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Software Engineering Addison-Wesley

For courses in computer science and software engineering
The Fundamental Practice of Software Engineering Software

Engineering introduces readers to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The Tenth Edition contains new information that highlights various technological updates of recent years, providing readers with highly relevant and current information. Sommerville's experience in system dependability and

systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live.

Software Engineering, Global Edition *Pearson Higher Ed*

For courses in computer science and software engineering The Fundamental Practice of Software Engineering Software Engineering introduces students to the overwhelmingly important subject of software programming and development. In the past few years, computer systems

have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The 10th Edition contains new information that highlights various technological updates of recent years, providing students with highly relevant and current information. Sommerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of

tomorrow how to create software that will make our world a better, safer, and more advanced place to live. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your

Bookshelf installed.

Software Engineering Pearson
Higher Ed

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering. The ninth edition of Software Engineering presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering,

gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Software Engineering Management

Engineering Software Products

**An Introduction to
Modern Software
Engineering**

**Introduction to
Software
Engineering (Custom**

Edition)

This custom edition is published for the University of Southern Queensland.

Software Engineering Addison- Wesley

This book discusses a comprehensive spectrum of software engineering techniques and shows how they can be applied in practical software projects. This edition features updated chapters on critical systems, project management and software requirements.

Software Quality Engineering

**Testing, Quality
Assurance, and
Quantifiable**

**Improvement John
Wiley & Sons**

The one resource

needed to create reliable software. This text offers a comprehensive and integrated approach to software quality engineering. By following the author's clear guidance, readers learn how to master the techniques to produce high-quality, reliable software, regardless of the software system's level of complexity. The first part of the publication introduces major topics in software quality engineering and presents quality planning as an integral part of the process. Providing readers with a solid foundation in key concepts and practices, the book moves on to offer in-depth coverage of software testing as a primary means to ensure software quality; alternatives for quality assurance, including defect prevention, process improvement, inspection, formal verification, fault tolerance, safety assurance, and damage control; and measurement and analysis to close the feedback loop for quality assessment and quantifiable improvement. The text's approach and style evolved from the author's hands-on experience in the classroom. All the pedagogical tools needed to facilitate quick learning are provided: * Figures and tables that clarify concepts and provide quick topic summaries * Examples that illustrate how theory is applied in real-world situations *

Comprehensive bibliography that leads to in-depth discussion of specialized topics * Problem sets at the end of each chapter that test readers' knowledge This is a superior textbook for software engineering, computer science, information systems, and electrical engineering students, and a dependable reference for software and computer professionals and engineers.

The Elements of UML(TM) 2.0 Style
Cambridge University Press

Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams.

Maintainability

A Key to Effective Serviceability and Maintenance Management *John Wiley & Sons*

Gets professionals quickly on-line with all the crucial design concepts and skills they need to dramatically improve the maintainability of their products or systems Maintainability is a practical, step-by-step guide to implementing a comprehensive maintainability program within your organization's design and development function. From program scheduling, organizational interfacing, cost estimating, and supplier activities, to maintainability prediction, task

analysis, formal design review, and maintainability tests and demonstrations, it describes all the planning and organizational aspects of maintainability for projects under development and * Schools readers in state-of-the-art maintainability design techniques * Demonstrates methods for quantitatively measuring maintainability at every stage of the development process * Shows how to increase effectiveness while reducing life-cycle costs of already existing systems or products * Features numerous case studies, sample applications, and practice exercises * Functions equally well as a professional reference and a classroom text

Independent cost analysis studies indicate that an inordinately large percentage of the overall life-cycle cost of most systems/products is currently taken up by maintenance and support. In fact, for many large-scale systems, maintenance and support have been shown to account for as much as 60% to 75% of overall life-cycle costs. At a time of fierce global competition, long-term cost effectiveness is a major competitive advantage that manufacturers simply cannot afford to underestimate. Clearly then, to remain competitive in today's international marketplace, companies must institute programs for reducing

system maintainance and support costs-- comprehensive programs that are an integral part of the design and development process from its earliest conceptual stages. This book shows you how to implement such a program within your organization's design and development function. From programs scheduling, organizational interfacing, cost estimating, and supplier activities, to maintainability prediction, task analysis, formal design review, and maintainability tests and demonstrations, it describes all the planning and organizational aspects of maintainability for projects under development while schooling you in the use of the full range of proven design techniques-- including methods for quantitatively measuring maintainability at every stage of the development process. The authors also clearly explain how the principles and practices outlined in Maintainability can be applied to the evaluation of systems/products now in use both to increase their effectiveness and reduce long-term costs. While theoretical aspects of maintainability are discussed, the authors' main purpose in writing this book is to help get professionals quickly on-line with the

essential maintainability concepts and skills. Hence, in addition to clarity of presentation and a rational hierarchical format, Maintainability features many case studies and sample applications that help to clarify the points covered, and numerous practice exercises that help engineers to test their mastery of the concepts and techniques covered. Maintainability is an invaluable professional tool for engineers from all disciplines who are involved with the design, testing, prototyping, manufacturing, and maintenance of products and systems. It also serves as a superior course book for graduate-level programs in those

disciplines.

eBook: Object-Oriented Systems Analysis 4e McGraw Hill

eBook: Object-Oriented Systems Analysis 4e

Software Abstractions

Logic, Language, and Analysis MIT Press

In *Software Abstractions* Daniel Jackson introduces an approach to software design that draws on traditional formal methods but exploits automated tools to find flaws as early as possible. This approach -- which Jackson calls "lightweight formal methods" or "agile modeling" -- takes from formal specification the idea of a precise and expressive notation

based on a tiny core of simple and robust concepts but replaces conventional analysis based on theorem proving with a fully automated analysis that gives designers immediate feedback. Jackson has developed Alloy, a language that captures the essence of software abstractions simply and succinctly, using a minimal toolkit of mathematical notions. This revised edition updates the text, examples, and appendixes to be fully compatible with Alloy 4.

Introduction to the Design and Analysis of Algorithms

International Edition

Pearson Higher Ed

Based on a new classification of

algorithm design techniques and a clear delineation of analysis methods, Introduction to the Design and Analysis of Algorithms presents the subject in a coherent and innovative manner. Written in a student-friendly style, the book emphasises the understanding of ideas over excessively formal treatment while thoroughly covering the material required in an introductory algorithms course. Popular puzzles are used to motivate students' interest and strengthen their skills in algorithmic problem solving. Other learning-enhancement features include chapter summaries, hints to the exercises, and a detailed solution manual. The full text downloaded to your

computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Object-oriented Software Engineering

Practical Software

Development Using UML and Java *McGraw-Hill College*

This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

Java Foundations

Introduction to Program Design & Data Structures

Addison-Wesley
Longman

Inspired by the success of their best-selling introductory programming text, Java Software Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This text is a comprehensive resource for instructors who want a two-or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts

and sophisticated topics.

Release It!

Design and Deploy Production-Ready Software *Pragmatic Bookshelf*

A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture. Stability antipatterns have grown to include systemic problems in

large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems - larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and find ways to make sure your software survives. To skip the pain and

get the experience...get this book.

Software Engineering: A Practitioner's Approach McGraw-Hill Education

For almost three decades, Roger Pressman's *Software Engineering: A Practitioner's Approach* has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of *Software Engineering: A Practitioner's Approach* has been designed to consolidate and restructure the content

introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized

into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

**Concepts Of
Programming
Languages** *Pearson
Education India*

**Software
Engineering**

**A Practitioners
Approach**

For almost four decades, Software Engineering: A Practitioner's Approach (SEPA) has been the world's leading textbook in software

engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

**The Essence of
Software
Engineering**

**Applying the SEMAT
Kernel** *Addison-
Wesley*

SEMAT (Software Engineering Methods and Theory) is an international initiative designed to identify a common ground, or universal standard, for software engineering. It is supported by some of the most distinguished contributors to the field. Creating a simple language to describe methods and practices,

the SEMAT team expresses this common ground as a kernel-or framework-of elements essential to all software development. The Essence of Software Engineering introduces this kernel and shows how to apply it when developing software and improving a team's way of working. It is a book for software professionals, not methodologists. Its usefulness to development team members, who need to evaluate and choose the best practices for their work, goes well beyond the description or application of any single method. "Software is both a craft and a science, both a work of passion and a work of principle. Writing good software requires both wild

flights of imagination and creativity, as well as the hard reality of engineering tradeoffs. This book is an attempt at describing that balance." —Robert Martin (unclebob) "The work of Ivar Jacobson and his colleagues, started as part of the SEMAT initiative, has taken a systematic approach to identifying a 'kernel' of software engineering principles and practices that have stood the test of time and recognition." —Bertrand Meyer "The software development industry needs and demands a core kernel and language for defining software development practices—practices that can be mixed and matched, brought on board from other organizations; practices that can be

measured; practices that can be integrated; and practices that can be compared and contrasted for speed, quality, and price. This thoughtful book gives a good grounding in ways to think about the problem, and a language to address the need, and every software engineer should read it."
—Richard Soley

**Computer
Organization &
Architecture 7e**
*Pearson Education
India*

**Software
Engineering--ESEC
'93**

**4th European
Software
Engineering
Conference,
Garmisch-
Partenkirchen,**

**Germany,
September 13-17,
1993 : Proceedings**
Springer Verlag

"This volume contains the proceedings of the fourth European Software Engineering Conference. It contains 6 invited papers and 27 contributed papers selected from more than 135 submissions. The volume has a mixture of themes. Some, such as software engineering and computer supported collaborative work, are forward-looking and anticipate future developments; others, such as systems engineering, are more concerned with reports of practical industrial applications. Some topics, such as software reuse, reflect the fact that some of the concerns first

raised in 1969 when software engineering was born remain unsolved problems. The contributed papers are organized under the following headings: requirements specification, environments, systems engineering, distributed software engineering, real-time systems, software engineering and computer supported collaborative work, software reuse, software process, and formal aspects of software engineering."- PUBLISHER'S WEBSITE.

Cutting-edge Marketing Analytics

Real World Cases and Data Sets for Hands on Learning

Pearson Education

Master practical

strategic marketing analysis through real-life case studies and hands-on examples. In Cutting Edge Marketing Analytics, three pioneering experts integrate all three core areas of marketing analytics: statistical analysis, experiments, and managerial intuition. They fully detail a best-practice marketing analytics methodology, augmenting it with case studies that illustrate the quantitative and data analysis tools you'll need to allocate resources, define optimal marketing mixes; perform effective analysis of customers and digital marketing campaigns, and create high-value dashboards and metrics. For each marketing problem, the

authors help you:
Identify the right data
and analytics
techniques Conduct
the analysis and obtain
insights from it Outline
what-if scenarios and
define optimal
solutions Connect your
insights to strategic
decision-making Each
chapter contains
technical notes,
statistical knowledge,
case studies, and real
data you can use to
perform the analysis
yourself. As you
proceed, you'll gain an
in-depth understanding
of: The real value of
marketing analytics
How to integrate
quantitative analysis
with managerial
sensitivity How to
apply linear regression,
logistic regression,
cluster analysis, and
Anova models The
crucial role of careful
experimental design

For all marketing
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marketing analytics
and/or business
intelligence; and for
students and faculty in
all graduate-level
business courses
covering Marketing
Analytics, Marketing
Effectiveness, or
Marketing Metrics

**Software
Engineering** *Pearson
Education India*

Ajax

The Definitive Guide
"O'Reilly Media, Inc."

Provides information
on the basics of Ajax to
create Web
applications that
function like desktop
programs.

**A Survey of Value
Sensitive Design
Methods** *Foundations*

and Trends in Human-Computer Interaction

This monograph brings together a collection of 14 value sensitive design methods. These methods--along with the heuristics and examples discussed here--go a good distance toward providing tools for engaging substantively with human values in the technical design process.

Use Case Modeling

Addison-Wesley Professional

Discusses how to define and organize use cases that model the user requirements of a software application. The approach focuses on identifying all the parties who will be using the system, then writing detailed use case descriptions and

structuring the use case model. An ATM example runs throughout the book. The authors work at Rational Software. Annotation copyrighted by Book News, Inc., Portland, OR

Requirements Engineering

Processes and Techniques

John Wiley & Sons Incorporated

Requirements Engineering Processes and Techniques Why this book was written The value of introducing requirements engineering to trainee software engineers is to equip them for the real world of software and systems development. What is involved in Requirements

Engineering? As a discipline, newly emerging from software engineering, there are a range of views on where requirements engineering starts and finishes and what it should encompass. This book offers the most comprehensive coverage of the requirements engineering process to date - from initial requirements elicitation through to requirements validation. How and Which methods and techniques should you use? As there is no one catch-all technique applicable to all types of system, requirements engineers need to know about a range of different techniques. Tried and tested techniques such as

data-flow and object-oriented models are covered as well as some promising new ones. They are all based on real systems descriptions to demonstrate the applicability of the approach. Who should read it? Principally written for senior undergraduate and graduate students studying computer science, software engineering or systems engineering, this text will also be helpful for those in industry new to requirements engineering.

Accompanying Website: <http://www.comp.lancs.ac.uk/computing/resources/re> Visit our Website: <http://www.wiley.com/college/wws>

UML 2.0 in a Nutshell "O'Reilly

Media, Inc."

This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

Beginning Software Engineering *John Wiley & Sons*

A complete introduction to building robust and reliable software. Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional

developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in

plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Essentials of Software Engineering Jones & Bartlett Learning
Computer

Architecture/Software Engineering

Software Modeling and Design

UML, Use Cases, Patterns, and Software Architectures

Cambridge University Press

This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software

quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate

or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.

Computer Systems *Jones & Bartlett Learning*

Completely revised and updated, *Computer Systems*, Fourth Edition offers a clear, detailed, step-by-step introduction to the central concepts in computer organization, assembly language, and computer architecture. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.

**Software
Engineering: A
Practitioner's**

Approach *McGraw-Hill
Science, Engineering &
Mathematics*

For over 20 years, this has been the best-selling guide to software engineering for students and industry professionals alike. This seventh edition features a new part four on web engineering, which presents a complete engineering approach for the analysis, design and testing of web applications.

**Data Abstraction &
Problem Solving
with Java**

Walls and Mirrors
*Pearson College
Division*

Rev. ed. of: Data
abstraction and
problem solving with

Java / Frank M.
Carrano, Janet J.
Prichard. 2007.

**Guide to the
Software
Engineering Body of
Knowledge
(Swebok(r))**

Version 3.0

In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a

compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

Computer Networking

A Top-Down Approach *Addison-Wesley Longman*
Computer Networking provides a

top-down approach to this study by beginning with applications-level protocols and then working down the protocol stack. Focuses on a specific motivating example of a network-the Internet-as well as introducing students to protocols in a more theoretical context. New short "interlude" on "putting it all together" that follows the coverage of application, transport, network, and datalink layers ties together the various components of the Internet architecture and identifying aspects of the architecture that have made the Internet so successful. A new chapter covers wireless and mobile networking, including in-depth coverage of Wi-Fi, Mobile IP and GSM. Also included is

expanded coverage on BGP, wireless security and DNS. This book is designed for readers who need to learn the fundamentals of computer networking. It also has extensive material, on the very latest technology, making it of great interest to networking professionals.

Scattered Minds

Hope and Help for Adults with Attention Deficit Hyperactivity Disorder *Penguin*

A practical, authoritative book on an increasingly talked-about condition that affects more than 8 million American adults. Dr. Lenard Adler, director of the Adult ADHD Program at New York University School of Medicine,

presents the latest findings on Attention Deficit Hyperactivity Disorder. In *Scattered Minds*, he reveals hidden warning signs, debunks common misconceptions, and offers information on obtaining an accurate diagnosis, along with treatment options that include cutting-edge medications and proven coping strategies. Includes a screening quiz.

Software Security

Building Security in *Addison-Wesley Professional*

Describes how to put software security into practice, covering such topics as risk management frameworks, architectural risk analysis, security testing, and

penetration testing.

The Essence of Software

Why Concepts Matter for Great Design *Princeton University Press*

A revolutionary concept-based approach to thinking about, designing, and interacting with software. As our dependence on technology increases, the design of software matters more than ever before. Why then is so much software flawed? Why hasn't there been a systematic and scalable way to create software that is easy to use, robust, and secure? Examining these issues in depth, *The Essence of Software* introduces a theory of software

design that gives new answers to old questions. Daniel Jackson explains that a software system should be viewed as a collection of interacting concepts, breaking the functionality into manageable parts and providing a new framework for thinking about design. Through this radical and original perspective, Jackson lays out a practical and coherent path, accessible to anyone—from strategist and marketer to UX designer, architect, or programmer—for making software that is empowering, dependable, and a delight to use. Jackson explores every aspect of concepts—what they are and aren't, how to identify them, how to define them, and

more—and offers prescriptive principles and practical tips that can be applied cost-effectively in a wide range of domains. He applies these ideas to contemporary software designs, drawing examples from leading software manufacturers such as Adobe, Apple, Dropbox, Facebook, Google, Microsoft, Twitter, and others. Jackson shows how concepts let designers preserve and reuse design knowledge, rather than starting from scratch in every project. An argument against the status quo and a guide to improvement for both working designers and novices to the field, *The Essence of Software* brings a fresh approach to software and its creation.

Deductive Software Verification - The KeY Book

From Theory to Practice *Springer*

Static analysis of software with deductive methods is a highly dynamic field of research on the verge of becoming a mainstream technology in software engineering. It consists of a large portfolio of - mostly fully automated - analyses: formal verification, test generation, security analysis, visualization, and debugging. All of them are realized in the state-of-art deductive verification framework KeY. This book is the definitive guide to KeY that lets you explore the full potential of deductive software verification in practice. It contains the

complete theory behind KeY for active researchers who want to understand it in depth or use it in their own work. But the book also features fully self-contained chapters on the Java Modeling Language and on Using KeY that require nothing else than familiarity with Java. All other chapters are accessible for graduate students (M.Sc. level and beyond). The KeY framework is free and open software, downloadable from the book companion website which contains also all code examples mentioned in this book.