

Software Testing Srinivasan Desikan Gopalswamy Ramesh

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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.

The third of a three-part series, this book is directed at college students whose quest for information about career options in IT is never-ending. This book is a series of articles, influenced by career aspirants that the author received from across Indi

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Today's software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein's thorough coverage of software engineering perfects the reader's ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . . • Process: concentrates on how applications are planned and developed • Design: teaches software engineering primarily as a requirements-to-design activity • Programming and agile methods: encourages software engineering as a code-oriented activity • Theory and principles: focuses on foundations • Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

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The second of a three-part series on the IT world, this book covers a wide sweep of issues ranging from applications such as IT in elections, IT at Tirupati temple, Indian Post Offices and Gandhi Museum. It also discusses perspectives on DotCom, E-Commerc The CBT on Managing Global Software Projects, is an initiative to reach Project Management Techniques through e-learning to the software community in India and abroad.

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This book is the first of a three-part series on the IT industry. It records some exciting technologies search engines, touch based charging, reverse photocopiers that turn printed sheets into plain paper, self-destructing DVDs, disposable digital cameras

Managing Global Software Projects about the three dimensions of Software Project Management people, process and technology and the interactions between them, particularly when the team is geographically distributed. The book focuses on the following:1. Project management issues that confront global and distributed teams2. A fair balance across the three dimensions people, process and technology contributing to the success of geographically distributed teams3. Practical examples of the things that work and the common pitfalls4. Descriptive frameworks rather than prescriptive formulae5. Coverage of some of the issues vital for a project s success, for example the skill set required for each function, business significance of process models, etc.This book also covers the key practice areas of CMM and the 20 clauses of ISO-9001.

This book, covers the practical issues that confront software maintenance. It includes a plethora of topics and examples which highlights the aspects that work (and don t work), while at the same time retaining a balance between theory and practice.

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