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Things (EASIEST METHOD) ~~TATTOOING Close Up (in Slow Motion) - Smarter Every Day 122~~  
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Doing Hard Time: Developing Real-Time Systems with UML ...

Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns [With \*] Bruce Powel Douglass details a proven methodology that allows the average

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software programmer to have substantial success "doing hard time" -- in other words, designing and coding software for the booming real-time and embedded systems market.

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9780201498370: Doing Hard Time: Developing Real-Time ...

Doing Hard Time is written to facilitate the daunting process of developing real-time systems. It presents an embedded systems programming methodology that has been proven successful in practice. The process outlined in this book allows application developers to apply practical techniques--garnered from the mainstream areas of object-oriented software development--to meet the demanding qualifications of real-time programming.

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@inproceedings{Douglass1999DoingHT, title={Doing hard time: developing real-time systems with uml}, author={B. Douglass}, year={1999} }

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Doing Hard Time: Developing Real-Time Systems with UML, Objects, Frameworks, and Patterns (paperback) (The Addison-wesley Object Technology Series)

Amazon.com: Customer reviews: Doing Hard Time: Developing ...

Doing hard time : developing real-time systems with UML, objects, frameworks, and patterns. by. Douglass, Bruce Powel. Publication date. 1999. Topics. UML (Computer science), Embedded computer systems -- Programming, Eingebettetes System, Echtzeitsystem, UML, Softwareentwicklung. Publisher.

Doing hard time : developing real-time systems with UML ...

software programmer to have substantial success doing hard time in other words designing and coding software for the booming doing hard time developing real time systems with uml objects frameworks and patterns amazonit bruce powel douglass libri in altre lingue doing hard time is written to facilitate the daunting process of developing real time systems it presents an embedded systems programming methodology that has been proven successful in practice the process outlined in this book

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Douglass, Doing Hard Time: Developing Real-Time Systems ...

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Object Technology Ser.: Doing Hard Time : Developing Real ...

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## Frameworks And Patterns

INTRODUCTION : #1 Doing Hard Time ## PDF Doing Hard Time Developing Real Time Systems With Uml Objects Frameworks And Patterns ## Uploaded By Dean Koontz, doing hard time is written to facilitate the daunting process of developing real time systems it presents an embedded systems programming methodology that has been proven successful in practice the

Doing Hard Time is written to facilitate the daunting process of developing real-time systems. It presents an embedded systems programming methodology that has been proven successful in practice. The process outlined in this book allows application developers to apply practical techniques - garnered from the mainstream areas of object-oriented software development - to meet the demanding qualifications of real-time programming. Bruce Douglass offers ideas that are up-to-date with the latest concepts and trends in programming. By using the industry standard Unified Modeling Language (UML), as well as the best practices from object technology, he guides you through the intricacies and specifics of real-time systems development. Important topics such as schedulability, behavioral patterns, and real-time frameworks are demystified, empowering you to become a more effective real-time programmer.

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Real-time and embedded systems face the same development challenges as traditional software: shrinking budgets and shorter timeframes. However, these systems can be even more difficult to successfully develop due to additional requirements for timeliness, safety, reliability, minimal resource use, and, in some cases, the need to support rigorous industry standards. In *Real-Time Agility*, leading embedded-systems consultant Bruce Powel Douglass reveals how to leverage the best practices of agile development to address all these challenges. Bruce introduces the Harmony/ESW process: a proven, start-to-finish approach to software development that can reduce costs, save time, and eliminate potential defects. Replete with examples, this book provides an ideal tutorial in agile methods for real-time and embedded-systems developers. It also serves as an invaluable "in the heat of battle" reference guide for developers working to advance projects, both large and small. Coverage includes How Model-Driven Development (MDD) and agile methods work synergistically The Harmony/ESW process, including roles, workflows, tasks, and work products Phases in the Harmony/ESW microcycle and their implementation Initiating a real-time agile project, including the artifacts you may (or may not) need Agile analysis, including the iteration plan, clarifying requirements, and validation The three levels of agile design: architectural, mechanistic, and detailed Continuous integration strategies and end-of-the-microcycle validation testing How Harmony/ESW's agile process self-optimizes by identifying and managing issues related to schedule, architecture, risks, workflows, and the process itself

"This book isn't just another introduction to use cases. The authors have used their wealth of

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experience to produce an excellent and insightful collection of detailed examples, explanations, and advice on how to work with use cases." □Maria Ericsson The toughest challenge in building a software system that meets the needs of your audience lies in clearly understanding the problems that the system must solve. Advanced Use Case Modeling presents a framework for discovering, identifying, and modeling the problem that the software system will ultimately solve. Software developers often employ use cases to specify what should be performed by the system they're constructing. Although use case-driven analysis, design, and testing of software systems has become increasingly popular, little has been written on the role of use cases in the complete software cycle. This book fills that need by describing how to create use case models for complex software development projects, using practical examples to explain conceptual information. The authors extend the work of software visionary Ivar Jacobson, using the Unified Modeling Language (UML) as the notation to describe the book's models. Aimed primarily at software professionals, Advanced Use Case Modeling also includes information that relates use case technique to business processes. This book presents a process for creating and maintaining use case models in a framework that can be fully customized for your organization. The authors, pioneers in the application of use cases in software development, bring their extensive experience to cover topics such as: A process model for applying a use case model How to keep your use case modeling effort on track Tips and pitfalls in use case modeling How to organize your use case model for large-system development Similarities between Advanced Use Case Modeling and the Rational Unified Process framework Effect of use cases on user interface design Guidelines for quality use case modeling

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"The Japanese samurai Musashi wrote: 'One can win with the long sword, and one can win with the short sword. Whatever the weapon, there is a time and situation in which it is appropriate.' "Similarly, we have the long RUP and the short RUP, and all sizes in between. RUP is not a rigid, static recipe, and it evolves with the field and the practitioners, as demonstrated in this new book full of wisdom to illustrate further the liveliness of a process adopted by so many organizations around the world. Bravo!" --Philippe Kruchten, Professor, University of British Columbia "The Unified Process and its practices have had, and continue to have, a great impact on the software industry. This book is a refreshing new look at some of the principles underlying the Unified Process. It is full of practical guidance for people who want to start, or increase, their adoption of proven practices. No matter where you are today in terms of software maturity, you can start improving tomorrow." --Ivar Jacobson, Ivar Jacobson Consulting "Kroll and MacIsaac have written a must-have book. It is well organized with new principles for software development. I encounter many books I consider valuable; I consider this one indispensable, especially as it includes over 20 concrete best practices. If you are interested in making your software development shop a better one, read this book!" --Ricardo R. Garcia, President, Global Rational User Group Council, [www.rational-ug.org/index.php](http://www.rational-ug.org/index.php) "Agile software development is real, it works, and it's here to stay. Now is the time to come up to speed on agile best practices for the Unified Process, and this book provides a great starting point." --Scott W. Ambler, practice leader, Agile Modeling "IBM and the global economy have become increasingly dependent on software over the last decade, and our industry has evolved some discriminating best practices. Per and Bruce have captured the principles and

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practices of success in this concise book; a must for executives, project managers, and practitioners. These ideas are progressive, but they strike the right balance between agility and governance and will form the foundation for successful systems and software developers for a long time." --Walker Royce, Vice President, IBM Software Services-Rational "Finally, the RUP is presented in digestible, byte-size pieces. Kroll and Maclsaac effectively describe a set of practices that can be adopted in a low-ceremony, ad hoc fashion, suited to the culture of the more agile project team, while allowing them to understand how to scale their process as needed." --Dean Leffingwell, author and software business advisor and executive "This text fills an important gap in the knowledge-base of our industry: providing agile practices in the proven, scalable framework of the Unified Process. With each practice able to be throttled to the unique context of a development organization, Kroll and Maclsaac provide software teams with the ability to balance agility and discipline as appropriate for their specific needs." --Brian G. Lyons, CTO, Number Six Software, Inc. In *Agility and Discipline Made Easy*, Rational Unified Process (RUP) and Open Unified Process (OpenUP) experts Per Kroll and Bruce Maclsaac share twenty well-defined best practices that you and your team can start adopting today to improve the agility, predictability, speed, and cost of software development. Kroll and Maclsaac outline proven principles for software development, and supply a number of supporting practices for each. You'll learn what problems each practice addresses and how you can best leverage RUP and OpenUP (an open-source version of the Unified Process) to make the practice work for you. You'll find proactive, prescriptive guidance on how to adopt the practices with minimal risk and implement as much or as little of RUP or OpenUP as you want. Learn how to apply sample practices from the Unified Process so you can Execute your project in

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iterations Embrace and manage change Test your own code Describe requirements from the user perspective Architect with components and services Model key perspectives Whether you are interested in agile or disciplined development using RUP, OpenUP, or other agile processes, this book will help you reduce the anxiety and cost associated with software improvement by providing an easy, non-intrusive path toward improved results--without overwhelming you and your team.

Use case analysis is a methodology for defining the outward features of a software system from the user's point of view. Applying Use Cases, Second Edition, offers a clear and practical introduction to this cutting-edge software development technique. Using numerous realistic examples and a detailed case study, you are guided through the application of use case analysis in the development of software systems. This new edition has been updated and expanded to reflect the Unified Modeling Language (UML) version 1.3. It also includes more complex and precise examples, descriptions of the pros and cons of various use case documentation techniques, and discussions on how other modeling approaches relate to use cases. Applying Use Cases, Second Edition, walks you through the software development process, demonstrating how use cases apply to project inception, requirements and risk analysis, system architecture, scheduling, review and testing, and documentation. Key topics include: Identifying use cases and describing actors Writing the flow of events, including basic and alternative paths Reviewing use cases for completeness and correctness Diagramming use cases with activity diagrams and sequence diagrams Incorporating user interface description and data description documents Testing architectural patterns and designs with

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use cases Applying use cases to project planning, prototyping, and estimating Identifying and diagramming analysis classes from use cases Applying use cases to user guides, test cases, and training material An entire section of the book is devoted to identifying common mistakes and describing their solutions. Also featured is a handy collection of documentation templates and an abbreviated guide to UML notation. You will come away from this book with a solid understanding of use cases, along with the skills you need to put use case analysis to work.

The Classic Guide to ATL—Now Updated for ATL 8 and Visual Studio 2005 Four leading Windows programming experts systematically reveal ATL's inner workings, explaining not just how ATL works, but why it works the way it does. Client-side developers will master ATL's resources for windowing, COM control, MFC integration, web service proxy generation, and more. Server-side programmers will discover ATL's full COM server and object services, and its extensive support for high-throughput, high-concurrency web applications, and services. Every Windows developer will learn powerful ways to increase flexibility, reduce overhead, and maximize transparency and control. • Discover ATL's internals through diagrams, example code, and internal ATL implementation code • Walk through wizards that simplify ATL usage in common applications • Master string handling in C++, COM, and ATL • Leverage ATL smart types, including CComPtr, CComQIPtr, CComBSTR, and CComVariant • Understand and choose the right options for implementing IUnknown • Create glue code that exposes COM objects from COM servers • Use canned interface implementations to support object persistence, COM collections, enumerators, and connection points • Build standalone applications and UI components with ATL window classes and controls • Use ATL Server to

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develop web applications that run on Microsoft IIS

Object-Oriented Design with Applications has long been the essential reference to object-oriented technology, which, in turn, has evolved to join the mainstream of industrial-strength software development. In this third edition--the first revision in 13 years--readers can learn to apply object-oriented methods using new paradigms such as Java, the Unified Modeling Language (UML) 2.0, and .NET. The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers, including systems architecture, data acquisition, cryptanalysis, control systems, and Web development. They illustrate essential concepts, explain the method, and show successful applications in a variety of fields. You'll also find pragmatic advice on a host of issues, including classification, implementation strategies, and cost-effective project management. New to this new edition are An introduction to the new UML 2.0, from the notation's most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling--as eagerly requested by readers--with five chapters that each delve into one phase of the overall development lifecycle. Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model, such as abstraction, encapsulation, modularity, and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object-oriented programming languages This is the seminal text for anyone who wishes to use object-oriented technology to manage

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the complexity inherent in many kinds of systems. Sidebars Preface Acknowledgments About the Authors Section I: Concepts Chapter 1: Complexity Chapter 2: The Object Model Chapter 3: Classes and Objects Chapter 4: Classification Section II: Method Chapter 5: Notation Chapter 6: Process Chapter 7: Pragmatics Chapter 8: System Architecture: Satellite-Based Navigation Chapter 9: Control System: Traffic Management Chapter 10: Artificial Intelligence: Cryptanalysis Chapter 11: Data Acquisition: Weather Monitoring Station Chapter 12: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading Notes Glossary Classified Bibliography Index

"This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines. Even for people not working with the Unified Process, the book is still of great use. UML 2 and the Unified Process, Second Edition is a must-read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner." --Roland Leibundgut, Technical Director, Zuehlke Engineering Ltd. "This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the different aspects needed to satisfy it. " --Eric Naiburg, Market Manager, Desktop Products, IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object-oriented analysis and design using UML 2. It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process (UP). UML 2 and the Unified Process contains a wealth of practical, powerful, and useful techniques that you can apply immediately. As you progress through the text, you will learn OO analysis and design

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techniques, UML syntax and semantics, and the relevant aspects of the UP. The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO analyst and designer. This book provides Chapter roadmaps, detailed diagrams, and margin notes allowing you to focus on your needs Outline summaries for each chapter, making it ideal for revision, and a comprehensive index that can be used as a reference New to this edition: Completely revised and updated for UML 2 syntax Easy to understand explanations of the new UML 2 semantics More real-world examples A new section on the Object Constraint Language (OCL) Introductory material on the OMG's Model Driven Architecture (MDA) The accompanying website provides A complete example of a simple e-commerce system Open source tools for requirements engineering and use case modeling Industrial-strength UML course materials based on the book

The award-winning and highly influential *Software Architecture in Practice*, Third Edition, has been substantially revised to reflect the latest developments in the field. In a real-world setting, the book once again introduces the concepts and best practices of software architecture—how a software system is structured and how that system’s elements are meant to interact. Distinct from the details of implementation, algorithm, and data representation, an architecture holds the key to achieving system quality, is a reusable asset that can be applied to subsequent systems, and is crucial to a software organization’s business strategy. The authors have structured this edition around the concept of architecture influence cycles. Each cycle shows how architecture influences, and is influenced by, a particular context in which architecture plays a critical role. Contexts include technical environment, the life cycle of a project, an

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organization's business profile, and the architect's professional practices. The authors also have greatly expanded their treatment of quality attributes, which remain central to their architecture philosophy—with an entire chapter devoted to each attribute—and broadened their treatment of architectural patterns. If you design, develop, or manage large software systems (or plan to do so), you will find this book to be a valuable resource for getting up to speed on the state of the art. Totally new material covers Contexts of software architecture: technical, project, business, and professional Architecture competence: what this means both for individuals and organizations The origins of business goals and how this affects architecture Architecturally significant requirements, and how to determine them Architecture in the life cycle, including generate-and-test as a design philosophy; architecture conformance during implementation; architecture and testing; and architecture and agile development Architecture and current technologies, such as the cloud, social networks, and end-user devices

This volume contains the proceedings of FTRTFT 2002, the International Symposium on Formal Techniques in Real-Time and Fault-Tolerant Systems, held at the University of Oldenburg, Germany, 9–12 September 2002. This symposium was the seventh in a series of FTRTFT symposia devoted to problems and solutions in safe system design. The previous symposia took place in Warwick 1990, Nijmegen 1992, Lubbeck 1994, Uppsala 1996, Lyngby 1998, and Pune 2000. Proceedings of these symposia were published as volumes 331, 571, 863, 1135, 1486, and 1926 in the LNCS series by Springer-Verlag. This year the symposium was co-sponsored by IFIP Working Group 2.2 on Formal Description of Programming Concepts. The symposium presented advances in the development and use of formal techniques in the

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design of real-time, hybrid, fault-tolerant embedded systems, covering all stages from requirements analysis to hardware and/or software - plementation. Particular emphasis was placed on UML-based development of real-time systems. Through invited presentations, links between the dependable systems and formal methods research communities were strengthened. With the increasing use of such formal techniques in industrial settings, the conference aimed at stimulating cross-fertilization between challenges in industrial usages of formal methods and advanced research.

Inresponsetothecallforpapers,39submissionswerereceived.Eachsubm- sion was reviewed by four program committee members assisted by additional referees. At the end of the reviewing process, the program committee accepted 17 papers for presentation at the symposium.

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