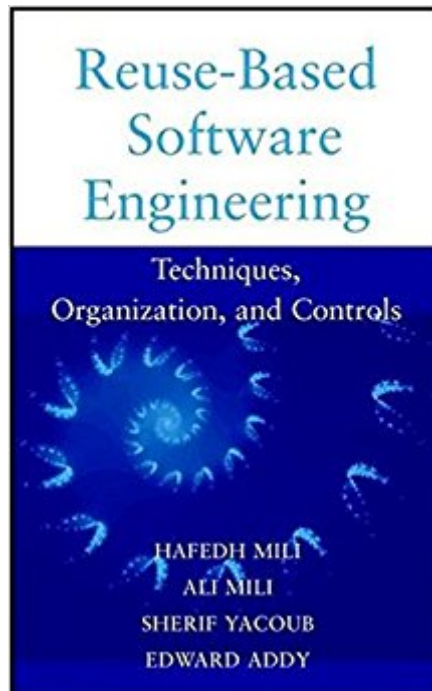


The book was found

Reuse-Based Software Engineering: Techniques, Organizations, And Controls



Synopsis

Integrating three important aspects of software reuse--technical, management, and organizational--this indispensable reference shows how these fundamental aspects are used in the development lifecycle of component-based software engineering and product line engineering. The book explores the basic foundations upon which reuse processes and approaches can be established and discusses state of the art and state of the practice of software reuse.

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Customer Reviews

Software engineering books are usually the most boring books you can find: you read them only if you have to. The reason is not because the subject is boring (it really is not), but because most of the software engineering researchers lack either knowledge, first hand experience, culture, intelligence, or combinations thereof. This one is an exception. It is the first time I read a book on software engineering with the impression that I learn important things, that the authors know what they are talking about, and do not try to sell propaganda, but to understand the real issues behind reuse. Taking reuse as a focal point, the book addresses and highlights most of the software engineering issues at stake in the last 20 years, from frameworks, patterns, oo programming up to metaclass programming and meta modeling. This makes it incidentally an ideal reference book for teaching software engineering in the large. Not only you get plenty of technical details and well crafted examples, but you also get a fully documented vision - so often lacking in this field : that the

whole point of engineering software is not only about solving problems, but also about solving them in the right way, elegantly, and so that the code produced is understandable, maintainable, etc. In short, that it makes sense.

"Reuse Based Software Engineering" is the best software reuse book that I have found. The coverage is exhaustive. The book is over 600 pages with 600 words per page - almost half a million words to reuse. The logical organization is detailed and facilitates domain modeling - the hierarchy goes to 3 levels in most places and has at the top level these sections: * Introduction * Organizational Aspects * Domain Engineering: Building for Reuse * Object-Oriented Domain Engineering * Application Engineering * Managerial Aspects of Software Reuse * Software Reuse Technologies. No other book has such a comprehensive coverage of both the technical and managerial issues. More work has been done in the past on the technical issues, and this book faithfully represents that emphasis. The section on Object-Oriented Domain Engineering is 230 pages long and includes many examples of code that would facilitate object-oriented reuse. The four authors are top international experts on software reuse. The book cites about 500 publications from the software reuse literature. In addition to covering all the major results of the past quarter century, the authors introduce some of their state of the art work. If you are seriously interested in software reuse, this book belongs in your collection.

The "Search Inside this Book" feature was not available for this book when this review was posted. Hope this helps:

TABLE OF CONTENTS

Preface

Acronyms and Symbols

Part I - Introduction

01 Software Reuse and Software Engineering

02 State of the Art and the Practice

03 Aspects of Software Reuse

Part II - Organizational Aspects

04 Software Reuse Organizations

05 Support Services

06 Institutionalizing Reuse

Part III - Domain Engineering: Building for Reuse

07 Building Reusable Assets: An Overview

08 Domain Analysis

09 Programming Paradigms and Reusability

Part IV - Object-Oriented Domain Engineering

10 A Pragmatic Introduction to Object Orientation

11 Abstraction and Parameterization Techniques in Object Orientation

12 Composition Techniques in Object Orientation

13 Application Frameworks

14 Architectural Frameworks

Part V - Application Engineering

15 Application Engineering

16 Component Storage and Retrieval

17 Reusable Asset Integration

Part VI - Managerial Aspects of Software Reuse

18 Software Reuse Metrics

19 Software Reuse Cost Estimation

20 Software Reuse Return on Investment

Part VII - Software Reuse Technologies

21 Component-Based Software Engineering (CBSE)

22 Product-Line Engineering (PLE)

23 COTS Based Development

Appendixes

Appendix A: Software Reuse Resources

Appendix

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Reuse-Based Software Engineering: Techniques, Organizations, and Controls Software Reuse for Dynamic Systems in the Cloud and Beyond: 14th International Conference on Software Reuse, ICSR 2015, Miami, FL, USA, January 4-6, ... (Lecture Notes in Computer Science) Safe and Secure Software Reuse: 13th International Conference on Software Reuse, ICSR 2013, Pisa, Italy, June 18-20, 2013, Proceedings (Lecture Notes in Computer Science) Software Reuse Techniques: Adding Reuse to the System Development Process Software Reuse: Guidelines and Methods (Software Science and Engineering) Practical Software Reuse (Wiley Series in Software Engineering Practice) Object-oriented software development: Engineering software for reuse Software Reuse: A Holistic Approach (Wiley Series in Software-Based Systems) Reuse of Off-the-Shelf Components: 9th International Conference on Software Reuse, ICSR 2006, Torino, Italy, June 12-15, 2006, Proceedings (Lecture Notes in Computer Science) Developing ActiveX Web Controls: The Hands-On Guide to Creating Powerful Controls on the Web Visual Developer Creating ActiveX Controls with Visual Basic 5: The Comprehensive Guide for Creating Powerful Web Controls Non-Functional Requirements in Software Engineering (International Series in Software Engineering) Constraint-Based Design Recovery for Software Reengineering: Theory and Experiments (International Series in Software Engineering) Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) Effective Software Maintenance and Evolution: A Reuse-Based Approach Software Reuse: A Standards-Based Guide Reengineering Software: How to Reuse Programming to Build New State-of-the-art Software Software Reuse: Advances in Software Reusability: 6th International Conference, ICSR-6 Vienna, Austria, June 27-29, 2000 Proceedings (Lecture Notes in Computer Science) IntAR, Interventions Adaptive Reuse, Volume 03; Adaptive Reuse in Emerging Economies Software Reuse: Methods, Techniques, and Tools: 8th International Conference, ICSR 2004, Madrid, Spain, July 5-9, 2004, Proceedings (Lecture Notes in Computer Science)

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