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**Engineering Software as a Service**-Armando Fox 2013 A one-semester college course in software engineering focusing on cloud computing, software as a service (SaaS), and Agile development using Extreme Programming (XP). This book is neither a step-by-step tutorial nor a reference book. Instead, our goal is to bring a diverse set of software engineering topics together into a single narrative, help readers understand the most important ideas through concrete examples and a learn-by-doing approach, and teach readers enough about each topic to get them started in the field. Courseware for doing the work in the book is available as a virtual machine image that can be downloaded or deployed in the cloud. A free MOOC (massively open online course) at [saas-class.org](http://saas-class.org) follows the book's content and adds programming assignments and quizzes. See <http://saasbook.info> for details.

**Engineering Software As a Service**-Armando Fox 2020-07 NOTE: This is the Beta of the 2nd Edition. Some content may change or be added until May

2021. See <http://saasbook.info> for details. Purchasers of Kindle version (available February 2021) will get free updates for life. A one-semester college course in software engineering focusing on cloud computing, software as a service (SaaS), and Agile development using Extreme Programming (XP) and the Rails and jQuery frameworks. Endorsed by leading companies including Google, leading scholars including Turing Award winners, and students from all over the world who have taken the edX course series "Agile Development" from BerkeleyX, to which this book is an ideal companion. Hands-on exercises are freely downloadable from GitHub. A complete version of the course including autograding for the exercises is available in the Codio web-based IDE. See <http://saasbook.info> for details, table of contents, and extensive free resources for both classroom and remote instructors.

**Software Engineering in the Era of Cloud Computing**-Muthu Ramachandran 2020-01-01 This book focuses on the development and implementation of cloud-based, complex software that allows parallelism, fast processing, and real-time connectivity. Software engineering (SE) is the design, development, testing, and implementation of software applications,

and this discipline is as well developed as the practice is well established whereas the Cloud Software Engineering (CSE) is the design, development, testing, and continuous delivery of service-oriented software systems and applications (Software as a Service Paradigm). However, with the emergence of the highly attractive cloud computing (CC) paradigm, the tools and techniques for SE are changing. CC provides the latest software development environments and the necessary platforms relatively easily and inexpensively. It also allows the provision of software applications equally easily and on a pay-as-you-go basis. Business requirements for the use of software are also changing and there is a need for applications in big data analytics, parallel computing, AI, natural language processing, and biometrics, etc. These require huge amounts of computing power and sophisticated data management mechanisms, as well as device connectivity for Internet of Things (IoT) environments. In terms of hardware, software, communication, and storage, CC is highly attractive for developing complex software that is rapidly becoming essential for all sectors of life, including commerce, health, education, and transportation. The book fills a gap in the SE literature by providing scientific contributions from researchers and practitioners, focusing on frameworks, methodologies, applications, benefits and inherent challenges/barriers to engineering software using the CC paradigm.

**Software Service and Application Engineering**-Maritta Heisel  
2012-06-01 This festschrift volume, published in honor of Bernd Krämer on the occasion of his 65th birthday, contains 11 contributions by close scientific companions. Covering topics like Petri nets and theoretical computer science, software and service engineering, cloud computing, and e-learning, the articles presented span the range of the scientific work of Bernd Krämer.

**Competitive Engineering**-Tom Gilb 2005 Competitive Engineering documents Tom Gilb's unique, ground-breaking approach to communicating management objectives and systems engineering requirements, clearly and unambiguously. Competitive Engineering is a revelation for anyone involved in management and risk control. Already used by thousands of project managers and systems engineers around the world, this is a handbook for

initiating, controlling and delivering complex projects on time and within budget. Competitive Engineering copes explicitly with the rapidly changing environment that is a reality for most of us today. Elegant, comprehensive and accessible, the Competitive Engineering methodology provides a practical set of tools and techniques that enable readers to effectively design, manage and deliver results in any complex organization - in engineering, industry, systems engineering, software, IT, the service sector and beyond. \* Tom Gilb's clients include HP, Intel, CitiGroup, IBM, Nokia and the US Department of Defense \* Detailed, practical and innovative coverage of key subjects including requirements specification, design evaluation, specification quality control and evolutionary project management \* A complete, proven and meaningful 'end-to-end' process for specifying, evaluating, managing and delivering high quality solutions

**Ontology, Conceptualization and Epistemology for Information Systems, Software Engineering and Service Science**-Miguel-Angel Sicilia 2010-10-29 As in the previous editions, ONTOSE 2010 once again was a discussion platform for all kinds of aspects on ontologies, service sciences, information systems and software engineering. The ONTOSE 2010 proceedings reflect this open discourse and hence contain contributions on various aspects of the above-mentioned - search areas. A total of 25 contributions were received. These contributions - underwent a full peer review with at least two referees, and finally 10 papers were presented at the Workshop and collected in these proceedings. The presentations particularly focused on enterprise and service architectures, ontology application, visualization and query expansion as well as on ontologies for services. In the area of enterprise and service architecture the paper written by Thomas Kohlborn, Christian Luebeck, Axel Korthaus, Erwin Fieft, Michael Rosemann, Christoph Riedl and Helmut Krömer outlines how relationships between services can be a basis for service bundling. The work of Remigijus Gustas describes an approach which better supports the integration of static and dynamic aspects in service architectures. The third paper by Sabine Buckl, Florian Matthes, Christopher Schulz and Christian M. Schweda addresses research questions concerning interrelating enterprise architecture (EA) (i.e., questions concerning the structure of the framework for interrelating EA, the types of relationship used, utilization of the framework for development and evolution of EA).

## **2021 the 5th International Conference on Management Engineering, Software Engineering and Service Sciences- 2021**

**Rigorous Software Engineering for Service-Oriented Systems**-Martin Wirsing 2011-05-09 Service-oriented computing is a paradigm for developing software addressing key contemporary IT challenges. The result of the SENSORIA project, this book presents a novel and comprehensive approach to designing, analyzing and implementing SO applications.

**Software Engineering Frameworks for the Cloud Computing Paradigm**-Zaigham Mahmood 2013-04-19 This book presents the latest research on Software Engineering Frameworks for the Cloud Computing Paradigm, drawn from an international selection of researchers and practitioners. The book offers both a discussion of relevant software engineering approaches and practical guidance on enterprise-wide software deployment in the cloud environment, together with real-world case studies. Features: presents the state of the art in software engineering approaches for developing cloud-suitable applications; discusses the impact of the cloud computing paradigm on software engineering; offers guidance and best practices for students and practitioners; examines the stages of the software development lifecycle, with a focus on the requirements engineering and testing of cloud-based applications; reviews the efficiency and performance of cloud-based applications; explores feature-driven and cloud-aided software design; provides relevant theoretical frameworks, practical approaches and future research directions.

**Service-oriented Software System Engineering**-Zoran Stojanovic 2005-01-01 Annotation Current IT developments like competent-based development and Web services have emerged as new effective ways of building complex enterprise systems and providing enterprise allocation integration. However, there is still much that needs to be researched before service-oriented software engineering (SOSE) becomes a prominent source

for enterprise system development. Service-Oriented Software System Engineering: Challenges and Practices provides a comprehensive view of SOSE through a number of different perspectives.

**Complex Engineering Service Systems**-Irene Ng 2011-07-02 For manufacturers of complex engineering equipment, the focus on service and achieving outcomes for customers is the key to growth. Yet, the capability to provide service for complex engineered products is less understood. Taking a trans-disciplinary approach, Complex Engineering Service Systems covers various aspects of service in complex engineering systems, with perspectives from engineering, management, design, operations research, strategy, marketing and operations management that are relevant to different disciplines, organisation functions, and geographic locations. The focus is on the many facets of complex engineering service systems around a core integrative framework of three value transformations - that of material/equipment, information and people. Complex Engineering Service Systems is the outcome of the EPSRC/BAE Systems S4T (Service Support Solutions: Strategy and Transition) research programme of 10 universities and 27 researchers, which examined how high-value manufacturers of complex engineering products adapt to a multi-partnered environment to design and deliver value in a service system. Complex Engineering Service Systems aims to be the main source of knowledge for academics and professionals in the research and practice of contracting, managing, designing, leading, and delivering complex engineering service systems. The book takes a value-based approach to integrating equipment and human factors into a total service provision. In doing so, it aims to advance the field of service systems and engineering.

**Handbook of Software Engineering**-Sungdeok Cha 2019-02-11 This handbook provides a unique and in-depth survey of the current state-of-the-art in software engineering, covering its major topics, the conceptual genealogy of each subfield, and discussing future research directions. Subjects include foundational areas of software engineering (e.g. software processes, requirements engineering, software architecture, software testing, formal methods, software maintenance) as well as emerging areas (e.g., self-adaptive systems, software engineering in the cloud, coordination

technology). Each chapter includes an introduction to central concepts and principles, a guided tour of seminal papers and key contributions, and promising future research directions. The authors of the individual chapters are all acknowledged experts in their field and include many who have pioneered the techniques and technologies discussed. Readers will find an authoritative and concise review of each subject, and will also learn how software engineering technologies have evolved and are likely to develop in the years to come. This book will be especially useful for researchers who are new to software engineering, and for practitioners seeking to enhance their skills and knowledge.

**Concise Guide to Software Engineering**-Gerard O'Regan 2017-05-30

This essential textbook presents a concise introduction to the fundamental principles of software engineering, together with practical guidance on how to apply the theory in a real-world, industrial environment. The wide-ranging coverage encompasses all areas of software design, management, and quality. Topics and features: presents a broad overview of software engineering, including software lifecycles and phases in software development, and project management for software engineering; examines the areas of requirements engineering, software configuration management, software inspections, software testing, software quality assurance, and process quality; covers topics on software metrics and problem solving, software reliability and dependability, and software design and development, including Agile approaches; explains formal methods, a set of mathematical techniques to specify and derive a program from its specification, introducing the Z specification language; discusses software process improvement, describing the CMMI model, and introduces UML, a visual modelling language for software systems; reviews a range of tools to support various activities in software engineering, and offers advice on the selection and management of a software supplier; describes such innovations in the field of software as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics, summaries and review questions in each chapter, together with a useful glossary. This practical and easy-to-follow textbook/reference is ideal for computer science students seeking to learn how to build high quality and reliable software on time and on budget. The text also serves as a self-study primer for software engineers, quality

professionals, and software managers.

**Proceedings of the 2020 4th International Conference on Management Engineering, Software Engineering and Service Sciences- 2020**

**Reference Model for Frameworks of Software Engineering**

**Environments (SEE)**-DIANE Publishing Company 1997-09-30 Describes SEEs and assists the SEE architectural standardization process. Covers a set of services needed to describe environment frameworks. The particular services of the model are described to a degree that is complete enough for the model to be used to describe existing systems and proposals. Also adopted by the European Computer Manufacturers Assoc.

**Engineering Adaptive Software Systems**-Yijun Yu 2019-01-14 This book discusses the problems and challenges in the interdisciplinary research field of self-adaptive software systems. Modern society is increasingly filled with software-intensive systems, which are required to operate in more and more dynamic and uncertain environments. These systems must monitor and control their environment while adapting to meet the requirements at runtime. This book provides promising approaches and research methods in software engineering, system engineering, and related fields to address the challenges in engineering the next-generation adaptive software systems. The contents of the book range from design and engineering principles (Chap. 1) to control-theoretic solutions (Chap. 2) and bidirectional transformations (Chap. 3), which can be seen as promising ways to implement the functional requirements of self-adaptive systems. Important quality requirements are also dealt with by these approaches: parallel adaptation for performance (Chap. 4), self-adaptive authorization infrastructure for security (Chap. 5), and self-adaptive risk assessment for self-protection (Chap. 6). Finally, Chap. 7 provides a concrete self-adaptive robotics operating system as a testbed for self-adaptive systems. The book grew out of a series of the Shonan Meetings on this ambitious topic held in 2012, 2013, and 2015. The authors were active participants in the meetings

and have brought in interesting points of view. After several years of reflection, they now have been able to crystalize the ideas contained herein and collaboratively pave the way for solving some aspects of the research problems. As a result, the book stands as a milestone to initiate further progress in this promising interdisciplinary research field.

**Engineering Scalable, Elastic, and Cost-Efficient Cloud Computing Applications**-Steffen Becker 2017-05-31 This book provides an overview of the problems involved in engineering scalable, elastic, and cost-efficient cloud computing services and describes the CloudScale method — a description of rescuing tools and the required steps to exploit these tools. It allows readers to analyze the scalability problem in detail and identify scalability anti-patterns and bottlenecks within an application. With the CloudScale method, software architects can analyze both existing and planned IT services. The method allows readers to answer questions like: • With an increasing number of users, can my service still deliver acceptable quality of service? • What if each user uses the service more intensively? Can my service still handle it with acceptable quality of service? • What if the number of users suddenly increases? Will my service still be able to handle it? • Will my service be cost-efficient? First the book addresses the importance of scalability, elasticity, and cost-efficiency as vital quality-related attributes of modern cloud computing applications. Following a brief overview of CloudScale, cloud computing applications are then introduced in detail and the aspects that need to be captured in models of such applications are discussed. In CloudScale, these aspects are captured in instances of the ScaleDL modeling language. Subsequently, the book describes the forward engineering part of CloudScale, which is applicable when developing a new service. It also outlines the reverse and reengineering parts of CloudScale, which come into play when an existing (legacy) service is modified. Lastly, the book directly focuses on the needs of both business-oriented and technical managers by providing guidance on all steps of implementing CloudScale as well as making decisions during that implementation. The demonstrators and reference projects described serve as a valuable starting point for learning from experience. This book is meant for all stakeholders interested in delivering scalable, elastic, and cost-efficient cloud computing applications: managers, product owners, software architects and developers alike. With this book, they can both see the

overall picture as well as dive into issues of particular interest.

**Proceedings of the 2012 International Conference on Information Technology and Software Engineering**-Wei Lu 2012-11-06 Proceedings of the 2012 International Conference on Information Technology and Software Engineering presents selected articles from this major event, which was held in Beijing, December 8-10, 2012. This book presents the latest research trends, methods and experimental results in the fields of information technology and software engineering, covering various state-of-the-art research theories and approaches. The subjects range from intelligent computing to information processing, software engineering, Web, unified modeling language (UML), multimedia, communication technologies, system identification, graphics and visualizing, etc. The proceedings provide a major interdisciplinary forum for researchers and engineers to present the most innovative studies and advances, which can serve as an excellent reference work for researchers and graduate students working on information technology and software engineering. Prof. Wei Lu, Dr. Guoqiang Cai, Prof. Weibin Liu and Dr. Weiwei Xing all work at Beijing Jiaotong University.

**Service-Oriented Computing - ICSOC Workshops 2012**-Aditya Ghose 2013-04-11 This book constitutes the thoroughly refereed proceedings of the 2012 ICSOC Workshops consisting of 6 scientific satellite events, organized in 3 main tracks including workshop track (ASC, DISA, PAASC, SCEB, SeMaPS and WESOA 2012), PhD symposium track, demonstration track; held in conjunction with the 10th International Conference on Service-Oriented Computing (ICSOC), in Shanghai, China, November 2012. The 53 revised papers presents a wide range of topics that fall into the general area of service computing such as business process management, distributed systems, computer networks, wireless and mobile computing, grid computing, networking, service science, management science, and software engineering.

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## ICMSS 2018- 2018

**Encyclopedia of Cloud Computing**-San Murugesan 2016-08-01 The Encyclopedia of Cloud Computing comprehensively cover all aspects of cloud computing. It provides IT professionals, educators, researchers and students a compendium of cloud computing knowledge - concepts, principles, architecture, technology, security, privacy and regulatory compliance, applications, adoption, business, and social and legal aspects. Containing contributions from a spectrum of subject matter experts in industry and academia, this unique publication also addresses questions related to technological trends and developments, research opportunities, best practices, standards, and cloud adoption that stakeholders might have in the context of development, operation, management, and use of clouds, providing multiple perspectives. Furthermore, it examines cloud computing's impact now and in the future. The encyclopedia is logically organised into 10 sections and each section into a maximum of 12 chapters, each covering a major topic/area with cross-references as required. The chapters consist of tables, illustrations, side-bars as appropriate. In addition, it also includes highlights at the beginning of each chapter, as well as backend material references and additional resources for further information (including relevant websites, videos and software tools). The encyclopedia also contains illustrations and case studies. A list of acronyms are provided in the beginning and a comprehensive and informative glossary at the end.

**Modeling and Selection of Software Service Variants**-Wittern, John Erik 2015-05-29

**Games and Learning Alliance**-Rosa Bottino 2016-11-21 This book constitutes the refereed proceedings of the 5th International Conference on Games and Learning Alliance, GALA 2016, held in Utrecht, The Netherlands, in December 2016. The 27 revised regular papers presented together with 14 poster papers were carefully reviewed and selected from

55 submissions. The papers cover topics such as games and sustainability; games for math and programming; games and health; games and soft skills; games and management; games and learning; game development and assessment; and mobile games.

**Requirements Engineering for Service and Cloud Computing**-Muthu Ramachandran 2017-04-10 This authoritative text/reference describes the state of the art in requirements engineering for software systems for distributed computing. A particular focus is placed on integrated solutions, which take into account the requirements of scalability, flexibility, sustainability and operability for distributed environments. Topics and features: discusses the latest developments, tools, technologies and trends in software requirements engineering; reviews the relevant theoretical frameworks, practical approaches and methodologies for service requirements; examines the three key components of the requirements engineering process, namely requirements elicitation, requirements specification, and requirements validation and evaluation; presents detailed contributions from an international selection of highly reputed experts in the field; offers guidance on best practices, and suggests directions for further research in the area.

**Emerging Methods, Technologies, and Process Management in Software Engineering**-Andrea De Lucia 2008-02-25 A high-level introduction to new technologies and methods in the field of software engineering. Recent years have witnessed rapid evolution of software engineering methodologies, and until now, there has been no single-source introduction to emerging technologies in the field. Written by a panel of experts and divided into four clear parts, Emerging Methods, Technologies, and Process Management in Software Engineering covers: Software Architectures - Evolution of software composition mechanisms; compositionality in software product lines; and teaching design patterns Emerging Methods - The impact of agent-oriented software engineering in service-oriented computing; testing object-oriented software; the UML and formal methods; and modern Web application development Technologies for Software Evolution - Migrating to Web services and software evolution

analysis and visualization Process Management - Empirical experimentation in software engineering and foundations of agile methods Emerging Methods, Technologies, and Process Management in Software Engineering is a one-stop resource for software engineering practitioners and professionals, and also serves as an ideal textbook for undergraduate and graduate students alike.

**Software Business. From Physical Products to Software Services and Solutions**-Georg Herzwurm 2013-06-12 This book contains the refereed proceedings of the 4th International Conference on Software Business (ICSOB) held in Potsdam, Germany, in June 2013. The theme of the event was "From Physical Products to Software Services and Solutions." The 15 full papers, seven short papers, and six doctoral symposium papers accepted for ICSOB were selected from 44 submissions and are organized in sections on: software business models and business process modeling; IT markets and software industry; IT within organizations; software product management; cloud computing; entrepreneurship and startup companies; software platforms and software ecosystems; and doctoral symposium.

**Trust, Privacy and Security in Digital Business**-Simone Fischer-Hübner 2015-08-09 This book constitutes the refereed proceedings of the 12th International Conference on Trust, Privacy and Security in Digital Business, TrustBus 2015, held in Valencia, Spain, in September 2015 in conjunction with DEXA 2015. The 17 revised full papers presented were carefully reviewed and selected from 45 submissions. The papers are organized in the following topical sections: access control; trust and reputation in pervasive environments; trust and privacy issues in mobile environments; security and privacy in the cloud; security policies/usability issues; and privacy requirements and privacy audit.

**ICMSS 2020**- 2020

**Information Pack on Mechanical Engineering Software**-Institution of

Mechanical Engineers (Great Britain). Information and Library Service 1990-01-01

**Handbook of Research on Architectural Trends in Service-Driven Computing**-Ramanathan, Raja 2014-06-30 Research into the next generation of service architecture techniques has enabled the design, development, and implementation of dynamic, adaptive, and autonomic services to enable enterprises to efficiently align information technology with their agile business requirements and foster smart services and seamless enterprise integration. Handbook of Research on Architectural Trends in Service-Driven Computing explores, delineates, and discusses recent advances in architectural methodologies and development techniques in service-driven computing. This comprehensive publication is an inclusive reference source for organizations, researchers, students, enterprise and integration architects, practitioners, software developers, and software engineering professionals engaged in the research, development, and integration of the next generation of computing.

**Proceedings of the 2017 International Conference on Management Engineering, Software Engineering and Service Sciences**-Yulin Wang (College teacher) 2017-01-14 2017 International Conference on Management Engineering, Software Engineering and Service Sciences Jan 14, 2017-Jan 16, 2017 Wuhan, China. You can view more information about this proceeding and all of ACM's other published conference proceedings from the ACM Digital Library: <http://www.acm.org/dl>.

**Advanced Information Systems Engineering**-Pascal van Eck 2009-05-25 This book constitutes the refereed proceedings of the 21st International Conference on Advanced Information Systems Engineering, CAiSE 2009, held in Amsterdam, The Netherlands, on June 8-12, 2009. The 36 papers presented in this book together with 6 keynote papers were carefully reviewed and selected from 230 submissions. The topics covered are model driven engineering, conceptual modeling, quality and data integration, goal-oriented requirements engineering, requirements and architecture, service

orientation, Web service orchestration, value-driven modeling, workflow, business process modeling, and requirements engineering.

**Management of Software Engineering Innovation in Japan**-Yasuo Kadono 2015-10-14 This book assesses the achievements of the software engineering discipline as represented by IT vendors in Japan in order to deepen understanding of the mechanisms of how software engineering capabilities relate to IT vendors' business performance and business environment from the perspective of innovation and engineering management. Based on the concepts of service science and science for society, the volume suggests how to improve the sophistication of services between the demand side, i.e., IT user companies, and the supply side, i.e., IT vendors, simultaneously. The author and his colleagues developed a structural model including innovational paths, such as service innovation, product innovation and process innovation, and a measurement model including the seven software engineering capabilities: deliverables, project management, quality assurance, process improvement, research and development, human resource development and customer contact. Then they designed research on software engineering excellence and administered it with the Japanese Ministry of Economy, Trade and Industry and Information-Technology Promotion Agency. Through statistical analyses of the results, they found that human resource development and R&D are significant fundamental conditions to improve the quality of the deliverables and that IT firms with high levels of deliverables, derived from high levels of human resource development, quality assurance, project management and process improvement, tend to sustain high profitability. In addition, they developed a measurement model based on Porter's five forces and Barney's resource-based view. A regression tree analysis suggested that manufacturer spin-off vendors tend to expand business with well-resourced R&D, whereas user spin-off vendors tend to depend heavily on parent company demand.

**Multidisciplinary Approaches to Service-Oriented Engineering**-Khosrow-Pour, D.B.A., Mehdi 2018-06-01 The service industry is continually improving, forcing service-oriented engineering to improve alongside it. In a digitalized world, technology within the service industry has adapted to

support interactions between users and organizations. By identifying key problems and features, service providers can help increase facilitator profitability and user satisfaction. **Multidisciplinary Approaches to Service-Oriented Engineering** is a well-rounded collection of research that examines methods of providing optimal system design for service systems and applications engineering. While exploring topics such as cloud ecosystems, interface localization, and requirement prioritization, this publication provides information about the approaches and development of software architectures to improve service quality. This book is a vital resource for engineers, theoreticians, educators, developers, IT consultants, researchers, practitioners, and professionals.

**Software Architecture: A Case Based Approach**-Vasudeva Varma 2009-09

**Service Identification and Development for Service-oriented Software Engineering**-Bashar Jathlan Al-Ani 2013

**Adaptive Web Services for Modular and Reusable Software Development: Tactics and Solutions**-Ortiz, Guadalupe 2012-09-30 Web services provide systems with great flexibility and easier maintenance which result in better ways to communicate and distribute applications. There are good procedures in place for the design, development, and management of Web services; however, there are areas in which Web service adaptation is required. To preserve the loosely coupled approach of Web services, service adaptations should be implemented appropriately. **Adaptive Web Services for Modular and Reusable Software Development: Tactics and Solutions** includes current research on the area of Web service adaptation while embarking upon the different aspects related to Web services. This collection provides an overview of existing solutions for service adaption in different development scopes as well as covers a wide variety of challenges which emerge. It aims to keep industry professionals as well as academic researchers up to date with the latest research results.

**The Future of Software Engineering**-Sebastian Nanz 2010-10-20 This book focuses on defining the achievements of software engineering in the past decades and showcasing visions for the future. It features a collection of articles by some of the most prominent researchers and technologists who have shaped the field: Barry Boehm, Manfred Broy, Patrick Cousot, Erich Gamma, Yuri Gurevich, Tony Hoare, Michael A. Jackson, Rustan Leino, David L. Parnas, Dieter Rombach, Joseph Sifakis, Niklaus Wirth, Pamela Zave, and Andreas Zeller. The contributed articles reflect the authors' individual views on what constitutes the most important issues facing software development. Both research- and technology-oriented contributions are included. The book provides at the same time a record of a symposium held at ETH Zurich on the occasion of Bertrand Meyer's 60th birthday.

**Proceedings of 2017 International Conference on Management Engineering, Software Engineering and Service Sciences (ICMSS 2017)**-Yulin Wang (College teacher) Annotation 2017 International Conference on Management Engineering, Software Engineering and Service Sciences Jan 14, 2017-Jan 16, 2017 Wuhan, China. You can view more information about this proceeding and all of ACM's other published conference proceedings from the ACM Digital Library:  
<http://www.acm.org/dl>.