FUNDAMENTALS OF SOFTWARE ENGINEERING

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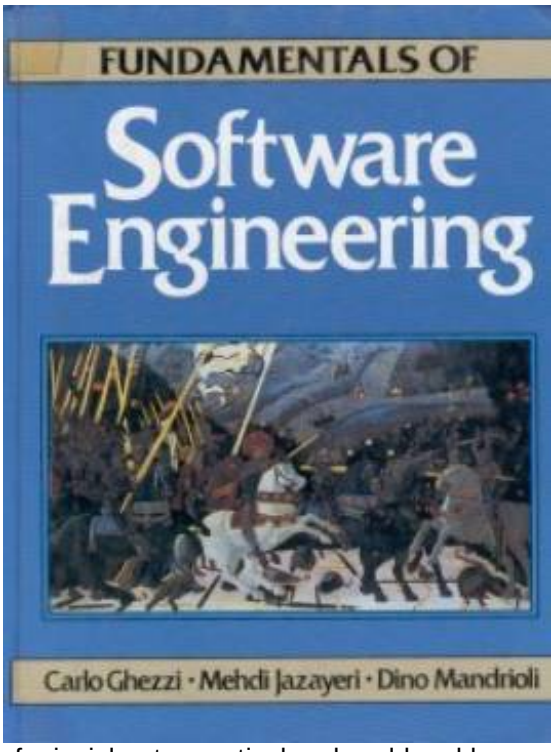

SUMMARY

Here is the first book to emphasize fundamental principles rather than specifie software engineering tools and techniques

Fundamentals of Software Engineering provides selective, in-depth coverage of the fundamentals of software engineering, stressing principles, methods, and rigorous formai and informai approaches. It stresses the importance of rigor in the practice of software engineering and emphasizes the important principles that can be applied independently of the life cycle mode!.

Numerous clear examples and exercises showing the application of principles ta practical real-world problems are also included and make this an excellent self-study guide.

CONTENT HIGHLIGHTS

*uses small examples to illustrate principles and large case studies to show application and combination of principles in more realistic situations.

*emphasizes forma lit y, design for change, and incrementality, using case studies to compare and contrast the different formalisms

*draws analogies to other engineering disciplines

*covers design, specification, verification and validation, the software process, management, and environments.

CONTENTS

TOP

Contribute to awsaavedra/fundamentals-of-software-engineering development by creating an account on GitHub.Â Objective: This repository aims to give beginners a strong and comprehensive background in fundamental concepts and practices for software engineering. â”œâ”€â”€ language # Language, Object Oriented Programming, OOD, etc. â”œâ”€â”€ data-structures # Numerous useful data structures â”œâ”€â”€ algorithms # sorting, shortest path, etc. â”œâ”€â”€ design-patterns # General ways to design code for a reoccuring problem â”œâ”€â”€ version-control # Just learn git, plenty of free resources â”œâ”€â”€ terminal # Learn Bash (cd, ls, etc.