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This book addresses issues concerning the engineering of system products that make use of computing technology. These systems may be products in their own right, for example a computer, or they may be the computerised control systems inside larger products, such as factory automation systems, transportation systems and vehicles, and personal appliances such as portable telephones. In using the term engineering the authors have in mind a development process that operates in an integrated sequence of steps, employing defined techniques that have some scientific basis. Furthermore we expect the operation of the stages to be subject to controls and standards that result in a product fit for its intended purpose, both in the hands of its users and as a business venture. Thus the process must take account of a wide range of requirements relating to function, cost, size, reliability and so on. It is more difficult to define the meaning of computing technology. These days this involves much more than computers and software. For example, many tasks that might be performed by software running in a general purpose computer can also be performed directly by the basic technology used to construct a computer, namely digital hardware. However, hardware need not always be digital; we live in an analogue world, hence analogue signals appear on the boundaries of our systems and it can sometimes be advantageous to allow them to penetrate further.

Object-Oriented Information Engineering: Analysis, Design, and Implementation discusses design, both its object-oriented and traditional development and analysis, on which the book gives much focus. The book begins with an introduction to information engineering and its phases, object-oriented information engineering, and object orientation. The text then moves on to more specific topics, such as business information requirements; detailed object modeling; business functions and subject areas; and individual object behaviors and object interactions. The book also explains the integration and validation of analysis models; object structure designs; and system designs and its different applications. The text is recommended for undergraduates and practitioners of computer and/or information engineers who want to learn more about object-oriented design, its relation with traditional design, and its analysis. The book is also for those who wish to contribute and conduct further studies in the field of object-oriented design.

This book presents a collection of original research papers focusing on the enabling aspects of Information and Communication Technologies. In particular, it focuses on the two topics of digital platforms and digital artefacts, and discusses their role in enabling organizations to achieve specific goals, to exploit innovative value propositions, or to leverage innovative coordination mechanisms. Adopting a multidisciplinary perspective on a variety of information systems topics, the book offers interesting insights for IS managers, business managers, and policymakers alike. It is based on a selection of the best research papers - original double-blind peer-reviewed

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contributions - presented at the annual conference of the Italian chapter of the AIS, held in Genoa (Italy) in November 2014.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

This book constitutes the proceedings of the 28th European Conference on Object-Oriented Programming, ECOOP 2014, held in Uppsala, Sweden, in July/August 2014. The 27 papers presented in this volume were carefully reviewed and selected from 101 submissions. They are organized in topical sections named: analysis; design; concurrency; types; implementation; refactoring; JavaScript, PHP and frameworks; and parallelism.

This book walks developers through every step of the object-oriented development process, showing how to tailor and document the development process that is ideal for their organizations. This book shows how to tailor your own object-oriented development process -- a process that delivers software more effectively and virtually documents itself. It presents new techniques for requirements gathering, performing initial object-oriented analysis, transitioning to object-oriented design from procedural environments, implementing a design, and validating the results. It includes comprehensive templates and examples for each phase of the lifecycle. It also presents a detailed case study of a complete project, with example workbook and work products. All object-oriented developers, regardless of the languages and environments they utilize.

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