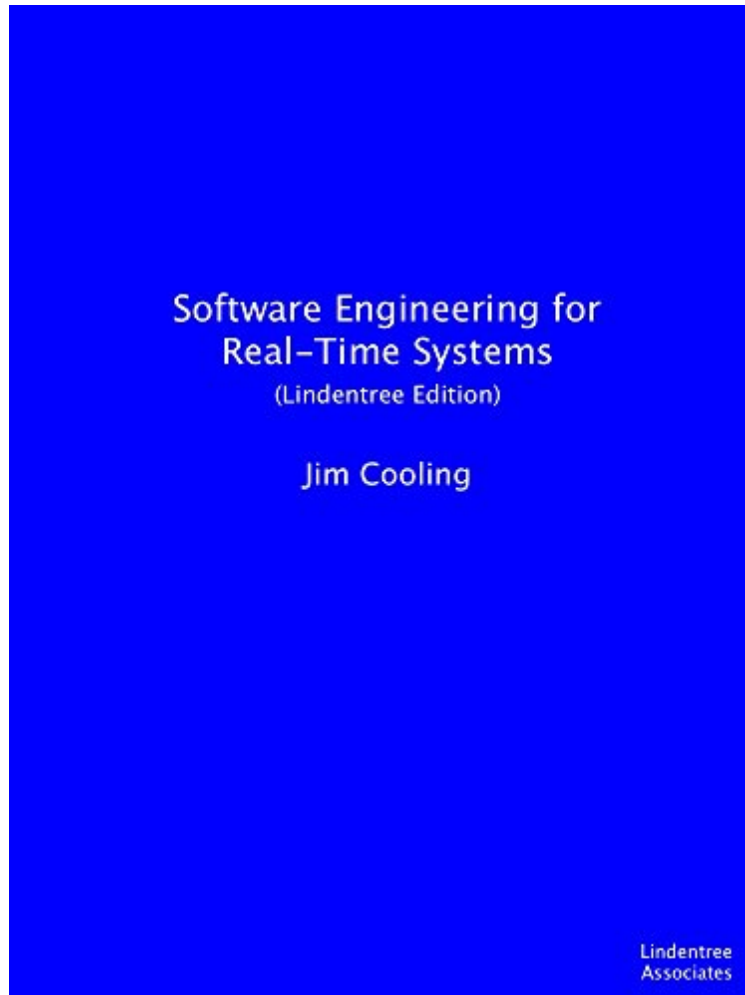


[Free pdf] Software Engineering for Real-Time Systems: Lindentree Edition (English Edition)

Software Engineering for Real-Time Systems: Lindentree Edition (English Edition)

Von Jim Cooling

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Produktinformation -Verkaufsrank: #271540 in eBooksVerffentlicht am: 2014-06-15Erscheinungsdatum: 2014-06-15File Name: B00L1FXOCY | File size: 63.Mb

Von Jim Cooling : Software Engineering for Real-Time Systems: Lindentree Edition (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Software Engineering for Real-Time Systems: Lindentree Edition (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. altbackenVon TobiasDas Buch scheint inhaltlich auf der Hhe der Zeit zu sein. Aber man merkt schon, dass der Stil der Zeit hinterherhinkt. Das Buch ist eine Neuauflage des 24 Jahre alten Vorgngers von Cooling. Leider wurden die Grafiken offenbar weder in die aktuelle Zeit gehievt noch auf einen einheitlichen Notationsstandard. Wenn UML verwendet wird, dann 1.x. Auerdem ist eigentlich positiv, dass Cooling zahlreiche Referenzen anfhrt; auffllig dagegen,

dass nur sehr wenige davon jünger als das Jahr 2000 sind. Das erzeugt unentwegt das Gefühl von "veraltet" und vereitelt bei mir jede Lust Inger zu lesen. Positiv ist allerdings der enorm breite Überblick, die Erklärung und Abgrenzung der bekannten Mechanismen und Techniken (wie fr das scheduling). Allgemein geht er auf den ganzen Entwicklungszyklus ein, von der Analyse bis zum Test, sehr umfassend. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Very good Von LEONID KORENTSVETS Software Engineering for Real Time Systems was the very beginning of my quest into software design. While reading this book I started to realize that it's not only about software but in fact about the system design in general. This book, together with some other has improved my system thinking considerably.

Kurzbeschreibung Five 5-star reviews at <https://www.com/dp/B00L1FXOCY> One 5-star review, one 4-star review at <https://www.co.uk/dp/B00L1FXOCY> One 5-star review, one 3-star review at <https://www.de/dp/B00L1FXOCY> This text provides a firm foundation in the knowledge, skills and techniques needed to develop and produce real-time, and in particular, embedded systems. Its core aim is to convince readers that real-time embedded systems need to be engineered in a rigorous, professional and organised way. It does this by taking the reader through all the key aspects of a total development approach, including analysis, specification, design and design methods, source code testing, performance issues and development tools. The material is suitable for both newcomers to the subject and experienced developers. Changes for the second edition. Chap.1 Real-Time Systems Setting the Scene. Updated and additional material on programmable SOC devices (FPGAs and Multicores). Chap.8 Practical Diagramming Methods. Significant rewrite and updates, particularly in the area of UML diagramming. Chap.12 Development Tools. Significant updating, with an emphasis on newer tools (e.g. Eclipse-based IDEs) and code examples being very much C-based. Note for lecturers who adopt this book as a required course textbook. Supporting material is available, covering both exercises (Word) and course slides (PowerPoint). This is provided free of charge. For further information contact me at cooling@lindentreeuk.co.uk Kurzbeschreibung Five 5-star reviews at <https://www.com/dp/B00L1FXOCY> One 5-star review, one 4-star review at <https://www.co.uk/dp/B00L1FXOCY> One 5-star review, one 3-star review at <https://www.de/dp/B00L1FXOCY> This text provides a firm foundation in the knowledge, skills and techniques needed to develop and produce real-time, and in particular, embedded systems. Its core aim is to convince readers that real-time embedded systems need to be engineered in a rigorous, professional and organised way. It does this by taking the reader through all the key aspects of a total development approach, including analysis, specification, design and design methods, source code testing, performance issues and development tools. The material is suitable for both newcomers to the subject and experienced developers. Changes for the second edition. Chap.1 Real-Time Systems Setting the Scene. Updated and additional material on programmable SOC devices (FPGAs and Multicores). Chap.8 Practical Diagramming Methods. Significant rewrite and updates, particularly in the area of UML diagramming. Chap.12 Development Tools. Significant updating, with an emphasis on newer tools (e.g. Eclipse-based IDEs) and code examples being very much C-based. Note for lecturers who adopt this book as a required course textbook. Supporting material is available, covering both exercises (Word) and course slides (PowerPoint). This is provided free of charge. For further information contact me at cooling@lindentreeuk.co.uk Synopsis This text provides a firm foundation in the knowledge, skills and techniques needed to develop and produce real-time, and in particular, embedded systems. It provides the arguments, examples, techniques and methodologies to demonstrate that the discipline of software engineering has much to offer the developer of real-time software. Written in an accessible style and complemented by numerous diagrams, it guides the reader through the steps of a total design approach: from initial definition of the task, through fundamentals of analysis, specification and design, to design methods and development tools, and finally documentation procedures. The comprehensive coverage and real-world perspective makes the book accessible and appealing to both beginners and experienced designers.