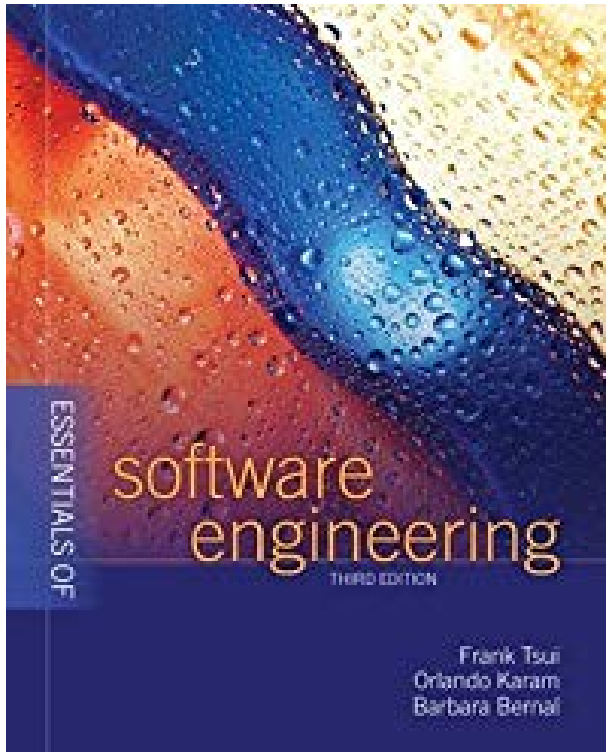


Essentials of Software Engineering



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Updated with new case studies and content throughout, the Third Edition of Essentials of Software Engineering offers a comprehensive, yet concise introduction to the core fundamental topics and methodologies of software development. It covers all of the essential topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) without sacrificing the necessary detail or software quality. In fact, the text discusses quality in multiple chapters and integrates quality into all of the activities. Ideal for new students or seasoned professionals looking for a new career in the area of software engineering, the Third Edition presents the complete life cycle of a software system, from inception to release and through support. The authors have broken the text into six distinct sections covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. The average starting salary for a student with an undergraduate degree in software engineering ranks highest among all granted degrees, and Essentials of Software Engineering is the ideal resource for those entering the exciting and lucrative world of software development. New to the updated Third Edition: -Contains a new section on SCRUM in chapter 5 -Expanded discussion of the User-Interface Design in chapter 7, including new sections on Flow of Interactions in the interface, Cognitive Models, and Other UI Design Issues. -Offers a new section on HTML-Script-SQL Design Example -New Appendix with examples of Essential Software Development Plan (SDP), Essential Software Requirements Specifications (SRS), Essential Software Design, and Essentials Test Plan.