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This class was also offered in Course 13 (Department of Ocean Engineering) as 13.470J. In 2005, ocean engineering subjects became part of Course 2 (Department of Mechanical Engineering), and the 13.470J designation was dropped in lieu of 2.159J. Course Meeting Times. Lectures: 2 sessions / week, 1.5 hours / session

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Utilizing mathematical algorithms is an important aspect of recreating real-world problems in order to make important decisions. By generating a randomized algorithm that produces statistical patterns, it becomes easier to find solutions to countless situations. Stochastic Methods for Estimation and Problem Solving in Engineering provides emerging research on the role of random probability systems in mathematical models used in various fields of research. While highlighting topics, such as random probability distribution, linear systems, and transport profiling, this book explores the use and behavior of uncertain probability methods in business and science. This book is an important resource for engineers, researchers, students, professionals, and practitioners seeking current research on the challenges and opportunities of non-deterministic probability models.

Study of nature and the world around us has been a primary motivation for scientists and researchers for centuries. Advanced methods in the study of elementary particles have led to even greater discoveries in recent years. Innovative Applications and Developments of Micro-Pattern Gaseous Detectors focuses on the analysis and use of various gas detection systems, providing a detailed description of some of the most commonly used gas detectors and the science behind them. From early detectors to modern tools and techniques, this book will be of particular use to practitioners and researchers in chemical engineering and materials science, in addition to students and academicians concentrating in the field.

This book focuses on mobile learning design from both theoretical and practical perspectives. It introduces and discusses how mobile learning can be effectively integrated into curricula, highlighting the design of four key components of learning-centric pedagogy: Resource, Activity, Support and Evaluation in the context of mobile learning. It also investigates the learning theories underpinning mobile learning design, and includes case studies in different contexts. It provides practical insights that allow teachers to change and transform teaching practices using mobile technology. Anyone involved in mobile-technology enhanced learning and teaching will find this book both informative and useful.

"Software Engineering" presents a broad perspective on software systems engineering, concentrating on widely-used techniques for developing large-scale software systems. This best-selling book covers a wide spectrum of software processes from initial requirements elicitation through design and development to system evolution. It supports students taking undergraduate and graduate courses in software engineering. The sixth edition has been restructured and updated, important new topics have been added and obsolete material has been cut. Reuse now focuses on component-based development and patterns; object-oriented design has a process focus and uses the UML; the chapters on requirements have been split to cover the requirements themselves and requirements engineering process; cost estimation has been updated to include the COCOMO 2 model.

This volume focuses on current and future trends in the interplay between software engineering and artificial intelligence. This interplay is now critical to the success of both disciplines, and it also affects a wide range of subject areas. The articles in this volume survey the significant work that has been accomplished, describe the state of the art, analyze the current trends, and predict which future directions have the most potential for success. Areas covered include requirements engineering, real-time systems, reuse technology, development environments and meta-environments, process representations, safety-critical systems, and metrics and measures for processes and products.

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

The term ?software visualisation? refers to the graphical display of characteristics and behaviour of all aspects of software: design and analysis methods, systems, programs and algorithms. The purpose of this book is to collect and compare different experiences of software visualisation both from fundamental and applied viewpoints. The book is divided into four parts, covering important aspects of software visualisation. Part 1 covers a survey on existing software visualisation tools and environments, the strategies for making a software visualisation system language independent, and program animation for C language. Part 2 presents topics and techniques on graph drawing, which supports efficient and aesthetically pleasing visualisation. Some recently developed graph drawing systems and techniques used are described. Part 3 discusses visual programming concepts and techniques for supporting parallel and heterogeneous distributed programming. Part 4 includes several case studies of software visualisation, concentrating on the broader field of software engineering ranging from software metrics to reverse engineering.

An immensely practical resource for professionals in the software industry, this text offers a simple but effective decision-making approach to planning and managing all types of software engineering projects. The book establishes a constructive framework for selecting a development strategy, development methods, and support tools with the ultimate goal of minimizing technical risk and increasing product quality. Specific topics include the range of quality attributes (fitness for purpose, fitness for use, and timely delivery), standards for quality management systems, the work breakdown structure, and the use of metrics and indicators. The book closes with a discussion of the 14 dilemmas of software engineering--and how to break them.

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