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Software engineering
Programming languages (Electronic computers)
Computer logic
Software Engineering/Programming and Operating Systems
Software Engineering
Programming Languages, Compilers, Interpreters Logics and Meanings of Programs
Inglese
Materiale a stampa
Monografia
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Extreme programming: A humanistic discipline of software development Some mistakes I have and what I have learned from them Specifying and analyzing dynamic software architectures Observational proofs with critical contexts Integrating AORTA with model-based data specification languages Specifying safety-critical embedded systems with statecharts and Z: A case study Specifying embedded systems with statecharts and Z: An agenda for cyclic software components Algebra transformation systems and their composition Navigation expressions in object-oriented modelling Compositional verification of reactive systems specified by graph

	synthesis in metaframe Model-checking CSP-Z Rule-based refinement of high-level nets preserving safety properties Automated formal analysis of networks: FDR models of arbitrary topologies and flow-control mechanisms Behaviour analysis and safety conditions: A case study in CML Distributed safety controllers for web services A refinement calculus for statecharts Refining formal specifications of human computer interaction by graph rewrite rules RELVIEW — A system for calculating with relations and relational programming ALBERT: A formal language and its supporting tools for requirements engineering Moby/plc — A design tool for hierarchical real-time automata.
Sommario/riassunto	This book constitutes the refereed proceedings of the First International Conference on Fundamental Approaches to Software Engineering, FASE'98, held as part of the Joint European Conferences on Theory and Practice of Software, ETAPS'98, held in Lisbon, Portugal, in March/April 1998. Besides two invited presentations and three system demonstrations, this volume presents 18 revised full papers selected from a total of 59 submissions. Among the various fundamental software engineering issues addressed are formal methods, specification languages, refinement, object-oriented modeling, software architectures, statecharts, model checking, etc.