How is software engineering done in practice? More specifically, how should today’s enterprise applications be developed?

This example-focused book has the answers.

Practical Software Engineering shows how to relate theories to industry practice by concentrating on systems design and implementation and by addressing non-trivial practical problems. It pivots on one main and two mini case studies, specially adapted to draw out educational points, and is loaded with supporting examples and tutorials.

This book provides broad coverage of software engineering for the development of large systems. It gives thorough treatment of the development lifecycle, modeling languages, engineering tools, project planning and process management. Iterative and incremental development is explained through three iterations of the main case study. In addition the book:

- Emphasizes object-oriented modeling and programming
- Makes extensive use of UML and patterns for requirements analysis and detailed design
- Recognizes the importance of databases and data engineering within software engineering
- Explains and uses components and business objects
- Covers multi-tier solutions including GUI and web clients, extending to databases via web and application servers
- Highlights application architectural design and refactoring
- Contains a CD with software development tools, case study models and Java and database code
- Is accompanied by a comprehensive website: www.booksites.net/maciaszek.

The book will change the way students learn about software engineering and will help IT professionals with their software development practices. It will also be a source of new development ideas and directions.

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