

# Software Engineering Notes For Msbte Diploma

## SOFTWARE PROJECT MANAGEMENT

Theory and Practice

Basic Electronics

Designing the User Interface

Introduction to Data Communications and Networking

Digital Electronics

APPLYING UML & PATTERNS 3RD EDITION

A Unified Hardware/Software Introduction

C by Example

Software Engineering

WEB BASED APPLICATION DEVELOPMENT WITH PHP (22619)

The Practical Guide to Storing, Managing and Analyzing Big and Small Data

Embedded System Design

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Discrete Mathematics

Embedded Systems: An Integrated Approach

Principles and Practice

Guide to the ISTQB Advanced Certification as an Advanced Test Analyst

Computer System Organisation

Understanding Engineering Mathematics

Strategies for Effective Human-Computer Interaction

Programming with Java

The Scientist and Engineer's Guide to Digital Signal Processing

Principles of Database Management

A Practitioners Approach

A TEXTBOOK OF ENGINEERING CHEMISTRY

Principles of Digital Communication

Principles, Devices and Applications

Rdbms-Msbte

CAD/CAM/CIM

Mastering C++

Handbook of Software Engineering

Machine Drawing

Data Communications and Networking

Mass Transfer-II

Software Engineering

Advanced Software Testing - Vol.1, 2nd Edition

A CONCISE STUDY

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## NIGEL SASHA

*SOFTWARE PROJECT MANAGEMENT* Tata McGraw-Hill Education

The sixth edition of this most trusted book on JAVA for beginners is here with some essential updates. Retaining its quintessential style of concept explanation with exhaustive programs, solved examples, and illustrations, this test takes the journey of understanding JAVA to slightly higher level. The book introduces readers to some of the Core JAVA topics like JDBC, Java Servlets, Java Beans, Lambada Expression and much more. Practical real-life projects will give a better understanding of JAVA usage and make students industry-ready.

*Theory and Practice* John Wiley & Sons  
For nearly ten years, the Unified Modeling

Language (UML) has been the industry standard for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system. As the de facto standard modeling language, the UML facilitates communication and reduces confusion among project stakeholders. The recent standardization of UML 2.0 has further extended the language's scope and viability. Its inherent expressiveness allows users to model everything from enterprise information systems and distributed Web-based applications to real-time embedded systems. In this eagerly anticipated revision of the best-selling and definitive guide to the use of the UML, the creators of the language provide a tutorial to its core aspects in a two-color format designed to facilitate learning. Starting with an overview of the UML, the book explains the language gradually by introducing a few concepts and notations

in each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of The Unified Modeling Language User Guide an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs New details and updated coverage of provided and required interfaces, collaborations, and UML profiles Additions and changes to discussions of sequence diagrams, activity diagrams, and more Coverage of many other changes introduced by the UML 2.0 specification With this essential guide, you will quickly get up to speed on the latest features of

the industry standard modeling language and be able to apply them to your next software project.

**Basic Electronics** Tata McGraw-Hill Education

This well-established and highly appreciated book, now in its Third Edition, continues to build on the strength of the previous two editions. While retaining many of the existing topics, Professor S.A. Kelkar, with his wealth of experience and expertise, gives an up-to-date analysis of the subject, incorporating several new topics. The book is suffused with illustrations to reinforce the concepts discussed. As software project management is a core course in Computer Science and Engineering and Information Technology, and is a preferred choice of many management students, this book should be treasured by the readers, both for its utility and novelty of treatment. Intended as a text for undergraduate and postgraduate students of Computer Science and Engineering and Information Technology, this concise and compact book would be extremely useful also to the postgraduate students of Computer Applications and postgraduate students of Management specializing in IT. New to This Edition Three Appendices on Nutshell: Managing Complex Projects; Overview of IT Service Management; and Emotional Intelligence in Project Management are included. Chapter 1 has been reorganized to make it more comprehensive. Chapter 2 has been split into three chapters (Chapters 2, 3 and 4). Each chapter deals with project management basics, planning, and control, emphasizing stakeholder management, quality management, and earned management.

**Designing the User Interface** Springer  
The popular programming language is now used for writing many different kinds of programs, from compilers and assemblers to spreadsheets and games. Assuming only familiarity with basic programming concepts such as variables and looping, this text covers all aspects of the C language.

*Introduction to Data Communications and Networking* Simon and Schuster

Basic Civil Engineering is designed to enrich the preliminary conceptual knowledge about civil engineering to the students of non-civil branches of engineering. The coverage includes materials for construction, building construction, basic surveying and other major topics like environmental engineering, geo-technical engineering, transport traffic and urban engineering, irrigation & water supply engineering and CAD.

Digital Electronics Pearson Education India  
Rdbms-MsbteTata McGraw-Hill Education  
Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition  
Pearson Higher Ed  
APPLYING UML & PATTERNS 3RD EDITION  
John Wiley & Sons

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

**A Unified Hardware/Software Introduction** John Wiley & Sons

The book gives an exhaustive exposition of the fundamental concepts, techniques and devices in Basic Electronics Engineering. The book covers the basic course in basic electronics of almost all the Indian technical universities and some foreign universities as well. It is particularly well suited undergraduate students of all Engineering disciplines. Diploma students of EEE and ECE will find useful too. Basic Electronics is designed as the one-stop solution for those attempting to teach as well as study a course on Basic Electronics. The carefully developed pedagogy will help the instructor pick thought-provoking questions for tutorials and examinations, as well as allow plenty of practice for the students. Salient Features • Approach modular, and exposition of subject matter through illustrations • Block-diagrams and circuit diagrams used aplenty to enhance understanding • Pedagogy count and features: • Solved Examples- 136 • MCQs- 189 • Review Questions- 235 • Problems- 163 • Diagrams- 409

Pearson

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

*C by Example* Technical Publications  
About the Book: Written by three distinguished authors with ample

academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

**Software Engineering** McGraw-Hill College

"A textbook for beginners in security. In this new first edition, well-known author Behrouz Forouzan uses his accessible writing style and visual approach to simplify the difficult concepts of cryptography and network security. This edition also provides a website that includes Powerpoint files as well as instructor and students solutions manuals. Forouzan presents difficult security topics from the ground up. A gentle introduction to the fundamentals of number theory is provided in the opening chapters, paving the way for the student to move on to more complex security and cryptography topics. Difficult math concepts are organized in appendices at the end of each chapter so that students can first learn the principles, then apply the technical background. Hundreds of examples, as well as fully coded programs, round out a practical, hands-on approach which encourages students to test the material they are learning."--Publisher's website.

WEB BASED APPLICATION DEVELOPMENT WITH PHP (22619) Rocky Nook, Inc.

The renowned communications theorist Robert Gallager brings his lucid writing style to the study of the fundamental system aspects of digital communication for a one-semester course for graduate students. With the clarity and insight that have characterized his teaching and earlier textbooks, he develops a simple framework and then combines this with careful proofs to help the reader understand modern systems and simplified models in an intuitive yet precise way. A strong narrative and links between theory and practice reinforce this concise, practical presentation. The book begins with data compression for arbitrary sources. Gallager then describes how to modulate the resulting binary data for transmission over wires, cables, optical fibers, and wireless channels. Analysis and intuitive interpretations are developed for channel noise models, followed by coverage of the principles of detection, coding, and decoding. The various concepts covered are brought together in a description of wireless communication, using CDMA as a case study.

The Practical Guide to Storing, Managing and Analyzing Big and Small Data Nirali Prakashan

Any good text book, particularly that in the

fast changing fields such as engineering & technology, is not only expected to cater to the current curricular requirements of various institutions but also should provide a glimpse towards the latest developments in the concerned subject and the relevant disciplines. It should guide the periodic review and updating of the curriculum.

**Embedded System Design** PHI Learning Pvt. Ltd.

*Embedded Systems: An Integrated Approach* is exclusively designed for the undergraduate courses in electronics and communication engineering as well as computer science engineering. This book is well-structured and covers all the important processors and their applications in a sequential manner. It begins with a highlight on the building blocks of the embedded systems, moves on to discuss the software aspects and new processors and finally concludes with an insightful study of important applications. This book also contains an entire part dedicated to the ARM processor, its software requirements and the programming languages. Relevant case studies and examples supplement the main discussions in the text.

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This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors ("hardware") and general-purpose processors ("software"), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, control systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering departments.

*Discrete Mathematics* McGraw-Hill Education

Introductory, theory-practice balanced text teaching the fundamentals of databases to advanced undergraduates or graduate

students in information systems or computer science.

*Embedded Systems: An Integrated Approach* Cambridge University Press  
Studying engineering, whether it is mechanical, electrical or civil relies heavily on an understanding of mathematics. This new textbook clearly demonstrates the relevance of mathematical principles and shows how to apply them to solve real-life engineering problems. It deliberately starts at an elementary level so that students who are starting from a low knowledge base will be able to quickly get up to the level required. Students who have not studied mathematics for some time will find this an excellent refresher. Each chapter starts with the basics before gently increasing in complexity. A full outline of essential definitions, formulae, laws and procedures are introduced before real world situations, practicals and problem solving demonstrate how the theory is applied. Focusing on learning through practice, it contains examples, supported by 1,600 worked problems and 3,000 further problems contained within exercises throughout the text. In addition, 34 revision tests are included at regular intervals. An interactive companion website is also provided containing 2,750 further problems with worked solutions and instructor materials

*Principles and Practice* New Age International

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineering through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new

trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).  
*Guide to the ISTQB Advanced Certification as an Advanced Test Analyst* McGraw-Hill Science, Engineering & Mathematics  
A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices.  
*Software Testing and Quality Assurance: Theory and Practice* equips readers with a solid understanding of: Practices that support the production of quality software  
Software testing techniques  
Life-cycle models for requirements, defects, test cases, and test results  
Process models for units, integration, system, and acceptance testing  
How to build test teams, including recruiting and retaining test engineers  
Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model  
Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

*Computer System Organisation* Nirali Prakashan

This is a thorough introduction to the concepts underlying networking technology, from physical carrier media to protocol suites (for example, TCP/IP). The author includes historical material to show the logic behind the development of a given mechanism, and also includes comprehensive discussions of increasingly important material, such as B-ISDN (Broadband Integrated Services Digital Network) and ATM (Asynchronous Transmission Mode).

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