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Geometry Turned On Dynamic Software Development Dynamic Software Project Management Dynamic Software Development Modeling of Dynamic Software Product Lines Factors that Influence Mathematics Teachers' Use of Dynamic Software for Instruction Machine Learning for Dynamic Software Analysis: Potentials and Limits A Theory of Dynamic Software Updates Dynamic Software Review Model Clear, Correct, and Efficient Dynamic Software Updates Circle in a Dynamic Software Environment Investigation Into the Utility of the MSC ADAMS Dynamic Software for Simulating Robots and Mechanisms Practical Dynamic Software Updating Static and Dynamic Software Quality Metric Tools Whole-program Dynamic Software Updating Language and System Support for Dynamic Software Modification Machine Learning for Dynamic Software Analysis: Potentials and Limits Dynamic Software Updating Enterprise Software Sourcing Performance Dynamic Software Architectures Dynamic Software Project Management Mental Images and the Use of Dynamic Geometry Software in Mathematics Teaching and Learning Portable Cross-version Checkpointing and Recovery for Dynamic Software Updates Architecture Based Framework for Dynamic Software Adaptation Unified GUI Adaptation in Dynamic Software Product Lines Investigating Dynamic Software Processes A Taxonomy of Dynamic Software-fault Monitoring Tools Software Reuse for Dynamic Systems in the Cloud and Beyond Understanding Dynamic Software Behavior with Tools for Retroactive Investigation Circles in a Dynamic Software

Environment Use of Dynamic Geometry Software in High School Geometry The Potential and Challenges of the Use of Dynamic Software in Upper Secondary Mathematics An Ontology-Based Approach To Concern-Specific Dynamic Software Structure Monitoring Behavioural Properties and Dynamic Software Update for Concurrent Programs Advantages of Using Dynamic Geometry Software in a High School Class Room [i.e. Classroom] Time-adaptive Dynamic Software Reconfiguration for Embedded Software Dynamic Reteaming Introduction to System Dynamic Modelling and Vensim Software Predictable Dynamic Software Architectures Dynamic Software Architectures

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The ever changing nature of information makes the job of managing software development notoriously difficult. Dynamic Software Development: Managing Projects in Flux eases the burden by defining the principles, practices, skills, and techniques needed to manage a dynamic development environment. At a hands-on level, the text helps managers define t The ever changing nature of information makes the job of managing software development notoriously difficult. Dynamic Software Development: Managing Projects in Flux eases the burden

by defining the principles, practices, skills, and techniques needed to manage a dynamic development environment. At a hands-on level, the text helps managers define t This book opens the “black box” of software sourcing by explaining how dynamic software alignment is established and how it impacts business performance outcomes. By investigating how software-sourcing modes are related to value generation in the post-implementation phase, it shows researchers and managers the impact logic of on-demand, on-premises, and in-house software on dynamic fit and process-level performance outcomes in a client organization. It describes dynamic IT alignment as the key to success in a fast-moving digital world with software-as-a-service on the rise and highlights the fact that today companies can choose between developing software in-house (make) or sourcing packaged systems in an on-premises (buy) or an on-demand (lease) mode. This book is the first to explicitly compare these sourcing arrangements with each other in terms of alignment and business performance. The confrontation between the software professionals and legacy system is one of the major issues in the software engineering field. Efforts made in this regard for the formation of the Re-engineering process. The modern software industry is producing quality oriented software rather they go only for producing mere software. The re-engineering process is developed for the evolution of legacy software products in the current cutting edge global scenario; besides other this specific area lacks some compact review and inspection precautions. The authors of the research focused their efforts on the missing corners of inspection and review the robustness is obtained through incorporating each state of the art method in the process while taking care for the project variation under the harmonious flexibility .Initially the idea is planted in the student's project's soil. The result may

be helpful in the desire for efficient review and inspections contribution in software re-engineering process for modern technological and corporate needs. Machine learning of software artefacts is an emerging area of interaction between the machine learning and software analysis communities. Increased productivity in software engineering relies on the creation of new adaptive, scalable tools that can analyse large and continuously changing software systems. These require new software analysis techniques based on machine learning, such as learning-based software testing, invariant generation or code synthesis. Machine learning is a powerful paradigm that provides novel approaches to automating the generation of models and other essential software artifacts. This volume originates from a Dagstuhl Seminar entitled "Machine Learning for Dynamic Software Analysis: Potentials and Limits" held in April 2016. The seminar focused on fostering a spirit of collaboration in order to share insights and to expand and strengthen the cross-fertilisation between the machine learning and software analysis communities. The book provides an overview of the machine learning techniques that can be used for software analysis and presents example applications of their use. Besides an introductory chapter, the book is structured into three parts: testing and learning, extension of automata learning, and integrative approaches. An introduction of computer software into mathematics classrooms makes the didactical situation more complex compared with previous learning environments (Blomhøj, 2005). A technological tool becoming a mathematic work tool in the hands of the students is a process that has turned up unexpectedly complex (Artigue, 2002). In addition to this problem, the teachers as the users of the tool go through the same process, while, at the same time, trying to integrate the tool into their teaching activities in a

meaningful way. For these reasons it seems important to contribute to the research focused on the learning and teaching conditions in environments, where computer software is newly introduced, in order to better understand impacts of the introduction of different software in mathematics classrooms. In this study the dynamic mathematical software GeoGebra was used. GeoGebra is freely available for a number of platforms and has drawn much attention during the last years with growing user communities (www.GeoGebra.org). However, being generally available just recently, there are, comparatively, few studies on the use of GeoGebra in classroom settings. ?In this thesis the introduction and integration of GeoGebra was investigated in two studies with different perspectives. In the first study students' work with GeoGebra in their mathematical activities related to the integral concept has been researched. In the second study teachers' utilization of the didactical potential has been investigated. The results of the two studies show that GeoGebra as a mathematical tool in the hands of the students and the teachers can have a significant role in supporting their mathematical work if exploited in a, from a didactical perspective, adequate way. A learning and teaching environment based on GeoGebra bring with it a possibility to work with mathematical concepts in a broader way compared with blackboard based classrooms. GeoGebra's facilities makes it possible to communicate mathematics in different ways and expressing mathematical concepts in different representations in a more direct way than in non dynamical environments. Communicating mathematics in different ways and expressing mathematics knowledge through different representations is of significant importance for students, not least in relation to the new curriculum for mathematics in Sweden (The Swedish National Agency for Education, 2011), where these aspects are

explicitly named as aims for students to work towards. System dynamics simulation modelling technique is taught to students at undergraduate and graduate levels. The students are taught how to develop a system dynamics model of the system under study. This book is written to help students understand the concepts and fundamental elements of system dynamics simulation, and provide a step-by-step guide in conducting a system dynamics study. This book is suitable for students who are studying system dynamics simulation modelling at undergraduate and graduate levels. It offers the concepts and application of system dynamics as well as provides an approach for modelling effectively. Having read this book, the reader will be able to: Learn the concept of system dynamics simulation and its application, Understand the important steps of modelling process, and Conduct a system dynamics study successfully. The purpose of this thesis is to develop and design a dynamic software project management model that provides realistic decision support for large-scale software projects. This model is based upon the programmer/implementer's estimated completion time for each project task. Where tasks are configured as a precedence network. The model is dynamic since these estimates will be collected and updated over time. The basic model is composed of the program evaluation and review technique (PERT) network, the estimation mechanism, and the project graph mechanism. The PERT mechanism allows the users' to build the precedence network based upon project specific features. The estimation mechanism constructs time estimates based upon the user's inputs of man-months or upon the user's inputs to the Constructive Cost Model (COCOMO) model. These estimates are periodically updated and recorded using database technology using the revised estimates of the time needed to complete a given task. The project graph mechanism takes the recorded estimates

using precedence estimates using network depicts tasks which are critical and sustain slippage over time. By graphing these tasks over time it is clear when a task is critical and when a task enters the 95% complete syndrome. Machine learning of software artefacts is an emerging area of interaction between the machine learning and software analysis communities. Increased productivity in software engineering relies on the creation of new adaptive, scalable tools that can analyse large and continuously changing software systems. These require new software analysis techniques based on machine learning, such as learning-based software testing, invariant generation or code synthesis. Machine learning is a powerful paradigm that provides novel approaches to automating the generation of models and other essential software artifacts. This volume originates from a Dagstuhl Seminar entitled "Machine Learning for Dynamic Software Analysis: Potentials and Limits" held in April 2016. The seminar focused on fostering a spirit of collaboration in order to share insights and to expand and strengthen the cross-fertilisation between the machine learning and software analysis communities. The book provides an overview of the machine learning techniques that can be used for software analysis and presents example applications of their use. Besides an introductory chapter, the book is structured into three parts: testing and learning, extension of automata learning, and integrative approaches. Your team will change whether you like it or not. People will come and go. Your company might double in size or even be acquired. In this practical book, author Heidi Helfand shares techniques for reteaming effectively. Engineering leaders will learn how to catalyze team change to reduce the risk of attrition, learning and career stagnation, and the development of knowledge silos. Based on research into well-known software companies,

the patterns in this book help CTOs and team managers effectively integrate new hires into an existing team, manage a team that has lost members, or deal with unexpected change. You'll learn how to isolate teams for focused innovation, rotate team members for knowledge sharing, break through organizational apathy, and more. You'll explore: Real-world examples that demonstrate why and how organizations reteam Five reteaming patterns: One by One, Grow and Split, Isolation, Merging, and Switching Tactics to help you master dynamic reteaming in your company Stories that demonstrate problems caused by reteaming anti-patterns The web is a widely-available open application platform, where anyone can freely inspect a live program's client-side source code and runtime state. Despite these platform advantages, understanding and debugging dynamic behavior in web programs is still very challenging. Several barriers stand in the way of understanding dynamic behaviors: reproducing complex interactions is often impossible; finding and comparing a behavior's runtime states is time-consuming; and the code that implements a behavior is scattered across multiple DOM, CSS, and JavaScript files. This dissertation demonstrates that these barriers can be addressed by new program understanding tools that rely on the ability to capture a program execution and revisit past program states within it. We show that when integrated as part of a browser engine, deterministic replay is fast, transparent, and pervasive; and these properties make it a suitable platform for such program understanding tools. This claim is substantiated by several novel interfaces for understanding dynamic behaviors. These prototypes exemplify three strategies for navigating through captured program executions: (1) by visualizing and seeking to input events---such as user interactions, network callbacks, and asynchronous tasks; (2) by

retroactively logging program states and reverting execution back to log-producing statements; and (3) by working backwards from differences in visual output to the source code responsible for inducing output-affecting state changes. Some of these capabilities have been incorporated into the WebKit browser engine, demonstrating their practicality. Articles about the uses of active, exploratory geometry carried out with interactive computer software. This book constitutes the refereed proceedings of the 14th International Conference on Software Reuse for Dynamic Systems in the Cloud and Beyond, ICSR 2015, held in Miami, FL, USA, in January 2015. The 21 revised full papers presented together with 3 revised short papers were carefully reviewed and selected from 60 submissions. The papers cover several software engineering areas where software reuse is important, such as software product lines, domain analysis, open source, components, cloud, quality.

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