Acquisition Of Software Engineering Knowledge Series On Software Engineering And Knowledge Engineering Volume 14

#Software Engineering Knowledge #Knowledge Engineering Series #Acquisition Software Engineering #Volume 14 Software Engineering #SE KE Knowledge Acquisition

Explore Volume 14 of this insightful series, focusing on the Acquisition of Software Engineering Knowledge. This edition delves deep into the methodologies for gaining and applying expertise in Software Engineering, alongside comprehensive discussions on Knowledge Engineering, making it an invaluable resource for professionals and researchers alike.

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Acquisition of Software Engineering Knowledge

This is the first book that attempts to provide a framework in which to embed an automatic programming system based on evolutionary learning (genetic programming) into a traditional software engineering environment. As such, it looks at how traditional software engineering knowledge can be integrated with an evolutionary programming process in a symbiotic way.

Advances in Software Engineering and Knowledge Engineering

The papers collected in the book were invited by the editors as tutorial courses or keynote speeches for the Fourth International Conference on Software Engineering and Knowledge Engineering. It was the editors' intention that this book should offer a wide coverage of the main topics involved with the specifications, prototyping, development and maintenance of software systems and knowledge-based systems. The main issues in the area of software engineering and knowledge engineering are addressed and for each analyzed topic the corresponding of state research is reported. Contents:An Introduction to Software Architecture (D Garland & M Shaw)Modeling the Software Development Process (V Ambriola & C Montangero)Knowledge Representation in Current Design Methods (B I Blum)Unifying Multi-Paradigms in Software System Design (Y Deng & S K Chang)What is Logic Prgramming Good for in Software Engineering? (P Ciancarini & G Levi)Parallel Execution of Real-Time Petri Nets (C Ghezzi et al.)Introduction to Information Retrieval for Software Reuse (Y S Maarek)Issues in the Verification and Validation of Knowedge-Based Systems (R M O'Keefe) Readership: Computer scientists. keywords:

Machine Learning Applications In Software Engineering

Machine learning deals with the issue of how to build computer programs that improve their performance at some tasks through experience. Machine learning algorithms have proven to be of great practical value in a variety of application domains. Not surprisingly, the field of software engineering turns out to be a fertile ground where many software development and maintenance tasks could be formulated as learning problems and approached in terms of learning algorithms. This book deals with the subject of machine learning applications in software engineering. It provides an overview of machine learning, summarizes the state-of-the-practice in this niche area, gives a classification of the existing work, and offers some application guidelines. Also included in the book is a collection of previously published papers in this research area.

Handbook Of Software Engineering And Knowledge Engineering, Vol 3: Recent Advances

The book covers the recent new advances in software engineering and knowledge engineering. It is intended as a supplement to the two-volume handbook of software engineering and knowledge engineering. The editor and authors are well-known international experts in their respective fields of expertise. Each chapter in the book is entirely self-contained and gives in-depth information on a specific topic of current interest. This book will be a useful desktop companion for both practitioners and students of software engineering and knowledge engineering.

Handbook of Software Engineering and Knowledge Engineering

This is the first handbook to cover comprehensively both software engineering and knowledge engineering OCo two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic. The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering. Sample Chapter(s). Chapter 1.1: Introduction (97k). Chapter 1.2: Theoretical Language Research (97k). Chapter 1.3: Experimental Science (96k). Chapter 1.4: Evolutionary Versus Revolutionary (108k). Chapter 1.5: Concurrency and Parallelisms (232k). Chapter 1.6: Summary (123k). Contents: Computer Language Advances (D E Cooke et al.); Software Maintenance (G Canfora & A Cimitile); Requirements Engineering (A T Berztiss); Software Engineering Standards: Review and Perspectives (Y-X Wang); A Large Scale Neural Network and Its Applications (D Graupe & H Kordylewski); Software Configuration Management in Software and Hypermedia Engineering: A Survey (L Bendix et al.); The Knowledge Modeling Paradigm in Knowledge Engineering (E Motta); Software Engineering and Knowledge Engineering Issues in Bioinformatics (J T L Wang et al.); Conceptual Modeling in Software Engineering and Knowledge Engineering: Concepts, Techniques and Trends (O Dieste et al.); Rationale Management in Software Engineering (A H Dutoit & B Paech); Exploring Ontologies (Y Kalfoglou), and other papers. Readership: Graduate students, researchers, programmers, managers and academics in software engineering and knowledge engineering."

Software Engineering and Knowledge Engineering

This volume focuses on current and future trends in the interplay between software engineering and artificial intelligence. This interplay is now critical to the success of both disciplines, and it also affects a wide range of subject areas. The articles in this volume survey the significant work that has been accomplished, describe the state of the art, analyze the current trends, and predict which future directions have the most potential for success. Areas covered include requirements engineering, real-time systems, reuse technology, development environments and meta-environments, process representations, safety-critical systems, and metrics and measures for processes and products.

New Trends in Software Process Modeling

Over the years, a variety of software process models have been designed to structure, describe and prescribe the software systems construction process. More recently, software process modelling is increasingly dealing with new challenges raised by the tests that the software industry has to face.This book addresses these new trends in software process modeling related to: ? Processes for open source software;? Systems dynamics to model and simulate the software process;? Peopleware: the importance of people in the software development and by extension in the software process.One new software development trend is the development of open source projects. As such projects are a recent creation, the process model governing this type of developments is unfamiliar. This book deals with process modeling for open source software. It also deals with software process simulation applied to the management of software projects and improves the software development process capability according to CMM (Capability Maturity Model).Software development is a conjunction of: the organizational environment, the social environment and the technological environment. The inclusion of these environments will make it possible to output software process models that meet the specified organizational, cultural and technological requirements, providing an exhaustive analysis of the people in the software process, as well as supporting people-oriented software development. This book deals with the development of software by means of people-oriented process models that have proven to be very beneficial

Encyclopedia of Software Engineering Three-Volume Set (Print)

Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk

New Trends in Software Process Modelling

This is the first handbook to cover comprehensively both software engineering and knowledge engineering - two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic.The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering.Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

Software Engineering of Fault Tolerant Systems

Annotation. - Important recent advances in software engineering and knowledge engineering are discussed in depth- The third volume complements the first two volumes so that the three-volume handbook covers nearly all the important topics and technologies in software engineering and knowledge engineering.

Handbook Of Software Engineering And Knowledge Engineering, Vol 1: Fundamentals

This is the first handbook to cover comprehensively both software engineering and knowledge engineering - two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find this handbook useful when looking for solutions to practical problems. Researchers can use it for quick access to the background, current trends and most important references regarding a certain topic.The handbook consists of two volumes. Volume One covers the basic principles and applications of software engineering and knowledge engineering.Volume Two will cover the basic principles and applications of visual and multimedia software engineering, knowledge engineering, data mining for software knowledge, and emerging topics in software engineering and knowledge engineering.

Handbook of Software Engineering & Knowledge Engineering

This volume emphasizes the primary role played by images in computer science. In the last two decades images have replaced written texts; the enormous possibilities of the image language have overcome written language in an ever-more-restricted ambit.An image is better than one thousand words; so it was straightforward to apply visual language in the field of computer science. Nowadays everything that appears on a computer screen is an image, regardless of whether it is a word or a picture. Is it possible to realize an e-learning program without working in terms of images? The answer is undoubtedly no, even if several problems arise in this context: the qualitative and quantitative content of the image we need to use for a specific task; the psychological effect on the user, including the level of attention and the correct perception of the image significance. Most of these problems form the basis of image-understanding techniques.Widespread use of images requires organization of the information in the databank or database, whose dimensions are sometimes so wide as to be too complex to manage; therefore information retrieval techniques arise from this need. The new instruments used in image and/or remote diagnosis, image transmission, the respect of the law in force and the ever-more-relevant image storage capacity required for this task imply the use of techniques of visual language and information retrieval.The proceedings have been selected for coverage in: ? Index to Scientific & Technical Proceedings? (ISTP? / ISI Proceedings)? Index to Scientific & Technical Proceedings (ISTP CDROM version / ISI Proceedings)

Handbook of Software Engineering & Knowledge Engineering: Fundamentals

This volume focuses on current and future trends in the interplay between software engineering and artificial intelligence.This interplay is now critical to the success of both disciplines, and it also affects a wide range of subject areas. The articles in this volume survey the significant work that has been accomplished, describe the state of the art, analyze the current trends, and predict which future directions have the most potential for success. Areas covered include requirements engineering, real-time systems, reuse technology, development environments and meta-environments, process representations, safety-critical systems, and metrics and measures for processes and products.

Handbook Of Software Engineering And Knowledge Engineering, Vol 2: Emerging Technologies

There is a strong need for advances in the fields of image indexing and retrieval and visual query languages for multimedia databases. Image technology is facing both classical and novel problems for the organization and filtering of increasingly large amounts of pictorial data. Novel kinds of problems, such as indexing and high-level content-base, accessing to image databases, human interaction with multimedia systems, approaches to multimedial data, biometrics, data mining, computer graphics and augmented reality, have grown into real-life issues. The papers in this proceedings volume relate to the subject matter of multimedia databases and image communication. They offer different approaches which help to keep the field of research lively and interesting. Contents:A Context-Aware Framework for Multimodal Document Databases (A Celentano & O Gaggi)Endowing Geographic Information Systems with a Cognitive Level (A De Simone et al.)A Simple Fuzzy Extension to the Search of Documents on the Web (L i Lascio et al.)Developing a System for the Retrieval of Melodies from Web Repositories (R Distasi et al.)Fast Face Recognition Using Fractal Range/Domain Classification (D Riccio)A Method for 3D Face Recognition Based on Mesh Normals (S Ricciardi & G Sabatino)High-D Data Visualization Methods via Probabilistic Principal Surfaces for Data Mining Applications (A Staiano et al.)A Study on Recovering the Cloud-Top Height from Infra-Red Video Sequences (A Anzalone et al.)Powerful Tools for

Data Mining: Fractals, Power Laws, SVD and More (C Faloutsos)An Unsupervised Shot Classification System for News Video Story Detection (M De Santo et al.)3D-TV — The Future of Visual Entertainment (M A Magnor)Entropy as a Feature in the Analysis and Classification of Signals (A Casanova et al.) Readership: Academics and researchers in databases and communication. Keywords:Multimedia Databases;Indexing and High-Level Content-Based;Data Mining;Biometrics;Computer Graphics and Augmented Reality

Image

This book serves four separate but connected audiences: (1) This book expands on the software engineering outline expressed in SWEBOK, Version 3.0, i.e., to provide the "meat-on-the bones" where SWEBOK is the "bones. (2) When used as a software engineering tutorial, it can be used to provide a detailed software engineering education to university-level software engineering students. (3)When used as a software engineering study guide, this document can impart software engineering knowledge to assist practicing software engineers to take and pass the new IEEE Professional Software Engineering Master (PSEM) Certification exams. (4) When used as a software engineering overview, this book can be referenced by journeyman programmers to improve their background and understanding of software engineering fundamentals. This book will provide a comprehensive overview of software engineering knowledge and skills necessary for a well-qualified programmer to become an entry level "software engineer."

Image

Software Engineering: The Current Practice teaches students basic software engineering skills and helps practitioners refresh their knowledge and explore recent developments in the field, including software changes and iterative processes of software development. After a historical overview and an introduction to software technology and models, the book discusses the software change and its phases, including concept location, impact analysis, refactoring, actualization, and verification. It then covers the most common iterative processes: agile, directed, and centralized processes. The text also journeys through the software life span from the initial development of software from scratch to the final stages that lead toward software closedown. For Professionals The book gives programmers and software managers a unified view of the contemporary practice of software engineering. It shows how various developments fit together and fit into the contemporary software engineering mosaic. The knowledge gained from the book allows practitioners to evaluate and improve the software engineering processes in their projects. For Instructors Instructors have several options for using this classroom-tested material. Designed to be run in conjunction with the lectures, ideas for student projects include open source programs that use Java or C++ and range in size from 50 to 500 thousand lines of code. These projects emphasize the role of developers in a classroom-tailored version of the directed iterative process (DIP). For Students Students gain a real understanding of software engineering processes through the lectures and projects. They acquire hands-on experience with software of the size and quality comparable to that of industrial software. As is the case in the industry, students work in teams but have individual assignments and accountability.

Software Engineering And Knowledge Engineering: Trends For The Next Decade

The use of Knowledge Engineering and Agent Technology (KEAT) for application development is now recognized as an alternative to conventional software techniques in many application domains. From the background of the IFIP IT&KNOWS conference held in late 1998, this volume aims to discuss the role and the perspectives of domain models and corresponding reasoning processes in the different application fields under a common perspective to create conceptual bases and methods to develop and to improve the use of this type of approach in the context of information technology.

Multimedia Databases and Image Communication

This book describes in a detailed fashion the application of hybrid intelligent systems using soft computing techniques for intelligent control and mobile robotics. Soft Computing (SC) consists of several intelligent computing paradigms, including fuzzy logic, neural networks, and bio-inspired optimization algorithms, which can be used to produce powerful hybrid intelligent systems. The prudent combination of SC techniques can produce powerful hybrid intelligent systems that are capable of solving real-world problems. This is illustrated in this book with a wide range of applications, with particular emphasis in intelligent control and mobile robotics. The book is organized in five main parts, which contain a group

of papers around a similar subject. The first part consists of papers with the main theme of theory and algorithms, which are basically papers that propose new models and concepts, which can be the basis for achieving intelligent control and mobile robotics. The second part contains papers with the main theme of intelligent control, which are basically papers using bio-inspired techniques, like evolutionary algorithms and neural networks, for achieving intelligent control of non-linear plants. The third part contains papers with the theme of optimization of fuzzy controllers, which basically consider the application of bio-inspired optimization methods to automate the de-sign process of optimal type-1 and type-2 fuzzy controllers. The fourth part contains papers that deal with the application of SC techniques in times series prediction and intelligent agents. The fifth part contains papers with the theme of computer vision and robotics, which are papers considering soft computing methods for applications related to vision and robotics.

Software Engineering Design Knowledge Areas

This book constitutes the refereed proceedings of the 4th International Conference on Human-Centered Software Engineering, HCSE 2012, held in Toulouse, France, in October 2012. The twelve full papers and fourteen short papers presented were carefully reviewed and selected from various submissions. The papers cover the following topics: user interface design, examining the relationship between software engineering and human-computer interaction and on how to strengthen user-centered design as an essential part of software engineering process.

Software Engineering

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

Software Engineering Essentials

This is the refereed proceedings of the 9th International Symposium on Component-Based Software Engineering, CBSE 2006, held in Västerås, Sweden in June/July 2006. The 22 revised full papers and 9 revised short papers presented cover issues concerned with the development of software-intensive systems from reusable parts, the development of reusable parts, and system maintenance and improvement by means of component replacement and customization.

Knowledge Engineering and Agent Technology

Genetic Programming Theory and Practice V was developed from the fifth workshop at the University of Michigan’s Center for the Study of Complex Systems. It aims to facilitate the exchange of ideas and information related to the rapidly advancing field of Genetic Programming (GP). This volume is a unique and indispensable tool for academics, researchers and industry professionals involved in GP, evolutionary computation, machine learning and artificial intelligence.

Soft Computing for Intelligent Control and Mobile Robotics

This book constitutes, together with its compagnion LNCS 1606, the refereed proceedings of the International Work-Conference on Artificial and Neural Networks, IWANN'99, held in Alicante, Spain in June 1999. The 91 revised papers presented were carefully reviewed and selected for inclusion in the book. This volume is devoted to applications of biologically inspired artificial neural networks in various engineering disciplines. The papers are organized in parts on artificial neural nets simulation and implementation, image processing, and engineering applications.

Human-Centered Software Engineering

Within the framework of so-called second generation expert systems [62] knowledge modeling is one of the most important aspects. On the one hand, knowledge acquisition is no longer seen as

a knowledge transfer process, rather it is now considered as model construction process which is typically a cyclic and error prone process. On the other hand, the distinction between knowledge and symbol level descriptions [166] resulted in various proposals for conceptual knowledge models describing knowledge in an implementation independent way. One of the most prominent examples of such a conceptual model is the KADS model of expertise which is characterized by its clear distinction of different know ledge types and by the usage of specific modeling primitives to describe these different knowledge types [185]. The semi formal KADS expertise model entails all the advantages and disadvantages which have been identified for semi-formal system models e.g. in the software engineering community.

Guide to the Software Engineering Body of Knowledge (Swebok(r))

Alexander Dreiling investigates which information should be provided to management in order to prepare managers to make better decisions and act accordingly.

Component-Based Software Engineering

Chemical engineering applications have been a source of challenging optimization problems in terms of economics and technology. The goal of this book is to enable the reader to get instant information on fundamentals and advancements in chemical engineering. This book addresses ongoing evolutions of chemical engineering and provides overview to the sate of the art advancements. Molecular perspective is increasingly important in the refinement of kinetic and thermodynamic molding. As a result, much of the material was revised on industrial problems and their sophisticated solutions from known scientists around the world. These issues were divided in to two sections, fundamental advances and catalysis and reaction engineering. A distinct feature of this text continues to be the emphasis on molecular chemistry, reaction engineering and modeling to achieve rational and robust industrial design. Our perspective is that this background must be made available to undergraduate, graduate and professionals in an integrated manner.

Genetic Programming Theory and Practice V

The volume includes a set of selected papers extended and revised from the I2009 Pacific-Asia Conference on Knowledge Engineering and Software Engineering (KESE 2009) was held on December 19~ 20, 2009, Shenzhen, China. Volume 1 is to provide a forum for researchers, educators, engineers, and government officials involved in the general areas of Computer and Software Engineering to disseminate their latest research results and exchange views on the future research directions of these fields. 140 high-quality papers are included in the volume. Each paper has been peer-reviewed by at least 2 program committee members and selected by the volume editor Prof. Yanwen Wu. On behalf of this volume, we would like to express our sincere appreciation to all of authors and referees for their efforts reviewing the papers. Hoping you can find lots of profound research ideas and results on the related fields of Computer and Software Engineering.

Engineering Applications of Bio-Inspired Artificial Neural Networks

A special year like 1999 invites one to draw a balance of what has been achieved in the roughly 30 years of research and development in knowledge based systems (still abbreviated as XPS following the older term “expert systems”) and to take a look at th what the future may hold. For the 5 German conference on knowledge-based systems we therefore asked current and former speakers of the four working groups (FG’s) in the subdivision of knowledge-based systems (FA 1.5) of the German association of Informatics (GI) to present a survey of and future prospects for their respective fields: knowledge engineering, diagnosis, configuration, and case-based reasoning. An additional 14 technical papers deal with current topics in knowledge-based systems with an equal emphasis on methods and applications. They are selected from more than 50 papers accepted in the 4 parallel workshops of XPS-99: a) Knowledge Management, Organizational Memory and Reuse, b) various fields of applications, c) the traditional PuK Workshop (planning and configuration), and d) the GWCBR (German workshop on case-based reasoning). The other papers presented at these workshops are not included in this volume but are available as internal reports of Würzburg university together with the exhibition guide that emphasizing tool support for building knowledge based systems.

The Knowledge Acquisition and Representation Language, KARL

Knowledge Management and Knowledge Engineering is a fascinating ?eld of re- 1 search these days. In the beginning of EKAW , the modeling and acquisition of knowledge was the privilege of – or rather a burden for – a few knowledge engineers familiar with knowledge engineering paradigms and knowledge rep- sentationformalisms.While the aimhasalwaysbeentomodelknowledgedecl- atively and allow for reusability, the knowledge models produced in these early days were typically used in single and very speci?c applications and rarely - changed. Moreover, these models were typically rather complex, and they could be understood only by a few expert knowledge engineers. This situation has changed radically in the last few years as clearly indicated by the following trends: – The creation of (even formal) knowledge is now becoming more and more collaborative. Collaborative ontology engineering tools and social software platforms show the potential to leverage the wisdom of the crowds (or at least of “the many”) to lead to broader consensus and thus produce shared models which qualify better for reuse. – A trend can also be observed towards developing and publishing small but 2 3 4 high-impactvocabularies(e.g.,FOAF ,DublinCore ,GoodRelations)rather than complex and large knowledge models.

Myths, Narratives and the Dilemma of Managerial Support

A key solution for present and future technological problems is an integration systems approach. The challenging cross-discipline of integrated systems engineering is, perhaps, more easily accepted and implemented in the organizational structures of industries than in academia. The opportunity for both sides, leading researchers and industrial practitioners, in this field to exchange ideas, concepts and solutions has been provided at the IFAC symposia on integrated systems engineering. This postprint volume contains all those papers which were presented at the symposia, including the three plenary papers and the papers of the case study session as well as the summaries of the three discussion sessions.

Advances in Chemical Engineering

This is the first handbook to cover comprehensively both software engineering and knowledge en- gineering - two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and obtain useful information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art.

Software Engineering and Knowledge Engineering

Complete proceedings of the 5th International Conference on IS Management and Evaluation - Shaanxi, China Published by Academic Conferences and Publishing International Limited

XPS-99: Knowledge-Based Systems - Survey and Future Directions

Domain Oriented Systems Development is the sixth volume in the Advanced Information Processing Technology series of the Information Processing Society of Japan. It draws together a collection of research papers on domain analysis and modeling written by a group of software engineers and researchers from Japan, Korea, Canada and Austria. The

Knowledge Engineering: Practice and Patterns

Content Description #Includes bibliographical references and index.

Integrated Systems Engineering

Handbook of Software Engineering and Knowledge Engineering