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The first course in software engineering is the most critical. Education must start from an understanding of the heart of software development, from familiar ground that is common to all software development endeavors. This book is an in-depth introduction to software engineering that uses a systematic, universal kernel to teach Page 50/80

the essential elements of all software engineering methods. This kernel, Essence, is a vocabulary for defining methods and practices. Essence was envisioned and originally created by Ivar Jacobson and his colleagues, developed by Software Engineering Method and Theory (SEMAT) and approved by The Object Management Page 51/80

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using Essence, and illustrates how their activities can be represented using the Essence notions of cards and checklists. The fourth part of the book offers a vision how Essence can be scaled to support large, complex systems engineering. Essence is supported by an ecosystem developed and maintained by a community of experienced Page 55/80

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ventilation systems, and they do not need to be built to code or pass inspections. The range of complexity in software design is similar. Given available software tools and libraries—many of which are free—hobbyists can build small or shortlived computer apps. Yet, design for software longevity, security, and efficiency Page 67/80

can be intricate—as is the design of largescale systems. How can a software developer prepare to manage such complexity? By understanding the essential building blocks of software design and construction.

Fundamentals of Dependable Computing for Software Engineers presents the essential Page 68/80

elements of computer system dependability. The book describes a comprehensive dependability-engineering process and explains the roles of software and software engineers in computer system dependability. Readers will learn: Why dependability matters What it means for a system to be dependable How to build a dependable Page 69/80

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