

# Constraint Based Design Recovery For Software Reengineering Theory And Experiments Author Steven G Woods Oct 2012

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## **Proceedings, International Conference on Software Maintenance** Hausi A. Müller 1994

**Brinkman's catalogus van boeken en tijdschriften** 2001 With 1901/1910-1956/1960 Repertorium is bound: Brinkman's Titel-catalogus van de gedurende 1901/1910-1956/1960 (Title varies slightly).

## **Fundamental Approaches to Software Engineering** 1999 Proceedings of the ... International ACM SIGPLAN Conference on Principles and Practice of Declarative Programming 2006

*Non-Functional Requirements in Software Engineering* Lawrence Chung 2012-12-06 Non-Functional Requirements in Software Engineering presents a systematic and pragmatic approach to 'building quality into' software systems. Systems must exhibit software quality attributes, such as accuracy, performance, security and modifiability. However, such non-functional requirements (NFRs) are difficult to address in many projects, even though there are many techniques to meet functional requirements in order to provide desired functionality. This is particularly true since the NFRs for each system typically interact with each other, have a broad impact on the system and may be subjective. To enable developers to systematically deal with a system's diverse NFRs, this book presents the NFR Framework. Structured graphical facilities are offered for stating NFRs and managing them by refining and inter-relating NFRs, justifying decisions, and determining their impact. Since NFRs might not be absolutely achieved, they may simply be satisfied sufficiently ('satisfied'). To reflect this, NFRs are represented as 'softgoals', whose interdependencies, such as tradeoffs and synergy, are captured in graphs. The impact of decisions is qualitatively propagated through the graph to determine how well a chosen target system satisfies its NFRs. Throughout development, developers direct the process, using their expertise while being aided by catalogues of knowledge about NFRs, development techniques and tradeoffs, which can all be explored, reused and customized. Non-Functional Requirements in Software Engineering demonstrates the applicability of the NFR Framework to a variety of NFRs, domains, system characteristics and application areas. This will help readers apply the Framework to NFRs and domains of particular interest to them. Detailed treatments of particular NFRs - accuracy, security and performance requirements - along with treatments of NFRs for information systems are presented as specializations of the NFR Framework. Case studies of NFRs for a variety of information systems include credit card and administrative systems. The use of the Framework for particular application areas is illustrated for software architecture as well as enterprise modelling. Feedback from domain experts in industry and government provides an initial evaluation of the Framework and some case studies. Drawing on research results from several theses and refereed papers, this book's presentation, terminology and graphical notation have been integrated and illustrated with many figures. Non-Functional Requirements in Software Engineering is an excellent resource for software engineering practitioners, researchers and students.

*Software Defect and Operational Profile Modeling* Kai-Yuan Cai 2012-12-06 also in: THE KLUWER INTERNATIONAL SERIES ON ASIAN STUDIES IN COMPUTER AND INFORMATION SCIENCE, Volume 1

*26th Annual International Computer Software and Applications Conference* IEEE Computer Society 2002 Collects the 172 papers presented during the August 2002 conference with the theme of Prolonging software life: development and redevelopment. The main subjects of the 38 sessions are component based software development, software process, quality control, testing, software evolution, web based sy

**Fifth Working Conference on Reverse Engineering** 1998 This collection from the Fifth Working Conference on Reverse Engineering covers topics such as, change and adaptive maintenance detection in Java software systems, evaluating architectural extractors, and a graph-based object identification process for procedural programmes.

## Constraint-Based Design Recovery for Software Reengineering 1998

**Brinkman's cumulatieve catalogus van boeken** 1999 Voorts een alfabetische lijst van Nederlandsche boeken in België uitgegeven.

**Cumulative Book Index** 1998 A world list of books in the English language.

## **Principles and Practice of Declarative Programming** 2006 Index to IEEE Publications Institute of Electrical and Electronics Engineers 1996

Experimentation in Software Engineering Claes Wohlin 2012-12-06 It is my belief that software engineers not only need to know software engineering methods and processes, but that they also should know how to assess them. Consequently, I have taught principles of experimentation and empirical studies as part of the software engineering curriculum. Until now, this meant selecting a text from another discipline, usually psychology, and augmenting it with journal or conference papers that provide students with software engineering examples of experiments and empirical studies. This book fills an important gap in the software engineering literature: it provides a concise, comprehensive look at an important aspect of software engineering: experimental analysis of how well software engineering methods, methodologies, and processes work. Since all of these change so rapidly in our field, it is important to know how to evaluate new ones. This book teaches how to go about doing this and thus is valuable not only for the software engineering student, but also for the practicing software engineering professional who will be able to • Evaluate software engineering techniques. • Determine the value (or lack thereof) of claims made about a software engineering method or process in published studies. Finally, this book serves as a valuable resource for the software engineering researcher.

*Fundamental Approaches to Software Engineering* Jean-Pierre Finance 2004-01-27 ETAPS'99 is the second instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conferences. This year it comprises 7ve conferences (FOSSACS, FASE, ESOP, CC, TACAS), four satellite workshops (CMCS, AS, WAGA, CoFI), seven invited lectures, two invited tutorials, and six contributed tutorials. The events that comprise ETAPS address various aspects of the system - velopment process, including speci?cation, design, implementation, analysis and improvement. The languages, methodologies and tools which support these - tivities are all well

within its scope. Different blends of theory and practice are represented, with an inclination towards theory with a practical motivation on one hand and soundly-based practice on the other. Many of the issues involved in software design apply to systems in general, including hardware systems, and the emphasis on software is not intended to be exclusive.

*Brinkman's Cumulatieve catalogus van boeken de in Nederland en vlaanderen zijn uitgegeven of herdrukte* 1998

*Sixth Working Conference on Reverse Engineering* 1999 Three papers each cover architecture, reengineering, the meta level, techniques, documentation, metrics, case studies, modularization, tools, and Java. Their topics include software architecture transformation, a framework for classifying and comparing software reverse engineering and design recover

**Brinkman's cumulatieve catalogus van boeken, en verder in den boekhandel voorkomende artikelen** 1999 Voorts een alfabetische lijst van Nederlandsche boeken in België uitgegeven.

**Advanced Information Systems Engineering** 1998

*Book Review Index* 2003 Vols. 8-10 of the 1965-1984 master cumulation constitute a title index.

*Multimedia Software Engineering* Shi-Kuo Chang 2012-12-06

Multimedia has two fundamental characteristics that can be expressed by the following formula: Multimedia = Multiple Media + Hypermedia. How can software engineering take advantage of these two characteristics? Will these two characteristics pose problems in multimedia systems design? These are some of the issues to be explored in this book. The first two chapters will be of interest to managers, software engineers, programmers, and people interested in gaining an overall understanding of multimedia software engineering. The next six chapters present multimedia software engineering according to the conceptual framework introduced in Chapter One. This is of particular use to practitioners, system developers, multimedia application designers, programmers, and people interested in prototyping multimedia applications. The next three chapters are more research-oriented and are mainly intended for researchers working on the specification, modeling, and analysis of distributed multimedia systems, but will also be relevant to scientists, researchers, and software engineers interested in the systems and theoretical aspects of multimedia software engineering.

Multimedia Software Engineering can be used as a textbook in a graduate course on multimedia software engineering or in an undergraduate course on software design where the emphasis is on multimedia applications. It is especially suitable for a project-oriented course.

*American Book Publishing Record Cumulative* 1998 R R Bowker Publishing 1999-03

**26th Annual International Computer Software and**

**Applications Conference** IEEE Computer Society 2002 Collects the 172 papers presented during the August 2002 conference with the theme of Prolonging software life: development and redevelopment. The main subjects of the 38 sessions are component based software development, software process, quality control, testing, software evolution, web based sy  
*Encyclopedia of Software Engineering* 1994

*The British National Bibliography* Arthur James Wells 1999

**Third International Conference on Software Reuse:**

**Advances in Software Reusability** William Bruce Frakes 1994

**Automating Software Design** Michael Randolph Lowry 1991

The contributions in Automating Software Design provide substantial evidence that AI technology can meet the requirements of the large potential market that will exist for knowledge-based software engineering at the turn of the century. They are divided into sections covering knowledge-based tools for large software systems, knowledge-based specification acquisition, domain-oriented program synthesis, knowledge compilation, knowledge-based program optimization, formal derivation systems, and cognitive and planning approaches to software design. Michael Lowry is at the Kestrel Institute. Robert McCartney is in the Department of Computer Science and Engineering at the University of Connecticut. Partial Contents: Knowledge-Based Software Engineering: How and Why Did We Get Here? The Evolution of Very Large Information Systems. LaSSIE: A knowledge-Based Software Information System. Reducing the

Complexity of Formal Specification Acquisition. Software Reuse and Refinement in the IDeA and ROSE Systems. Data Relationships and Software Design. Scientific Programming by Automated Synthesis. Synthesizing VLSI Routing Software from Specification. A Divide-and-Conquer Approach to Knowledge Compilation (the KBSDE project). Program Improvement by Automatic Redistribution of Intermediate Results: An Overview. Concurrent Software Production. Design Principles for an Interactive Program Derivation System. The Structure and Design of Local Search Algorithms. Automating Algorithm Design Within a General Architecture for Intelligence. Software Engineering in the Twenty-First Century.

*Software Process Modeling* Silvia T. Acuna 2006-01-27 This book brings together experts to discuss relevant results in software process modeling, and expresses their personal view of this field. It is designed for a professional audience of researchers and practitioners in industry, and graduate-level students.

**6th International Workshop on Program Comprehension**

1998 This text on program comprehension is suitable for researchers, professors, practitioners, students and other computing professionals. Contents include: visualization; architecture; integration frameworks; comprehension strategies; parsing; decomposition; and empirical studies.

*Forthcoming Books* Rose Arny 1998-04

**Proceedings of the Fifth European Conference on Software Maintenance and Reengineering** Pedro Sousa 2001

**The 14th IEEE International Conference on Automated**

**Software Engineering** IEEE Computer Society 1999 Twenty-five papers presented at the October 1999 conference are grouped into sessions having the broad topics of software synthesis, requirements elicitation, reuse, test synthesis, analysis, verification, transformation, architecture, and automated testing. Among the topics are data mining library reuse patterns in user-selected applications, industrial applications of software synthesis via category theory, automated translation of UML models of architectures for verification and simulation using SPIN, verification of picture generated code, evolving object-oriented designs with refactorings, automatically detecting mismatches during component-based and model-based development, and an overview of Lutess: a specification-based tool for testing synchronous software. There are also 25 short papers that represent novel work not yet fully mature. No subject index. Annotation copyrighted by Book News, Inc., Portland, OR.

**Software Engineering** Hans van Vliet 2000-10-10 This work aims to provide the reader with sound engineering principles, whilst embracing relevant industry practices and technologies, such as object orientation and requirements engineering. It includes a chapter on software architectures, covering software design patterns.

**Proceedings of the Fourth Working Conference on Reverse Engineering, October 6-8, 1997, Amsterdam, the Netherlands** Ira Baxter 1997

*Proceedings* 2000 This work contains the proceedings of the 8th International Workshop on Program Comprehension, 2000. Papers address: theories and models for software comprehension; cognitive processes in program comprehension; tools facilitating software comprehension; and more.

**Proceedings** International Computer Software & Applications Conference 2002

**Proceedings, Fifth International Workshop on Computer-Aided Software Engineering** Gene Forte 1992

*Handbook of Systems Engineering and Management* Andrew P. Sage 1999-05-10 Focus in this book is placed on systems engineering and systems management for building systems of all types. The role of these systems to produce high reliability, and quality services and products is stressed. The role of advanced information technologies in enhancing productivity and quality is also discussed.

*Constraint-Based Design Recovery for Software Reengineering* Steven G. Woods 2012-12-06 The great challenge of reverse engineering is recovering design information from legacy code: the concept recovery problem. This monograph describes our research effort in attacking this problem. It discusses our theory of how a constraint-based approach to program plan recognition can efficiently extract design concepts from source code, and it details

experiments in concept recovery that support our claims of scalability. Importantly, we present our models and experiments in sufficient detail so that they can be easily replicated. This book is intended for researchers or software developers concerned with reverse engineering or reengineering legacy systems. However, it may also interest those researchers who are interested using plan recognition techniques or constraint-based reasoning. We expect the reader to have a reasonable computer science background (i.e., familiarity with the basics of programming and algorithm analysis), but we do not require familiarity with the fields of reverse engineering or artificial intelligence (AI). To this end, we carefully explain all the AI techniques we use. This book is designed as a reference for advanced undergraduate or graduate

seminar courses in software engineering, reverse engineering, or reengineering. It can also serve as a supplementary textbook for software engineering-related courses, such as those on program understanding or design recovery, for AI-related courses, such as those on plan recognition or constraint satisfaction, and for courses that cover both topics, such as those on AI applications to software engineering. ORGANIZATION The book comprises eight chapters.

*6th International Workshop on Program Comprehension* IEEE Computer Society 1998 This text on program comprehension is suitable for researchers, professors, practitioners, students and other computing professionals. Contents include: visualization; architecture; integration frameworks; comprehension strategies; parsing; decomposition; and empirical studies.