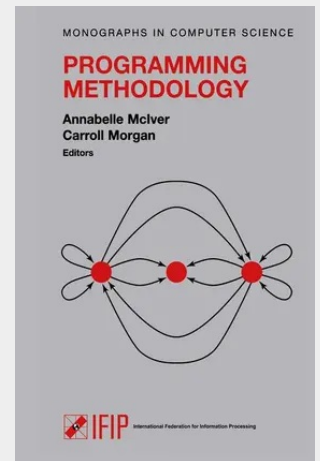


Programming Methodology

The second half of the twentieth century saw an astonishing increase in computing power; today computers are unbelievably faster than they used to be, they have more memory, they can communicate routinely with remote machines all over the world - and they can fit on a desktop. But, despite this remarkable progress, the voracity of modern applications and user expectations still pushes technology right to the limit. As hardware engineers build ever-more-powerful machines, so too must software become more sophisticated to keep up. Medium- to large-scale programming projects need teams of people to pull everything together in an acceptable timescale. The question of how programmers understand their own tasks, and how they fit together with those of their colleagues to achieve the overall goal, is a major concern. Without that understanding it would be practically impossible to realise the commercial potential of our present-day computing hardware. That programming has been able to keep pace with the formidable advances in hardware is due to the similarly formidable advances in the principles for design, construction and organisation of programs. The efficacy of these methods and principles speaks for itself - computer technology is all-pervasive - but even more telling is that they are beginning to feed back and influence hardware design as well. The study of such methods is called programming methodology, whose topics range over system- and domain-modelling, concurrency, object orientation, program specification and validation. That is the theme of this collection.

*A state-of-the-art survey and tutorial for key new topics in programming methodology written by leading international computer scientists and programmers *Essential guide to modern software theory and practice for programmers, developers, computer scientists, and software engineers



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Lieferfrist: bis zu 10 Tage

Artikelnummer: 9780387953496

Medium: Buch

ISBN: 978-0-387-95349-6

Verlag: Humana

Erscheinungstermin: 01.10.2002

Sprache(n): Englisch

Auflage: Erscheinungsjahr 2002

Serie: Monographs in Computer Science

Produktform: Gebunden

Gewicht: 893 g

Seiten: 470

Format (B x H): 160 x 241 mm

