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	Soggetti	Software engineering Software architecture
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	Nota di contenuto	Chapter 1: Patterns Chapter 2 Getting Started Chapter 3: Plan Chapter 4: Build Chapter 5: Test Chapter 6: Release- Chapter 7: Operate Chapter 8: Manage Chapter 9:Summary
	Sommario/riassunto	Master how to implement a repeatable software construction system. This book closely examines how a system is designed to tie a series of activities together that are needed when building software-intensive systems.