

Boris Beizer Software Testing Techniques

2nd Edition Dreamtech 2009

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Evolutionary Swarm Robotics - Vito Trianni 2008-05-30

In this book the use of ER techniques for the design of self-organising group behaviours, for both simulated and real robots is introduced. The book tries to mediate between two apparently opposed perspectives: engineering and cognitive science. The experiments presented in the book and the results obtained contribute to the assessment of ER not only as a design tool, but also as a methodology for modelling and understanding intelligent adaptive behaviours.

How to Break Web Software - Mike Andrews 2006-02-02

Rigorously test and improve the security of all your Web software! It's as certain as death and taxes: hackers will mercilessly attack your Web sites, applications, and services. If you're vulnerable, you'd better discover these attacks yourself, before the black hats do. Now, there's a definitive, hands-on guide to security-testing any Web-

based software: How to Break Web Software. In this book, two renowned experts address every category of Web software exploit: attacks on clients, servers, state, user inputs, and more. You'll master powerful attack tools and techniques as you uncover dozens of crucial, widely exploited flaws in Web architecture and coding. The authors reveal where to look for potential threats and attack vectors, how to rigorously test for each of them, and how to mitigate the problems you find. Coverage includes

- Client vulnerabilities, including attacks on client-side validation
- State-based attacks: hidden fields, CGI parameters, cookie poisoning, URL jumping, and session hijacking
- Attacks on user-supplied inputs: cross-site scripting, SQL injection, and directory traversal
- Language- and technology-based attacks: buffer overflows, canonicalization, and NULL string attacks
- Server attacks: SQL Injection with stored procedures, command injection, and server fingerprinting
- Cryptography,

privacy, and attacks on Web services
Your Web software is mission-critical—it can't be compromised. Whether you're a developer, tester, QA specialist, or IT manager, this book will help you protect that software—systematically.

Computers, Software Engineering, and Digital Devices - Richard C. Dorf
2018-10-03

In two editions spanning more than a decade, *The Electrical Engineering Handbook* stands as the definitive reference to the multidisciplinary field of electrical engineering. Our knowledge continues to grow, and so does the Handbook. For the third edition, it has expanded into a set of six books carefully focused on a specialized area or field of study. Each book represents a concise yet definitive collection of key concepts, models, and equations in its respective domain, thoughtfully gathered for convenient access.

Computers, Software Engineering, and Digital Devices examines digital and logical devices, displays, testing, software, and computers, presenting the fundamental concepts needed to ensure a thorough understanding of each field. It treats the emerging fields of programmable logic, hardware description languages, and parallel computing in detail. Each article includes defining terms, references, and sources of further information. Encompassing the work of the world's foremost experts in their respective specialties, *Computers, Software Engineering, and Digital Devices* features the latest developments, the broadest scope of coverage, and new material on secure electronic commerce and parallel computing.

Testing for Continuous Delivery with Visual Studio 2012 - Larry Brader
2013-03

As more software projects adopt a continuous delivery cycle, testing

threatens to be the bottleneck in the process. Agile development frequently revisits each part of the source code, but every change requires a re-test of the product. While the skills of the manual tester are vital, purely manual testing can't keep up. Visual Studio 2012 provides many features that remove roadblocks in the testing and debugging process and also help speed up and automate retesting. This guide shows you how to record and play back manual tests to reproduce bugs and verify the fixes, transform manual tests into code to speed up re-testing, monitor your project in terms of tests passed, create and use effective unit tests, load, and performance tests, run build-deploy-test workflows on virtual lab environments, and evolve your testing process to satisfy the demands of agile and continuous delivery. You'll learn how to set up all the tools you need for testing in Visual Studio 2012 and 2010, including Team Foundation Server, the build system, test controllers and agents, SCVMM and Hyper-V. Each chapter is structured so that you can move gradually from entry-level to advanced usage.

Lessons Learned in Software Testing - Cem Kaner
2011-08-02

Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, *Lessons Learned in Software Testing* speeds you through the critical testing phase of the software development project without the

extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Software Project Management - B. Hughes 2004

Data Mining Techniques - Arun K. Pujari 2001

This Book Addresses All The Major And Latest Techniques Of Data Mining And Data Warehousing. It Deals With The Latest Algorithms For Discussing Association Rules, Decision Trees, Clustering, Neural Networks And Genetic Algorithms. The Book Also Discusses The Mining Of Web Data, Temporal And Text Data. It Can Serve As A Textbook For Students Of Computer Science, Mathematical Science And Management Science, And Also Be An Excellent Handbook For Researchers In The Area Of Data Mining And Warehousing.

Practical Software Testing - Ilene Burnstein 2003-06-24

Based on the needs of the educational community, and the software professional, this book takes a unique approach to teaching software testing. It introduces testing concepts that are managerial, technical, and process oriented, using the Testing Maturity Model (TMM) as a guiding framework. The TMM levels and goals support a structured presentation of fundamental and advanced test-related concepts to the

reader. In this context, the interrelationships between theoretical, technical, and managerial concepts become more apparent. In addition, relationships between the testing process, maturity goals, and such key players as managers, testers and client groups are introduced. Topics and features: - Process/engineering-oriented text - Promotes the growth and value of software testing as a profession - Introduces both technical and managerial aspects of testing in a clear and precise style - Uses the TMM framework to introduce testing concepts in a systematic, evolutionary way to facilitate understanding - Describes the role of testing tools and measurements, and how to integrate them into the testing process Graduate students and industry professionals will benefit from the book, which is designed for a graduate course in software testing, software quality assurance, or software validation and verification Moreover, the number of universities with graduate courses that cover this material will grow, given the evolution in software development as an engineering discipline and the creation of degree programs in software engineering.

Software Testing - Srinivasan Desikan 2006

"Software Testing: Principles and Practices is a comprehensive treatise on software testing. It provides a pragmatic view of testing, addressing emerging areas like extreme testing and ad hoc testing"--Resource description page.

Software Testing - Yogesh Singh 2011-11-14

Software testing is conducted to provide stakeholders with information about the quality of a product under testing. The book, which is a result of the two decades of teaching experience of the author, aims to

present testing concepts and methods that can be used in practice. The text will help readers to learn how to find faults in software before it is made available to users. A judicious mix of software testing concepts, solved problems and real-life case studies makes the book ideal for a basic course in software testing. The book will be a useful resource for senior undergraduate/graduate students of engineering, academics, software practitioners and researchers.

Software Testing in the Real World - Edward Kit 1995

"I really enjoyed the book. If I had written a book on testing, it would have resembled Ed Kit's. His focus on the testing process is excellent." -- Greg Daich, Senior Software Engineer, Science Applications International Corporation and member of the Software Technology Support Center (STSC) Test Group "The book is easy to read and suitable for anyone interested in how to achieve better testing...Software Testing In The Real World should go a long way towards helping many of us make practical and lasting improvements... I encourage you to 'test' it out." -- Bill Hetzel, President, Software Quality Engineering (from the Foreword) "The Ed Kit book will be a good one. It has a nice practical approach, and brings testing up to date with recent developments." -- Barry Boehm, Director USC Center for Software Engineering

Software Testing In The Real World provides the reader with a tool-box for effectively improving the software testing process. The book gives the practicing software engineer a menu of techniques with guidance on how to create a strategy for continuous, sustainable improvement within their organization--whatever its size or level of process maturity. Ed Kit addresses the most frequently asked

questions about methodologies, tools, technology and organizational issues being posed in the testing community today. Pragmatic in its approach, the book confronts the problem of the relative immaturity of the software engineering discipline in most organizations with practical guidance on cost and risk, standards, planning testing tasks and testing tools. Test and Quality Assurance Specialists, Developers and Project Managers alike will benefit from the practical, proven techniques for improving testing as well as the specific "best of breed" software testing tools information. 0201877562B04062001

The Craft of Software Testing - Brian Marick 1995

This book is about "testing in the medium." It concentrates on thorough testing of moderate sized components of large systems--subsystems--a prerequisite for effective and efficient testing of the integrated system. It aims to present a sensible, flexible, affordable, and coherent testing process. It provides detailed techniques and tricks of the trade, addressed to programmers, system testers, and programmers/testers responsible for bug fixes.

Buddha in Testing - Pradeep Soundararajan 2020-02-12

A tester's mind is never at rest. It is constantly searching, over populated with information, and continually discovering changes to context. A tester at work is interacting with plenty of people who don't understand testing, pretend to understand or have conflicting ideas of testing. A combination of all this creates restlessness in a tester's mind. A restless mind ends up with fragmented learning and chaos. This impacts the quality of life itself. Is this book for you?

The Art of Software Testing - Glenford J. Myers 2004-07-22

This long-awaited revision of a bestseller provides a practical discussion of the nature and aims of software testing. You'll find the latest methodologies for the design of effective test cases, including information on psychological and economic principles, managerial aspects, test tools, high-order testing, code inspections, and debugging. Accessible, comprehensive, and always practical, this edition provides the key information you need to test successfully, whether a novice or a working programmer. Buy your copy today and end up with fewer bugs tomorrow.

Software Testing - Paul C. Jorgensen
2002-06-26

The software development world has changed significantly in the past five years. Noteworthy among its many changes is the emergence of the "Unified Modeling Language" (UML) as an industry standard. While thousands of software computer professionals and students continue to rely upon the bestselling first edition of Software Testing, the time has come to bring it up to date. Thoroughly revised, the second edition of Software Testing: A Craftsman's Approach reflects the recent growth and changes in software standards and development. Outdated material has been deleted and new topics, figures, case studies now complement its solid, accessible treatment of the mathematics and techniques of software testing. Foremost among this edition's refinements is the definition of a generalized pseudocode that replaces the outdated Pascal code used in the examples. The text is now independent of any particular programming language. The author has also added five chapters on object-oriented testing, incorporated object-oriented versions of two earlier examples, and used them in the chapter on object-

oriented testing, which he completely revised with regard to UML. In addition, GUI testing receives full treatment. The new edition of Software Testing provides a comprehensive synthesis of the fundamentals, approaches, and methods that form the basis of the craft. Mastering its contents will allow practitioners to make well-informed choices, develop creative solutions, and ultimately derive the sense of pride and pleasure that a true craftsman realizes from a job well done.

Testing Computer Software - Cem Kaner
1999-04-26

This book will teach you how to test computer software under real-world conditions. The authors have all been test managers and software development managers at well-known Silicon Valley software companies. Successful consumer software companies have learned how to produce high-quality products under tight time and budget constraints. The book explains the testing side of that success. Who this book is for: * Testers and Test Managers * Project Managers-Understand the timeline, depth of investigation, and quality of communication to hold testers accountable for. * Programmers-Gain insight into the sources of errors in your code, understand what tests your work will have to pass, and why testers do the things they do. * Students-Train for an entry-level position in software development. What you will learn: * How to find important bugs quickly * How to describe software errors clearly * How to create a testing plan with a minimum of paperwork * How to design and use a bug-tracking system * Where testing fits in the product development process * How to test products that will be translated into other languages * How to test for compatibility with devices, such as

printers * What laws apply to software quality

The Complete Guide to Software Testing - Bill Hetzel 1988-04-01

The Complete Guide to Software Testing Bill Hetzel Gain a new perspective to software testing as a life cycle activity, not merely as something that happens at the end of coding. This edition is completely revised and contains new chapters on testing methodologies including ANSI standard-based testing—a survey of testing practices. Dr. Hetzel first develops the concepts and principles of testing. Then he presents detailed discussions of testing techniques, methodologies and management perspectives. Each chapter contains examples, checklists and case studies based on Dr. Hetzel's consulting and management experience. These will help you understand the material and adapt it to your environment. Intended primarily for software developers, testers and managers, auditors and quality assurance specialists will find the book an invaluable aid for the development of testing standards and the evaluation of testing effectiveness. Table of Contents: Introduction. Principles of Testing. Methodology. Testing through Reviews. Testing Requirements. Testing Design. Testing Programs—Testing in the Small. Testing Systems—Testing in the Large. Testing Software Changes. Testing Software Packages. The Role of Management. Organizing the Testing Function. Controlling the Testing Function. Putting the Pieces Together. Testing Practices Survey. Sample Testing Policies. Quality Measurement Diagnostic Checklist. Testing References (Bibliography).

Agile Testing - Lisa Crispin 2009

Crispin and Gregory define agile testing and illustrate the tester's role with examples from real agile teams. They teach you how to use the

agile testing quadrants to identify what testing is needed, who should do it, and what tools might help. The book chronicles an agile software development iteration from the viewpoint of a tester and explains the seven key success factors of agile testing.

Software Testing - Paul C. Jorgensen 2018-12-07

This updated and reorganized fourth edition of *Software Testing: A Craftsman's Approach* applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, *Software Testing: A Craftsman's Approach, Fourth Edition* is sure to become a standard reference for those who need to stay up to date with evolving technologies in software

testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers, developers, and engineers.

Software Testing Tools: Covering WinRunner, Silk Test, LoadRunner, JMeter and TestDirector with case studies w/CD - Dr. K.V.K.K. Prasad
2004-05-21

Thoroughly researched practical and comprehensive book that aims: To introduce you to the concepts of software quality assurance and testing process, and help you achieve high performance levels. It equips you with the requisite practical expertise in the most widely used software testing tools and motivates you to take up software quality assurance and software testing as a career option in true earnest.

Software Quality Assurance: An Overview
Software Testing Process
Software Testing Tools: An Overview
WinRunner
Silk Test
SQA Robot
LoadRunner
JMeter
Test Director
Source Code Testing Utilities in Unix/Linux Environment

Unix and Shell Programming - B. M. Harwani 2013

Beginning with the description of operating system in general the book discusses features that made Unix the most suitable operating system of its time. An overview of file management in Unix and commonly used Unix commands is then provided. Further, it delves into the detailed description of file system and compression techniques, processes and signals, vi editor, system calls, and awk scripting. Detailed description about different types of editors and shell programming (including Bourne, C, and interactive Korn shell) has also been provided. Chapters dedicated to debugging and system development, language development, text formatting tools, interprocess communication, and system

administration are covered in the later part of the book. To aid students, the book provides numerous examples and complete program scripts that will help in grasping the key concepts effectively.

Advanced Software Testing - Vol. 2, 2nd Edition - Rex Black 2014-09-12

This book teaches test managers what they need to know to achieve advanced skills in test estimation, test planning, test monitoring, and test control. Readers will learn how to define the overall testing goals and strategies for the systems being tested. This hands-on, exercise-rich book provides experience with planning, scheduling, and tracking these tasks. You'll be able to describe and organize the necessary activities as well as learn to select, acquire, and assign adequate resources for testing tasks. You'll learn how to form, organize, and lead testing teams, and master the organizing of communication among the members of the testing teams, and between the testing teams and all the other stakeholders. Additionally, you'll learn how to justify decisions and provide adequate reporting information where applicable. With over thirty years of software and systems engineering experience, author Rex Black is President of RBCS, is a leader in software, hardware, and systems testing, and is the most prolific author practicing in the field of software testing today. He has published a dozen books on testing that have sold tens of thousands of copies worldwide. He is past president of the International Software Testing Qualifications Board (ISTQB) and a director of the American Software Testing Qualifications Board (ASTQB). This book will help you prepare for the ISTQB Advanced Test Manager exam. Included are sample exam questions, at the appropriate level of

difficulty, for most of the learning objectives covered by the ISTQB Advanced Level Syllabus. The ISTQB certification program is the leading software tester certification program in the world. With about 300,000 certificate holders and a global presence in over 50 countries, you can be confident in the value and international stature that the Advanced Test Manager certificate can offer you. This second edition has been thoroughly updated to reflect the new ISTQB Advanced Test Manager 2012 Syllabus, and the latest ISTQB Glossary. This edition reflects Rex Black's unique insights into these changes, as he was one of the main participants in the ISTQB Advanced Level Working Group.

How to Break Software - James A. Whittaker 2003

CD-ROM contains: Canned HEAT v.2.0 -- Holodeck Lite v. 1.0.

Pragmatic Software Testing - Rex Black 2016-04-25

A hands-on guide to testing techniques that deliver reliable software and systems. Testing even a simple system can quickly turn into a potentially infinite task. Faced with tight costs and schedules, testers need to have a toolkit of practical techniques combined with hands-on experience and the right strategies in order to complete a successful project. World-renowned testing expert Rex Black provides you with the proven methods and concepts that test professionals must know. He presents you with the fundamental techniques for testing and clearly shows you how to select and apply successful strategies to test a system with budget and time constraints. Black begins by discussing the goals and tactics of effective and efficient testing. Next, he lays the foundation of his technique for risk-based testing, explaining how to analyze,

prioritize, and document risks to the quality of the system using both informal and formal techniques. He then clearly describes how to design, develop, and, ultimately, document various kinds of tests. Because this is a hands-on activity, Black includes realistic, life-sized exercises that illustrate all of the major test techniques with detailed solutions.

Model-Based Testing of Reactive Systems - Manfred Broy 2005-06-27

Testing is the primary hardware and software verification technique used by industry today. Usually, it is ad hoc, error prone, and very expensive. In recent years, however, many attempts have been made to develop more sophisticated formal testing methods. This coherent book provides an in-depth assessment of this emerging field, focusing on formal testing of reactive systems. This book is based on a seminar held in Dagstuhl Castle, Germany, in January 2004. It presents 19 carefully reviewed and revised lectures given at the seminar in a well-balanced way ensuring competent complementary coverage of all relevant aspects. An appendix provides a glossary for model-based testing and basics on finite state machines and on labelled transition systems. The lectures are presented in topical sections on testing of finite state machines, testing of labelled transition systems, model-based test case generation, tools and case studies, standardized test notation and execution architectures, and beyond testing.

Software System Testing and Quality Assurance - Boris Beizer 1984

Software development and quality assurance managers can use this thorough guide to system testing to ensure high-quality software. A worthy reference addition to any library!

Cloud Computing: A Hands-On Approach

- Arshdeep Bahga 2013-12-09

About the Book Recent industry surveys expect the cloud computing services market to be in excess of \$20 billion and cloud computing jobs to be in excess of 10 million worldwide in 2014 alone. In addition, since a majority of existing information technology (IT) jobs is focused on maintaining legacy in-house systems, the demand for these kinds of jobs is likely to drop rapidly if cloud computing continues to take hold of the industry. However, there are very few educational options available in the area of cloud computing beyond vendor-specific training by cloud providers themselves. Cloud computing courses have not found their way (yet) into mainstream college curricula. This book is written as a textbook on cloud computing for educational programs at colleges. It can also be used by cloud service providers who may be interested in offering a broader perspective of cloud computing to accompany their own customer and employee training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. We have tried to write a comprehensive book that transfers knowledge through an immersive "hands-on approach", where the reader is provided the necessary guidance and knowledge to develop working code for real-world cloud applications. Additional support is available at the book's website: www.cloudcomputingbook.info

Organization The book is organized into three main parts. Part I covers technologies that form the

foundations of cloud computing. These include topics such as virtualization, load balancing, scalability & elasticity, deployment, and replication. Part II introduces the reader to the design & programming aspects of cloud computing. Case studies on design and implementation of several cloud applications in the areas such as image processing, live streaming and social networks analytics are provided. Part III introduces the reader to specialized aspects of cloud computing including cloud application benchmarking, cloud security, multimedia applications and big data analytics. Case studies in areas such as IT, healthcare, transportation, networking and education are provided.

A Developer's Guide to the Semantic Web - Liyang Yu 2014-12-02

The Semantic Web represents a vision for how to make the huge amount of information on the Web automatically processable by machines on a large scale. For this purpose, a whole suite of standards, technologies and related tools have been specified and developed over the last couple of years and they have now become the foundation for numerous new applications. A Developer's Guide to the Semantic Web helps the reader to learn the core standards, key components and underlying concepts. It provides in-depth coverage of both the what-is and how-to aspects of the Semantic Web. From Yu's presentation, the reader will obtain not only a solid understanding about the Semantic Web, but also learn how to combine all the pieces to build new applications on the Semantic Web. The second edition of this book not only adds detailed coverage of the latest W3C standards such as SPARQL 1.1 and RDB2RDF, it also updates the readers by following recent developments. More specifically, it includes five

new chapters on schema.org and semantic markup, on Semantic Web technologies used in social networks and on new applications and projects such as data.gov and Wikidata and it also provides a complete coding example of building a search engine that supports Rich Snippets. Software developers in industry and students specializing in Web development or Semantic Web technologies will find in this book the most complete guide to this exciting field available today. Based on the step-by-step presentation of real-world projects, where the technologies and standards are applied, they will acquire the knowledge needed to design and implement state-of-the-art applications.

A Practitioner's Guide to Software Test Design - Lee Copeland 2004

Written by a leading expert in the field, this unique volume contains current test design approaches and focuses only on software test design. Copeland illustrates each test design through detailed examples and step-by-step instructions.

DISTRIBUTED OPERATING SYSTEMS - PRADEEP K. SINHA 1998-01-01

The highly praised book in communications networking from IEEE Press, now available in the Eastern Economy Edition. This is a non-mathematical introduction to Distributed Operating Systems explaining the fundamental concepts and design principles of this emerging technology. As a textbook for students and as a self-study text for systems managers and software engineers, this book provides a concise and an informal introduction to the subject.

J2ME - James Edward Keogh 2003

This comprehensive resource covers J2ME architecture and explains how to build applications and services for cell phones and PDAs with J2ME. You'll also get details on security,

information management, and storage, as well as advanced topics such as Mobile Information Device Profile (MIDP) and Connected Limited Device Configuration (CLDC)

Introduction to Software Testing - Paul Ammann 2008-01-28

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

Lingua TOEFL CBT Insider - 2003

Software Engineering for Science - Jeffrey C. Carver 2016-11-03

Software Engineering for Science provides an in-depth collection of peer-reviewed chapters that describe experiences with applying software engineering practices to the development of scientific software. It provides a better understanding of how software engineering is and should be practiced, and which software engineering practices are effective for scientific software. The book starts with a detailed overview of the Scientific Software Lifecycle, and a general overview of the scientific software development process. It highlights key issues commonly arising during scientific software development, as well as solutions to these problems. The second part of the book provides examples of the use of testing in

scientific software development, including key issues and challenges. The chapters then describe solutions and case studies aimed at applying testing to scientific software development efforts. The final part of the book provides examples of applying software engineering techniques to scientific software, including not only computational modeling, but also software for data management and analysis. The authors describe their experiences and lessons learned from developing complex scientific software in different domains. About the Editors Jeffrey Carver is an Associate Professor in the Department of Computer Science at the University of Alabama. He is one of the primary organizers of the workshop series on Software Engineering for Science (<http://www.SE4Science.org/workshops>) . Neil P. Chue Hong is Director of the Software Sustainability Institute at the University of Edinburgh. His research interests include barriers and incentives in research software ecosystems and the role of software as a research object. George K. Thiruvathukal is Professor of Computer Science at Loyola University Chicago and Visiting Faculty at Argonne National Laboratory. His current research is focused on software metrics in open source mathematical and scientific software. *Fuel Cells for Automotive Applications* - Rob H. Thring 2004 "Fuel Cells for Automotive Applications is a valuable addition to the literature available in this important field, where much current information is scattered through web sites, journal papers, and magazine articles. Chapters by experts in the field draws on both academic and industry-related research." "Fuel Cells for Automotive Applications will be welcomed by designers and manufacturers of fuel cell

components, the designers of fuel cell systems, vehicle manufacturers, and anyone with an interest in the viability of this developing technology."--BOOK JACKET.

Discrete Mathematical Structures with Applications to Computer Science - Jean-Paul Tremblay 1987

Web Programming - Chris Bates
2006-05-26

Web programming is about more than creating and formatting webpages and websites, though that is often a starting point for many. Using scripting languages such as JavaScript, Perl and PHP, it becomes possible to add a lot more functionality to a site. This book teaches the essentials of working with the most important web technologies. From client development using HTML and Javascript, through to full server side applications written in ASP and Perl, the complete web system is shown. Concentrating on immediately useful code rather than theory, this is a how-to book for practical and project based courses. The broad scope covered by this book begins by creating reasonably simple webpages with HTML, then working through related document and content tagging systems such as dynamic HTML and eventually XML.

Software Testing Fundamentals - Marnie L. Hutcheson 2003-04-07

A highly anticipated book from a world-class authority who has trained on every continent and taught on many corporate campuses, from GTE to Microsoft First book publication of the two critically acclaimed and widely used testing methodologies developed by the author, known as MITs and S-curves, and more methods and metrics not previously available to the public Presents practical, hands-on testing skills that can be used everyday in real-life development tasks Includes three in-

depth case studies that demonstrate how the tests are used Companion Web site includes sample worksheets, support materials, a discussion group for readers, and links to other resources

Software Testing Techniques - Boris Beizer 1990-01-01

As software testing has become a computer science discipline in its own right, software testers have come to acknowledge this guide as the standard work in their field. Beizer has updated his classic with coverage of the latest tools, procedures, and strategies.

Effective Methods for Software Testing, CafeScribe - William E. Perry 2007-03-31

Written by the founder and executive director of the Quality Assurance Institute, which sponsors the most widely accepted certification program

for software testing Software testing is a weak spot for most developers, and many have no system in place to find and correct defects quickly and efficiently This comprehensive resource provides step-by-step guidelines, checklists, and templates for each testing activity, as well as a self-assessment that helps readers identify the sections of the book that respond to their individual needs Covers the latest regulatory developments affecting software testing, including Sarbanes-Oxley Section 404, and provides guidelines for agile testing and testing for security, internal controls, and data warehouses CD-ROM with all checklists and templates saves testers countless hours of developing their own test documentation Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.