
Requirements Engineering Fundamentals Klaus Pohl

Chris Rupp

Engineering Management

Model-Based Engineering of Collaborative Embedded Systems

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Software Product Line Engineering

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Engineering Management Springer Vieweg
From the point of view of mechanics, this monograph systematically demonstrates the theory of plastic bending and its engineering applications; most of the contents of the book are based on the authors' research in the past decade. The

monograph not only expounds the contributions of the authors to the fundamental theory of plastic bending, but also presents various applications of the theory in sheet metal forming, particularly in the analysis and prediction of springback and wrinkling of strips and plates subjected to bending or stamping. In addition to theoretical modelling, attention has also been paid to the development of related numerical methods; comparisons with experimental

results are also presented.
Contents:Engineering Theory of Elastic-Plastic Bending of BeamsMathematical Theory of Plastic BendingLarge Elastic-Plastic Deflection of Flexible BeamsBending of Strips in Cylindrical DiesNumerical Solutions to Single-Curvature Bending ProblemsAxisymmetric Bending of Circular PlatesPressing Circular Plates into Hemispherical DiesPressing Rectangular Plates into Doubly-Curved DiesNumerical Methods for Double-

Curvature Bending Wrinkling of Circular Plates and Flanges Further Applications of Plastic Bending Theory Appendix: Plastic Buckling of Plates and Shells — An Overview Subject Index Readership: Mechanical, materials, aeronautical and civil engineers.
 keywords: Plasticity; Beams; Plates; Sheet Metal Forming; Stamping; Large Flexural Deformation; Springback; Wrinkling; Modeling of Elastic-Plastic Beams and Plates; Dynamic Relaxation Methods for Bifurcation Prediction; Plastic Bending; Deep Drawing; Sheet Metal Stamping; Plastic Buckling; Numerical Analysis; Plates and Shells; Criteria for Plastic Buckling; Flattening of Tubes; Deformable Forming Tools “This book should be well received, in that little of the work presented in recent years in the open literature is available in book form for use in metal-forming plasticity. Plastic Bending: Theory and Applications should be made available in technical libraries, and some researchers will want to have this book handy on their own reference shelves.” Applied Mechanics Review
Model-Based Engineering of Collaborative

Embedded Systems Springer Science & Business Media
 Structuring, or, as it is referred to in the title of this book, the art of structuring, is one of the core elements in the discipline of Information Systems. While the world is becoming increasingly complex, and a growing number of disciplines are evolving to help make it a better place, structure is what is needed in order to understand and combine the various perspectives and approaches involved. Structure is the essential component that allows us to bridge the gaps between these different worlds, and offers a medium for communication and exchange. The contributions in this book build these bridges, which are vital in order to communicate between different worlds of thought and methodology – be it between Information Systems (IS) research and practice, or between IS research and other research disciplines. They describe how structuring can be and should be done so as to foster communication and collaboration. The topics covered reflect various layers of structure that can serve as bridges: models, processes, data, organizations, and technologies. In turn,

these aspects are complemented by visionary outlooks on how structure influences the field.
Requirements Writing for System Engineering Springer Science & Business Media
 Requirements engineering tasks have become increasingly complex. In order to ensure a high level of knowledge and competency among requirements engineers, the International Requirements Engineering Board (IREB) developed a standardized qualification called the Certified Professional for Requirements Engineering (CPRE). The certification defines the practical skills of a requirements engineer on various training levels. This book is designed for self-study and covers the curriculum for the Certified Professional for Requirements Engineering Foundation Level exam as defined by the IREB. The 2nd edition has been thoroughly revised and is aligned with the curriculum Version 2.2 of the IREB. In addition, some minor corrections to the 1st edition have been included. About IREB: The mission of the IREB is to contribute to the standardization of further education in the fields of business analysis and

requirements engineering by providing syllabi and examinations, thereby achieving a higher level of applied requirements engineering. The IRE Board is comprised of a balanced mix of independent, internationally recognized experts in the fields of economy, consulting, research, and science. The IREB is a non-profit corporation. For more information visit www.certified-re.com.

The Practice & Science of Drawing Springer

Learn how to create good requirements when designing hardware and software systems. While this book emphasizes writing traditional “shall” statements, it also provides guidance on use case design and creating user stories in support of agile methodologies. The book surveys modeling techniques and various tools that support requirements collection and analysis. You’ll learn to manage requirements, including discussions of document types and digital approaches using spreadsheets, generic databases, and dedicated requirements tools. Good, clear examples are presented, many related to real-world work the author has done during his career. Requirements

Writing for System Engineering advantages of different requirements approaches and implement them correctly as your needs evolve. Unlike most requirements books, Requirements Writing for System Engineering teaches writing both hardware and software requirements because many projects include both areas. To exemplify this approach, two example projects are developed throughout the book, one focusing on hardware and the other on software. This book Presents many techniques for capturing requirements. Demonstrates gap analysis to find missing requirements. Shows how to address both software and hardware, as most projects involve both. Provides extensive examples of “shall” statements, user stories, and use cases. Explains how to supplement or replace traditional requirement statements with user stories and use cases that work well in agile development environments What You Will Learn Understand the 14 techniques for capturing all requirements. Address software and hardware needs; because most projects involve both. Ensure all statements meet the 16 attributes of a good requirement. Differentiate the 19

different functional types of requirement, and the 31 non-functional types. Write requirements properly based on extensive examples of good ‘shall’ statements, user stories, and use cases. Employ modeling techniques to mitigate the imprecision of words. Audience Writing Requirements teaches you to write requirements the correct way. It is targeted at the requirements engineer who wants to improve and master his craft. This is also an excellent book from which to teach requirements engineering at the university level. Government organizations at all levels, from Federal to local levels, can use this book to ensure they begin all development projects correctly. As well, contractor companies supporting government development are also excellent audiences for this book.

Testing in Scrum Cito Research

Over the last decade, Method Engineering, defined as the engineering discipline to design, construct and adapt methods, including supportive tools, has emerged as the research and application area for using methods for systems development. This book contains the papers from the IFIP Working Group 8.1 conference on

Situational Method Engineering.

Software Architecture Foundation

dpunkt.verlag

During the 21st century business environments have become more complex and dynamic than ever before. Companies operate in a world of change influenced by globalisation, volatile markets, legal changes and technical progress. As a result, they have to handle growing volumes of data and therefore require fast storage, reliable data access, intelligent retrieval of information and automated decision-making mechanisms, all provided at the highest level of service quality. Successful enterprises are aware of these challenges and efficiently respond to the dynamic environment in which their business operates. Business Intelligence (BI) and Performance Management (PM) offer solutions to these challenges and provide techniques to enable effective business change. The important aspects of both topics are discussed within this state-of-the-art volume. It covers the strategic support, business applications, methodologies and technologies from the field, and explores the benefits, issues and challenges of each. Issues are analysed

from many different perspectives, ranging from strategic management to data technologies, and the different subjects are complimented and illustrated by numerous examples of industrial applications. Contributions are authored by leading academics and practitioners representing various universities, research centres and companies worldwide. Their experience covers multiple disciplines and industries, including finance, construction, logistics, and public services, amongst others. Business Intelligence and Performance Management is a valuable source of reference for graduates approaching MSc or PhD programs and for professionals in industry researching in the fields of BI and PM for industrial application.

25 Years of CAiSE Springer

Written for those who want to develop their knowledge of requirements engineering process, whether practitioners or students. Using the latest research and driven by practical experience from industry, this book gives useful hints to practitioners on how to write and structure requirements. - Explains the importance of Systems Engineering and the creation of

effective solutions to problems - Describes the underlying representations used in system modeling - data flow diagrams; statecharts; object-oriented approaches - Covers a generic multi-layer requirements process - Discusses the key elements of effective requirements management - Includes a chapter written by one of the developers of rich traceability - Introduces an overview of DOORS - a software tool which serves as an enabler of a requirements management process
Additional material and links are available at:

<http://www.requirementsengineering.info>

"In recent years we have been finding ourselves with a shortage of engineers with good competence in requirements engineering. Perhaps this is in part because requirements management tool vendors have persuaded management that a glitzy tool will solve their requirements engineering problems. Of course, the tools only make it possible for engineers who understand requirements engineering to do a better job. This book goes a long way towards building a foundational set of skills in requirements engineering, so that today's powerful tools

can be used sensibly. Of particular value is a recognition of the place software requirements have within the system context, and of ways for dealing with that sensitive connection. This is an important book. I think its particular value in industry will be to bring the requirements engineers and their internal customers to a practical common understanding of what can and should be achieved." (Byron Purves, Technical Fellow, The Boeing Company)

Requirements Engineering Rocky Nook, Inc.

Your ultimate one-stop networking reference Designed to replace that groaning shelf-load of dull networking books you'd otherwise have to buy and house, *Networking All-in-One For Dummies* covers all the basic and not-so-basic information you need to get a network up and running. It also helps you keep it running as it grows more complicated, develops bugs, and encounters all the fun sorts of trouble you expect from a complex system. Ideal both as a starter for newbie administrators and as a handy quick reference for pros, this book is built for speed, allowing you to get past all the

basics—like installing and configuring hardware and software, planning your network design, and managing cloud services—so you can get on with what your network is actually intended to do. In a friendly, jargon-free style, Doug Lowe—an experienced IT Director and prolific tech author—covers the essential, up-to-date information for networking in systems such as Linux and Windows 10 and clues you in on best practices for security, mobile, and more. Each of the nine minibooks demystifies the basics of one key area of network management. Plan and administrate your network Implement virtualization Get your head around networking in the Cloud Lock down your security protocols The best thing about this book? You don't have to read it all at once to get things done; once you've solved the specific issue at hand, you can put it down again and get on with your life. And the next time you need it, it'll have you covered.

[Image and Video Compression for Multimedia Engineering](#) Springer Science & Business Media

This open access book presents the outcomes of the "Design for Future -

Managed Software Evolution" priority program 1593, which was launched by the German Research Foundation ("Deutsche Forschungsgemeinschaft (DFG)") to develop new approaches to software engineering with a specific focus on long-lived software systems. The different lifecycles of software and hardware platforms lead to interoperability problems in such systems. Instead of separating the development, adaptation and evolution of software and its platforms, as well as aspects like operation, monitoring and maintenance, they should all be integrated into one overarching process. Accordingly, the book is split into three major parts, the first of which includes an introduction to the nature of software evolution, followed by an overview of the specific challenges and a general introduction to the case studies used in the project. The second part of the book consists of the main chapters on knowledge carrying software, and cover tacit knowledge in software evolution, continuous design decision support, model-based round-trip engineering for software product lines, performance analysis strategies, maintaining security in software evolution,

learning from evolution for evolution, and formal verification of evolutionary changes. In turn, the last part of the book presents key findings and spin-offs. The individual chapters there describe various case studies, along with their benefits, deliverables and the respective lessons learned. An overview of future research topics rounds out the coverage. The book was mainly written for scientific researchers and advanced professionals with an academic background. They will benefit from its comprehensive treatment of various topics related to problems that are now gaining in importance, given the higher costs for maintenance and evolution in comparison to the initial development, and the fact that today, most software is not developed from scratch, but as part of a continuum of former and future releases.

A Study Guide for the Certified Tester Exam CRC Press

This high-class book reflects a decade of intense research, culminating in excellent successes over the last few years. The contributions from both academia as well as the industry leaders combine the fundamentals and latest research results

with application know-how and examples of functioning displays. As a result, all the four important aspects of OLEDs are covered: - syntheses of the organic materials - physical theory of electroluminescence and device efficiency - device conception and construction - characterization of both materials and devices. The whole is naturally rounded off with a look at what the future holds in store. The editor, Klaus Muellen, is director of the highly prestigious MPI for polymer research in Mainz, Germany, while the authors include Nobel Laureate Alan Heeger, one of the most notable founders of the field, Richard Friend, as well as Ching Tang, Eastman Kodak's number-one OLED researcher, known throughout the entire community for his key publications. *Requirements Engineering* Springer Science & Business Media

This book constitutes the refereed proceedings of the 29th International Conference on Advanced Information Systems Engineering, CAiSE 2017, held in Essen, Germany, in June 2017. The 37 papers presented together with 3 keynote papers in this volume were carefully reviewed and selected from 175

submissions. The papers are organized in topical sections on information systems architecture; business process alignment; user knowledge discovery; business process performance; big data exploration; process variability management; information systems transformation and evolution; business process modeling readability; business process adaption; data mining; process discovery; business process modeling notation.

The Essence of Software Engineering Springer

Software product lines represent perhaps the most exciting paradigm shift in software development since the advent of high-level programming languages. Nowhere else in software engineering have we seen such breathtaking improvements in cost, quality, time to market, and developer productivity, often registering in the order-of-magnitude range. Here, the authors combine academic research results with real-world industrial experiences, thus presenting a broad view on product line engineering so that both managers and technical specialists will benefit from exposure to

this work. They capture the wealth of knowledge that eight companies have gathered during the introduction of the software product line engineering approach in their daily practice.

[Splunk Primer and the Search Processing Language](#) Springer Science & Business Media

Requirements engineering is the process of eliciting individual stakeholder requirements and needs and developing them into detailed, agreed requirements documented and specified in such a way that they can serve as the basis for all other system development activities. In this textbook, Klaus Pohl provides a comprehensive and well-structured introduction to the fundamentals, principles, and techniques of requirements engineering. He presents approved techniques for eliciting, negotiating and documenting as well as validating, and managing requirements for software-intensive systems. The various aspects of the process and the techniques are illustrated using numerous examples based on his extensive teaching experience and his work in industrial collaborations. His presentation aims at

professionals, students, and lecturers in systems and software engineering or business applications development. Professionals such as project managers, software architects, systems analysts, and software engineers will benefit in their daily work from the didactically well-presented combination of validated procedures and industrial experience. Students and lecturers will appreciate the comprehensive description of sound fundamentals, principles, and techniques, which is completed by a huge commented list of references for further reading. Lecturers will find additional teaching material on the book's website, www.requirements-book.com.

A Study Guide for the Certified Professional for Requirements Engineering Exam - Foundation Level - Ireb Compliant Rocky Nook, Inc.

Trustworthiness is a key success factor in the acceptance and adoption of cyber-physical systems. The author first discusses various existing definitions of trust and trustworthiness and extends them to cyber-physical systems. A comprehensive framework is proposed, including methods that cover all phases of

development: requirements engineering, system design, trustworthiness evaluation, run-time maintenance, and evidence-based assurance. To support a smooth integration of the methods into development projects, these methods are provided in the form of so-called capability patterns. A running example from the ambient assisted living domain is used to demonstrate the application of the methods. About the Author: Nazila Gol Mohammadi is currently working as an associate researcher at paluno - The Ruhr Institute for Software Technology in Essen, Germany. Her research interests include software engineering, requirements engineering, digitalization, cloud computing, cyber-physical systems, and trustworthiness of software systems.

Requirements Engineering Fundamentals, 2nd Edition J.B.

Lippincott

These days, more and more software development projects are being carried out using agile methods like Scrum. Agile software development promises higher software quality, a shorter time to market, and improved focus on customer needs. However, the transition to working within

an agile methodology is not easy. Familiar processes and procedures change drastically. Software testing and software quality assurance have a crucial role in ensuring that a software development team, department, or company successfully implements long-term agile development methods and benefits from this framework. This book discusses agile methodology from the perspective of software testing and software quality assurance management. Software development managers, project managers, and quality assurance managers will obtain tips and tricks on how to organize testing and assure quality so that agile projects maintain their impact. Professional certified testers and software quality assurance experts will learn how to work successfully within agile software teams and how best to integrate their expertise. Topics include: Agile methodology and classic process models How to plan an agile project Unit tests and test first approach Integration testing and continuous integration System testing and test nonstop Quality management and quality assurance Also included are five case studies from the manufacturing,

online-trade, and software industry as well as test exercises for self-assessment. This book covers the new ISTQB Syllabus for Agile Software Testing and is a relevant resource for all students and trainees worldwide who plan to undertake this ISTQB certification.

Networking All-in-One For Dummies
Prentice Hall

Putting all the elements together, this book addresses CNC (Computer Numerical Control) technology in a comprehensive format that offers abundant illustrations, examples and exercises. It includes a strong foundation in blue print reading, graphical descriptions of CNC machine tools, a chapter on right triangle trigonometry and programming that uses Fanuc Controllers. It emphasizes program pattern recognition and contains completely solved programming examples and self-contained programming examples. Thoroughly updated for this edition, it includes two new chapters, four new appendices, and is bundled with Predator Simulation and Kwik Trig software. For CNC Programmers/Operators, Machinists, Process Engineers, Industrial Engineers, Shop Operators/Managers,

Planners, Coordinators, Sales Personnel
From System Goals to UML Models to Software Specifications Pearson Education
Software product line engineering has proven to be the methodology for developing a diversity of software products and software intensive systems at lower costs, in shorter time, and with higher quality. In this book, Pohl and his co-authors present a framework for software product line engineering which they have developed based on their academic as well as industrial experience gained in projects over the last eight years. They do not only detail the technical aspect of the development, but also an integrated view of the business, organisation and process aspects are given. In addition, they explicitly point out the key differences of software product line engineering compared to traditional single software system development, as the need for two distinct development processes for domain and application engineering respectively, or the need to define and manage variability.
Software Product Lines in Action Pearson Education
Introduction to Mechatronic Design is ideal

for upper level and graduate Mechatronics courses in Electrical, Computing, or Mechanical & Aerospace Engineering. Unlike other texts on mechatronics that focus on derivations and calculations, *Introduction to Mechatronics, 1e*, takes a narrative approach, emphasizing the importance of building intuition and understanding before diving into the math. The authors believe that integration is the core of mechatronics and students must have a command of each of the domains to create the balance necessary for successful mechatronic design and devote sections of the book to each area, including mechanical, electrical, and software disciplines, as well as a section on system design and engineering. A robust package of teaching and learning resources accompanies the book.

Plastic Bending: Theory and Applications
John Wiley & Sons

The authors cover two general topics: basic engineering economics and risk analysis in this text. Within the topic of engineering economics are discussions on the time value of money and interest relationships. These interest relationships are used to define certain project criteria

that are used by engineers and project managers to select the best economic choice among several alternatives. Projects examined will include both income- and service-producing investments. The effects of escalation, inflation, and taxes on the economic analysis of alternatives are discussed. Risk analysis incorporates the concepts of probability and statistics in the evaluation of alternatives. This allows management to determine the probability of success or failure of the project. Two types of sensitivity analyses are presented. The first is referred to as the range approach while the second uses probabilistic concepts to determine a measure of the risk involved. The authors have designed the text to assist individuals to prepare to successfully complete the economics portions of the Fundamentals of Engineering Exam. Table of Contents: Introduction / Interest and the Time Value of Money / Project Evaluation Methods / Service Producing Investments / Income Producing Investments / Determination of Project Cash Flow / Financial Leverage / Basic Statistics and Probability / Sensitivity Analysis

Software Testing Foundations Springer
Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? *Head First Programming* introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your

data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling

with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning

experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

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