gather dust on a shelf! Audio engineers need to master a wide area of

topics in order to excel. The Audio Engineering Know It All covers every angle, including digital signal processing, power supply design, microphone and loudspeaker technology as well as audio compression. A 360-degree view from our best-selling authors Includes such topics as fundamentals, compression, and test and measurement The ultimate hard-working desk reference; all the essential information, techniques and tricks of the trade in one volume

Integrated Circuit Test Engineering Apr 25 2020 Using the book and the software provided with it, the reader can build his/her own tester arrangement to investigate key aspects of analog-, digital- and mixed system circuits Plan of attack based on traditional testing, circuit design and circuit manufacture allows the reader to appreciate a testing regime from the point of view of all the participating interests Worked examples based on theoretical bookwork, practical experimentation and simulation exercises teach the reader how to test circuits thoroughly and effectively

Engineering Software Products Apr 18 2022

Cloud Computing for Science and Engineering Nov 25 2022 A guide to cloud computing for students, scientists, and engineers, with advice and many hands-on examples. The emergence of powerful, always-on cloud utilities has transformed how consumers interact with information technology, enabling video streaming, intelligent personal assistants, and the sharing of content. Businesses, too, have benefited from the cloud, outsourcing much of their information technology to cloud services. Science, however, has not fully exploited the advantages of the cloud. Could scientific discovery be accelerated if mundane chores were automated and outsourced to the cloud? Leading computer scientists Ian Foster and Dennis Gannon argue that it can, and in this book offer a

guide to cloud computing for students, scientists, and engineers, with advice and many hands-on examples. The book surveys the technology that underpins the cloud, new approaches to technical problems enabled by the cloud, and the concepts required to integrate cloud services into scientific work. It covers managing data in the cloud, and how to program these services; computing in the cloud, from deploying single virtual machines or containers to supporting basic interactive science experiments to gathering clusters of machines to do data analytics; using the cloud as a platform for automating analysis procedures, machine learning, and analyzing streaming data; building your own cloud with open source software; and cloud security. The book is accompanied by a website, Cloud4SciEng.org, that provides a variety of supplementary material, including exercises, lecture slides, and other resources helpful to readers and instructors.

Requirements Engineering

Oct 24 2022 Requirements engineering is the process of discovering, documenting and managing the requirements for a computer-based system. The goal of requirements engineering is to produce a set of system requirements which, as far as possible, is complete, consistent, relevant and reflects what the customer actually wants. Although this ideal is probably unattainable, the use of a systematic approach based on engineering principles leads to better requirements than the informal approach which is still commonly used. This book presents a set of guidelines which reflect the best practice in requirements engineering. Based on the authors' experience in research and in software and systems development, these guidelines explain in an easy-to-understand way how you can improve your requirements engineering processes. The guidelines are applicable for any type of application and, in

general, apply to both systems and software engineering. The guidelines here range from simple 'common sense' to those which propose the introduction of complex new methods. The guidelines and process improvement schemes have been organised so that you can pick and choose according to your problems, goals and available budget. There are few dependencies between guidelines so you can introduce them in any order in your organisation. Guidelines presented in the book are consistent with ISO 9000 and CMM are ranked with cost/benefit analysis give implementation advice can be combined and applied to suit your organisation's needs are supported by a web page pointing to RE tools and resources

Software Engineering Jan 27 2023

ARIS — Business Process Modeling Feb 22 2020 This book describes in detail how ARIS methods model and identify business processes by means of the UML (Unified Modeling Language), leading to an information model that serves as the basis for a systematic and intelligent development of application systems. Multiple real-world examples using SAP R/3 illustrate aspects of business process modeling including methods of knowledge management, implementation of workflow systems and standard software solutions, and the deployment of ARIS methods.

Engineering Asset Management Mar 17 2022 Ian Barnard's unique book, Engineering Asset Management an Insurance Perspective, is a compilation of experiences and observations in the fields of asset management, engineering consulting and insurance. He has been exposed to asset management systems from all parts of the world and from all types of industry. His book presents the best of the best in asset management systems and highlights common pitfalls which prevent these systems from achieving excellence. The

underlying theme of the book is that it is not technology that defines an effective asset management system, but rather people. While this book presents an insurance perspective on engineering asset management systems, a central tenet of insurance is that if it saves the insurance company money, it will save the client money.

Writing Better Requirements Mar 25 2020 Well-written requirements are crucial to systems of all kinds. This text explains and demonstrates exactly what requirements are for, and how to write them. It provides practical techniques and defines key terms, explaining and illustrating to develop the skills of good requirements writing.

Hacking the Human May 19 2022 Ian Mann's Hacking the Human highlights the main sources of risk from social engineering and draws on psychological models to explain the basis for human vulnerabilities. Offering more than a simple checklist to follow, the book provides a rich mix of examples, applied research and practical solutions for security and IT professionals that enable you to create and develop a security solution that is most appropriate for your organization.

Requirements Engineering Jun 20 2022 Requirements Engineering Processes and Techniques Why this book was written The value of introducing requirements engineering to trainee software engineers is to equip them for the real world of software and systems development. What is involved in Requirements Engineering? As a discipline, newly emerging from software engineering, there are a range of views on where requirements engineering starts and finishes and what it should encompass. This book offers the most comprehensive coverage of the requirements engineering process to date - from initial requirements elicitation through to requirements validation. How and Which methods and techniques should you use? As

there is no one catch-all technique applicable to all types of system, requirements engineers need to know about a range of different techniques. Tried and tested techniques such as data-flow and object-oriented models are covered as well as some promising new ones. They are all based on real systems descriptions to demonstrate the applicability of the approach. Who should read it? Principally written for senior undergraduate and graduate students studying computer science, software engineering or systems engineering, this text will also be helpful for those in industry new to requirements engineering. Accompanying Website: http://www.comp.lancs.ac.uk/computing/resources/re Visit our Website: http://www.wiley.com/college/wws

Designing for People Dec 22 2019 From the first answering machine ("the electronic brain") and the Hoover vacuum cleaner to the SS Independence and the Bell telephone, the creations of Henry S. Dreyfuss have shaped the cultural landscape of the 20th century. Written in a robust, fresh style, this book offers an inviting mix of professional advice, case studies, and design history along with historical black-and-white photos and the author's whimsical drawings. In addition, the author's uncompromising commitment to public service, ethics, and design responsibility makes this masterful guide a timely read for today's designers.

Software Engineering - ESEC '95 May 07 2021 This book constitutes the proceedings of the 5th European Software Engineering Conference, ESEC '95, held in Sitges near Barcelona, Spain, in September 1995. The ESEC conferences are the premier European platform for the discussion of academic research and industrial use of software engineering technology. The 29 revised full papers were carefully selected from more than 150 submissions and

address all current aspects of relevance. Among the topics covered are business process (re-)engineering, real-time, software metrics, concurrency, version and configuration management, formal methods, design process, program analysis, software quality, and object-oriented software development.

The Essence of Software Engineering Aug 22 2022 SEMAT (Software Engineering Methods and Theory) is an international initiative designed to identify a common ground, or universal standard, for software engineering. It is supported by some of the most distinguished contributors to the field. Creating a simple language to describe methods and practices, the SEMAT team expresses this common ground as a kernel–or framework–of elements essential to all software development. The Essence of Software Engineering introduces this kernel and shows how to apply it when developing software and improving a team's way of working. It is a book for software professionals, not methodologists. Its usefulness to development team members, who need to evaluate and choose the best practices for their work, goes well beyond the description or application of any single method. "Software is both a craft and a science, both a work of passion and a work of principle. Writing good software requires both wild flights of imagination and creativity, as well as the hard reality of engineering tradeoffs. This book is an attempt at describing that balance." —Robert Martin (unclebob) "The work of Ivar Jacobson and his colleagues, started as part of the SEMAT initiative, has taken a systematic approach to identifying a 'kernel' of software engineering principles and practices that have stood the test of time and recognition." —Bertrand Meyer "The software development industry needs and demands a core kernel and language for defining software development practices—practices that can be mixed and matched,

brought on board from other organizations; practices that can be measured; practices that can be integrated; and practices that can be compared and contrasted for speed, quality, and price. This thoughtful book gives a good grounding in ways to think about the problem, and a language to address the need, and every software engineer should read it." —Richard Soley

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