

## System Engineering In Software Ppt

Present Your Research to the World! The World Congress 2009 on Medical Physics and Biomedical Engineering – the triennial scientific meeting of the IUPESM - is the world's leading forum for presenting the results of current scientific work in health-related physics and technologies to an international audience. With more than 2,800 presentations it will be the biggest conference in the fields of Medical Physics and Biomedical Engineering in 2009! Medical physics, biomedical engineering and bioengineering have been driving forces of innovation and progress in medicine and healthcare over the past two decades. As new key technologies arise with significant potential to open new options in diagnostics and therapeutics, it is a multidisciplinary task to evaluate their benefit for medicine and healthcare with respect to the quality of performance and therapeutic output. Covering key aspects such as information and communication technologies, micro- and nanosystems, optics and biotechnology, the congress will serve as an inter- and multidisciplinary platform that brings together people from basic research, R&D, industry and medical application to discuss these issues. As a major event for science, medicine and technology the congress provides a comprehensive overview and in-depth, first-hand information on new developments, advanced technologies and current and future applications. With this Final Program we would like to give you an overview of the dimension of the congress and invite you to join us in Munich! Olaf Dössel Congress President Wolfgang C.

"Outlines best practices and demonstrates how to design in quality for successful development of hardware and software products. Offers systematic applications tailored to particular market environments. Discusses Internet issues, electronic commerce, and supply chain."

To be effective, data-intensive systems require extensive ongoing customisation to reflect changing user requirements, organisational policies, and the structure and interpretation of the data they hold. Manual customisation is expensive, time-consuming, and error-prone. In large complex systems, the value of the data can be such that exhaustive testing is necessary before any new feature can be added to the existing design. In most cases, the precise details of requirements, policies and data will change during the lifetime of the system, forcing a choice between expensive modification and continued operation with an inefficient design. Engineering Agile Big-Data Systems outlines an approach to dealing with these problems in software and data engineering, describing a methodology for aligning these processes throughout product lifecycles. It discusses tools which can be used to achieve these goals, and, in a number of case studies, shows how the tools and methodology have been used to improve a variety of academic and business systems.

This book provides the software engineering fundamentals, principles and skills needed to develop and maintain high quality software products. It covers requirements specification, design, implementation, testing and management of software projects. It is aligned with the SWEBOK, Software Engineering Undergraduate Curriculum Guidelines and ACM Joint Task Force Curricula on Computing.

Advances in Systems, Computing Sciences and Software Engineering This book includes the proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS'05). The proceedings are a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of computer science, software engineering, computer engineering, systems sciences and engineering, information technology, parallel and distributed computing and web-based programming. SCSS'05 was part of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE'05) ([www.cisse2005.org](http://www.cisse2005.org)), the World's first Engineering/Computing and Systems Research E-Conference. CISSE'05 was the first high-caliber Research Conference in the world to be completely conducted online in real-time via the internet. CISSE'05 received 255 research paper submissions and the final program included 140 accepted papers, from more than 45 countries. The concept and format of CISSE'05 were very exciting and ground-breaking. The PowerPoint presentations, final paper manuscripts and time schedule for live presentations over the web had been available for 3 weeks prior to the start of the conference for all registrants, so they could choose the presentations they want to attend and think about questions that they might want to ask. The live audio presentations were also recorded and were part of the permanent CISSE archive, which also included all power point presentations and papers. SCSS'05 provided a virtual forum for presentation and discussion of the state-of-the-art research on Systems, Computing Sciences and Software Engineering.

Philosophical paradigms, theoretical frameworks, and methodologies make up the answering and problem solving systems that define current research approaches. While there are multiple research method books, the subject lacks an update and integrated source of reference for graduate courses. Research Methodologies, Innovations and Philosophies in Software Systems Engineering and Information Systems aims to advance scientific knowledge on research approaches used in systems engineering, software engineering, and information systems and to update and integrate dispersed and valuable knowledge on research approaches. This aims to be a collection of knowledge for PhD students, research-oriented faculty, and instructors of graduate courses.

This book presents the proceedings of the 2020 International Conference on Intelligent Systems Applications in Multi-modal Information Analytics, held in Changzhou, China, on June 18–19, 2020. It provides comprehensive coverage of the latest advances and trends in information technology, science and engineering. It addresses a number of broad themes, including data mining, multi-modal informatics, agent-based and multi-agent systems for health and education informatics, which inspire the development of intelligent information technologies. The contributions cover a wide range of topics such as AI applications and innovations in health and education informatics; data and knowledge management; multi-modal application management; and web/social media mining for multi-modal informatics. Outlining promising future research directions, the book is a valuable resource for students, researchers and professionals, and a useful

reference guide for newcomers to the field.

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design. An effective, quantitative approach for estimating and managing software projects How many people do I need? When will the quality be good enough for commercial sale? Can this really be done in two weeks? Rather than relying on instinct, the authors of *Software Measurement and Estimation* offer a new, tested approach that includes the quantitative tools, data, and knowledge needed to make sound estimations. The text begins with the foundations of measurement, identifies the appropriate metrics, and then focuses on techniques and tools for estimating the effort needed to reach a given level of quality and performance for a software project. All the factors that impact estimations are thoroughly examined, giving you the tools needed to regularly adjust and improve your estimations to complete a project on time, within budget, and at an expected level of quality. This text includes several features that have proven to be successful in making the material accessible and easy to master:

- \* Simple, straightforward style and logical presentation and organization enables you to build a solid foundation of theory and techniques to tackle complex estimations
- \* Examples, provided throughout the text, illustrate how to use theory to solve real-world problems
- \* Projects, included in each chapter, enable you to apply your newfound knowledge and skills
- \* Techniques for effective communication of quantitative data help you convey your findings and recommendations to peers and management

*Software Measurement and Estimation: A Practical Approach* allows practicing software engineers and managers to better estimate, manage, and effectively communicate the plans and progress of their software projects. With its classroom-tested features, this is an excellent textbook for advanced undergraduate-level and graduate students in computer science and software engineering. An Instructor Support FTP site is available from the Wiley editorial department.

This title stresses on Object Oriented and Classical Approach, by resorting to a concise presentation of the subject. In tune with reviewer comments and market feedback, the book takes an approach whereby a more balanced emphasis has been given to Design, Architecture and Management issues. Key features Extensive stress on Object Oriented Systems Analysis and Design. Separate chapter on Software Systems Design and Architecture (Chapter 5). Better organization with chapters on Testing for Software Quality (Chapter 14) and Quality Engineering for Software Quality Assurance (Chapter 15), placed in succession. Case Studies conclude every chapter for better comprehension of concepts. Concepts presented through easy to understand language and schematic diagrams. Pedagogy: Figures: 197 Test Your Understandings: 198 Chapter End Case Studies: 15 Greater focus on Design and Architecture issues Stress on Software Project Management reduced to a required level Enhanced pedagogy with a Case Study concluding each chapter Concise presentation of the Software Engineering

At the dawn of the 21st century and the information age, communication and computing power are becoming ever increasingly available, virtually pervading almost every aspect of modern socio-economical interactions. Consequently, the potential for realizing a significantly greater number of technology-mediated activities has emerged. Indeed, many of our modern activities are heavily dependant upon various underlying systems and software-intensive platforms. Such technologies are commonly used in everyday activities such as commuting, traffic control and management, mobile computing, navigation, mobile communication. Thus, the correct function of the forenamed computing systems becomes a major concern. This is all the more important since, in spite of the numerous updates, patches and firmware revisions being constantly issued, newly discovered logical bugs in a wide range of modern software platforms (e. g. , operating systems) and software-intensive systems (e. g. , embedded systems) are just as frequently being reported. In addition, many of today's products and services are presently being deployed in a highly competitive environment wherein a product or service is succeeding in most of the cases thanks to its quality to price ratio for a given set of features. Accordingly, a number of critical aspects have to be considered, such as the ability to pack as many features as needed in a given product or service while currently maintaining high quality, reasonable price, and short time-to-market. 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 7th ACIS International Conference on Software Engineering Research, Management and Applications (SERA 2009) was held on Hainan Island, China from December 2 – 4. SERA '09 featured excellent theoretical and practical contributions in the areas of formal methods and tools, requirements engineering, software process models, communication systems and networks, software quality and evaluation, software engineering, networks and mobile computing, parallel/distributed computing, software testing, reuse and metrics, database retrieval, computer security, software architectures and modeling. Our conference officers selected the best 17 papers from those papers accepted for presentation at the conference in order to publish them in this volume. The papers were chosen based on review scores submitted by members or the program committee, and underwent further rigorous rounds of review. Emerging Trends in Computing, Informatics, Systems Sciences, and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. This book includes the proceedings of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2010). The proceedings are a set of rigorously reviewed world-class manuscripts presenting the state of international practice in Innovative Algorithms and Techniques in Automation, Industrial Electronics and Telecommunications.

Systems engineering (SE) is experiencing a significant expansion that encompasses increasingly complex systems. However, a common body of knowledge on how to apply complex systems engineering (CSE) has yet to be developed. A combination of people and other autonomous agents, crossing organization boundaries and continually changing, these hybrid systems are less predictable while being more self-organizing and adaptive than traditional systems. The growing pains of this evolution and the ever-widening reach of SE technology require an effective foundation for integrating traditional and complex engineering methods, addressing machine and human interaction, as well as scaling up and down, from nano scale to the macro system-of-systems level. Model-oriented Systems Engineering Science: A Unifying Framework for Traditional and Complex Systems addresses solutions to that expansion and integration problem. This text takes advantage of better-understood systems science (SS) to support the transition, identifying and using commonalities between complex systems and other sciences, such as biology, sociology, cognitive science, organizational theory, and computational science. The author defines Model-oriented Systems Engineering Science (MOSES), an organized system that selects appropriate information from these disciplines and unifies it into a coherent framework. The result is a seamless approach to the class of systems across the extended scope of the new SE—a foundation upon which to develop an enhanced and unified SE. Modeling orientation (MO) provides a common perspective on the entire SES/SE enterprise, including all supporting sciences, engineering for the full range of traditional, complex, and hybrid systems, and their management. This book extends existing modeling approaches into an MO that views all science artifacts and engineering artifacts as models of systems. It organizes them into a virtual structured repository called the "SE model space"—effectively a container for the accumulating body of SE and SES knowledge in the form of models and patterns. By organizing and integrating all these elements into a common framework, the author makes the material not only easily accessible but also immediately applicable, and provides a well-grounded basis for future growth and evolution of the SE discipline.

"Software is the essential enabler for the new economy and science. It creates new markets and new directions for a more reliable, flexible, and robust society. It empowers the exploration of our world in ever more depth. However, software often falls short behind our expectations. Current software methodologies, tools, and techniques remain expensive and not yet reliable for a highly changeable and evolutionary market. Many approaches have been proven only as case-by-case oriented methods. This book presents a number of new trends and theories in the direction in which we believe software science and engineering may develop to transform the role of software and science in tomorrow's information society. This publication is an attempt to capture the essence of a new state of art in software science and its supporting technology. It also aims at identifying the challenges such a technology has to master."

This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Engineering Education, Instructional Technology, Assessment, and E-learning. The book presents selected papers from the conference proceedings of the International Conference on Engineering Education, Instructional Technology, Assessment, and E-learning (EIAE 2006). All aspects of the conference were managed on-line.

Get up and running fast with the PowerPoint 2019 PowerPoint continues to be the go-to tool for business presentations. The software helps anyone who needs to communicate clearly by creating powerful and effective slideshow presentations featuring data in the form of charts, clip art, sound, and video. You can even use it to create presentations for the Web. In PowerPoint 2019 For Dummies, expert Doug Lowe shows you how to use this popular tool to make show-stopping presentations that will get your message across — and your audience excited. Create a slide presentation with special effects Work with master slides and templates Collaborate with other users in the cloud Add charts, clip art, sound, and video Want to learn to use PowerPoint quickly and efficiently? Look no further!

This book discusses how to develop embedded products using DaVinci & OMAP Technology from Texas Instruments Incorporated. It presents a single software platform for diverse hardware platforms. DaVinci & OMAP Technology refers to the family of processors, development tools, software products, and support. While DaVinci Technology is driven by the needs of consumer video products such as IP

network cameras, networked projectors, digital signage and portable media players, OMAP Technology is driven by the needs of wireless products such as smart phones. Texas Instruments offers a wide variety of processing devices to meet our users' price and performance needs. These vary from single digital signal processing devices to complex, system-on-chip (SoC) devices with multiple processors and peripherals. As a software developer you question: Do I need to become an expert in signal processing and learn the details of these complex devices before I can use them in my application? As a senior executive you wonder: How can I reduce my engineering development cost? How can I move from one processor to another from Texas Instruments without incurring a significant development cost? This book addresses these questions with sample code and gives an insight into the software architecture and associated component software products that make up this software platform. As an example, we show how we develop an IP network camera. Using this software platform, you can choose to focus on the application and quickly create a product without having to learn the details of the underlying hardware or signal processing algorithms. Alternatively, you can choose to differentiate at both the application as well as the signal processing layer by developing and adding your algorithms using the xDAIS for Digital Media, xDM, guidelines for component software. Finally, you may use one code base across different hardware platforms. Table of Contents: Software Platform / More about xDM, VISA, & CE / Building a Product Based on DaVinci Technology / Reducing Development Cost / eXpressDSP Digital Media (xDM) / Sample Application Using xDM / Embedded Peripheral Software Interface (EPSI) / Sample Application Using EPSI / Sample Application Using EPSI and xDM / IP Network Camera on DM355 Using TI Software / Adding your secret sauce to the Signal Processing Layer (SPL) / Further Reading

Software product lines represent perhaps the most exciting paradigm shift in software development since the advent of high-level programming languages. Nowhere else in software engineering have we seen such breathtaking improvements in cost, quality, time to market, and developer productivity, often registering in the order-of-magnitude range. Here, the authors combine academic research results with real-world industrial experiences, thus presenting a broad view on product line engineering so that both managers and technical specialists will benefit from exposure to this work. They capture the wealth of knowledge that eight companies have gathered during the introduction of the software product line engineering approach in their daily practice.

Advances in scientific computing have made modelling and simulation an important part of the decision-making process in engineering, science, and public policy. This book provides a comprehensive and systematic development of the basic concepts, principles, and procedures for verification and validation of models and simulations. The emphasis is placed on models that are described by partial differential and integral equations and the simulations that result from their numerical solution. The methods described can be applied to a wide range of technical fields, from the physical sciences, engineering and technology and industry, through to environmental regulations and safety, product and plant safety, financial investing, and governmental regulations. This book will be genuinely welcomed by researchers, practitioners, and decision makers in a broad range of fields, who seek to improve the credibility and reliability of simulation results. It will also be appropriate either for university courses or for independent study.

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.

This book constitutes the refereed proceedings of the 6th International Symposium on Engineering Secure Software and Systems, ESSoS 2014, held in Munich, Germany, in February 2014. The 11 full papers presented together with 4 idea papers were carefully reviewed and selected from 55 submissions. The symposium features the following topics: model-based security, formal methods, web and mobile security and applications.

The book includes the following chapters 1. Computer Applications Overview 2. M.S. Power Point 3. M.S. Access 4. Programming Fundamentals 5. C++ Programming 6. Demonstration of CNC Machines

This two-volume set (CCIS 152 and CCIS 153) constitutes the refereed proceedings of the International Conference on Computer Science and Information Engineering, CSIE 2011, held in Zhengzhou, China, in May 2011. The 159 revised full papers presented in both volumes were carefully reviewed and selected from a large number of submissions. The papers present original research results that are broadly relevant to the theory and applications of Computer Science and Information Engineering and address a wide variety of topics such as algorithms, automation, artificial intelligence, bioinformatics, computer networks, computer security, computer vision, modeling and simulation, databases, data mining, e-learning, e-commerce, e-business, image processing, knowledge management, multimedia, mobile computing, natural computing, open and innovative education, pattern recognition, parallel computing, robotics, wireless networks, and Web applications.

This volume contains the papers from the workshop "Radical Innovations of Software and Systems Engineering in the Future." This workshop was the ninth in the series of Monterey Software Engineering workshops for formulating and advancing software engineering models and techniques, with the fundamental theme of increasing the practical impact of formal methods. During the last decade object orientation was the driving factor for new system solutions in many areas ranging from e-commerce to embedded systems. New modeling languages such as UML and new programming languages such as Java and CASE tools have considerably influenced the system development techniques of today and will remain key techniques for the near future. However, actual practice shows many deficiencies of these new approaches: – there is no proof and no evidence that software productivity has increased with the new methods; – UML has no clean scientific foundations, which inhibits the construction of powerful analysis and development tools; – support for mobile distributed system development is missing; – for many applications, object-oriented design is not suited to producing clean well-structured code, as many applications show.

This publication represents the best thinking and solutions to a myriad of contemporary issues in wireless networks. Coverage includes wireless LANs, multihop wireless networks, and sensor networks. Readers are provided with insightful guidance in tackling such issues as architecture, protocols, modeling, analysis, and solutions. The book also highlights economic issues, market trends, emerging, cutting-edge applications, and new paradigms, such as middleware for RFID, smart home design, and "on-demand business" in the context of pervasive computing. Mobile, Wireless, and Sensor Networks is divided into three distinct parts: \* Recent Advances in Wireless LANs and Multihop Wireless Networks \* Recent Advances and Research in Sensor Networks \* Middleware, Applications, and New Paradigms In developing this collected work, the editors have emphasized two objectives: \* Helping readers bridge the gap and understand the relationship between practice and theory \* Helping readers bridge the gap and understand the relationships and common links among different types of wireless networks Chapters are written by an international team of researchers and practitioners who are experts and trendsetters in their fields. Contributions represent both industry and academia, including IBM, National University of Singapore, Panasonic, Intel, and Seoul National University. Students, researchers, and practitioners who need to stay abreast of new research and take advantage of the latest techniques in wireless communications will find this publication indispensable. Mobile, Wireless, and Sensor Networks provides a clear sense of where the industry is now, what challenges it faces, and where it is heading.

"This book provides coverage of recent advances in the area of secure software engineering that address the various stages of the development process from requirements to design to testing to implementation"--Provided by publisher.

This book is designed for use as an introductory software engineering course or as a reference for programmers. Up-to-date text uses both theory applications to design reliable, error-free software. Includes a companion CD-ROM with source code third-party software engineering applications.

Understanding the multi-disciplinary nature of terrorism requires a concerted effort by social sciences - in particular, economics and political science. In this volume, renowned scholars show how their individual perspectives can contribute to a broader understanding of the issue at stake.

This book constitutes the refereed proceedings of the 7th International Symposium on Engineering Secure Software and Systems, ESSoS 2015, held in Milan, Italy, in March 2015. The 11 full papers presented together with 5 short papers were carefully reviewed and selected from 41 submissions. The symposium features the following topics: formal methods; cloud passwords; machine learning; measurements ontologies; and access control.

This textbook explores the theoretical foundations of software engineering and the principles and practices of various object-oriented tools, processes and products. It encourages students to practise what they have learned in the main text.

This first-of-its-kind resource offers a broad and detailed understanding of software systems engineering from both security and safety perspectives. Addressing the overarching issues related to safeguarding public data and intellectual property, the book defines such terms as systems engineering, software engineering, security, and safety as precisely as possible, making clear the many distinctions, commonalities, and interdependencies among various disciplines. You explore the various approaches to risk and the generation and analysis of appropriate metrics. This unique book explains how processes relevant to the creation and operation of software systems should be determined and improved, how projects should be managed, and how products can be assured. You learn the importance of integrating safety and security into the development life cycle. Additionally, this practical volume helps identify what motivators and deterrents can be put in place in order to implement the methods that have been recommended.

In past twenty years or so, information technology has influenced and changed every aspect of our lives and our cultures. Without various IT-based applications, we would find it difficult to keep information stored securely, to process information and business efficiently, and to communicate information conveniently. In the future world, ITs and information engineering will play a very important role in convergence of computing, communication, business and all other computational sciences and application and it also will influence the future world's various areas, including science, engineering, industry, business, law, politics, culture and medicine. The International Conference on Information Engineering and Applications (IEA) 2011 is intended to foster the dissemination of state-of-the-art research in information and business areas, including their models, services, and novel applications associated with their utilization. International Conference on Information Engineering and Applications (IEA) 2011 is organized by Chongqing Normal University, Chongqing University, Shanghai Jiao Tong University, Nanyang Technological University, University of Michigan and the Chongqing University of Arts and Sciences, and is sponsored by National Natural Science Foundation of China (NSFC). The objective of IEA 2011 is to will provide a forum for engineers and scientists in academia, industry, and government to address the most innovative research and development . Information Engineering and Applications provides a summary of this conference including contributions for key speakers on subjects such as technical challenges, social and economic issues, and ideas, results and current work on all aspects of advanced information and business intelligence.

This book constitutes the refereed proceedings of the 17th International Conference on Advanced Information Systems Engineering, CAiSE 2005, held in Porto, Portugal in June 2005. The 39 revised full papers presented were carefully reviewed and selected from 282 submissions. The papers are organized in topical sections on conceptual modeling, metamodeling, databases, query processing, process modeling and workflow systems, requirements engineering, model transformation, knowledge management and verification, Web services, Web engineering, software testing, and software quality.

This is the most authoritative archive of Barry Boehm's contributions to software engineering. Featuring 42 reprinted articles, along with an introduction and chapter summaries to provide context, it serves as a "how-to" reference manual for software engineering best practices. It provides convenient access to Boehm's landmark work on product development and management processes. The book concludes with an insightful look to the future by Dr. Boehm.

[Copyright: 6920a3511baab404d0be83e593fa060f](https://doi.org/10.1007/978-1-4020-8888-8)