

The book was found

Software Engineering With Abstractions



Synopsis

This book provides a technical introduction to software engineering. It employs a systematic approach that is both formal and practical, and covers the entire software development process. It uses a formal specification language ("Spec") to develop large, real-time, and distributed systems in Ada, and includes a discussion of system evolution and tools for automating software development.

0201080044B04062001

Book Information

Hardcover: 640 pages

Publisher: Addison-Wesley Professional; First Edition edition (July 1, 1991)

Language: English

ISBN-10: 0201080044

ISBN-13: 978-0201080049

Product Dimensions: 6.6 x 1.2 x 9.4 inches

Shipping Weight: 2.3 pounds

Average Customer Review: 4.0 out of 5 starsÂ See all reviewsÂ (1 customer review)

Best Sellers Rank: #2,771,762 in Books (See Top 100 in Books) #35 inÂ Books > Computers & Technology > Programming > Languages & Tools > Ada #7077 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development #19028 inÂ Books > Computers & Technology > Software

Customer Reviews

This book is a gentle introduction to formal methods for the design and implementation of software for large systems. It takes you through the whole software cycle and gives practical advice on the use of formal methods to handle the complexity typical of large, real-world applications. The reader is taught to use the formal specification language SPEC and is introduced to logic and other mathematical concepts useful in the design of software. Tools are also available to check the syntax of SPEC specifications, as well as generate Ada specifications directly from SPEC. I became familiar with this book when I took the introductory software engineering course taught by Professor Berzins at the Naval Postgraduate School. I have found this book useful in my real-world applications development.

[Download to continue reading...](#)

Software Engineering with Abstractions Non-Functional Requirements in Software Engineering

(International Series in Software Engineering) Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) Data Structures and Abstractions with Java (3rd Edition) Software Components With Ada: Structures, Tools, and Subsystems (The Benjamin/Cummings Series in Ada and Software Engineering) Global Software Development Handbook (Applied Software Engineering Series) Software Failure: Management Failure: Amazing Stories and Cautionary Tales (Wiley Series in Software Engineering Practice) Error-Free Software: Know-How and Know-Why of Program Correctness (Wiley Series in Software Engineering Practice) Constraint-Based Design Recovery for Software Reengineering: Theory and Experiments (International Series in Software Engineering) Re-Engineering Software: How to Re-Use Programming to Build New, State-of-the-Art Software Software Architecture in Practice (3rd Edition) (SEI Series in Software Engineering) Practical Software Reuse (Wiley Series in Software Engineering Practice) Object-oriented software development: Engineering software for reuse Software Reuse: Guidelines and Methods (Software Science and Engineering) Enterprise Software Platform: A Textbook for Software Engineering Students Object-Oriented Software Engineering: Practical Software Development Using UML and Java Surreptitious Software: Obfuscation, Watermarking, and Tamperproofing for Software Protection: Obfuscation, Watermarking, and Tamperproofing for Software Protection Engineering Fundamentals: An Introduction to Engineering Civil Engineering and the Science of Structures (Engineering in Action) Building the Golden Gate Bridge: An Interactive Engineering Adventure (You Choose: Engineering Marvels)

[Dmca](#)