

1. Record Nr.	UNINA9910817482403321
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Titolo	The sustainable IT architecture : the progressive way of overhauling information systems with SOA // Pierre Bonnet, Jean-Michel Detavernier, Dominique Vauquier
Pubbl/distr/stampa	London, : ISTE Hoboken, NJ, : Wiley, 2009
ISBN	1-282-16544-5 9786612165443 0-470-61174-X 0-470-60803-X
Edizione	[1st ed.]
Descrizione fisica	1 online resource (347 p.)
Collana	ISTE ; ; v.126
Altri autori (Persone)	DetavernierJean-Michel VauquierDominique <1962->
Disciplina	004.22 658.4/038011
Soggetti	Service-oriented architecture (Computer science) Information technology - Management Business enterprises - Computer networks
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Sustainable IT Architecture: The Progressive Way of Overhauling Information Systems with SOA; Table of Contents; Acknowledgements; Foreword; Preface; Guide for the Reader; Introduction to the SOA Project at SMABTP; Chapter 1. Initial Perspectives; 1.1. 50 years of computing - an overview; 1.2. What remains today?; Part I. Why a Sustainable Information System?; Chapter 2. Company-oriented Services; 2.1. Consequences of the Internet revolution; 2.2. What do the leading market players say?; 2.3. What do the chief information officers think?; 2.4. The issues faced at general management level 2.5. Levels of maturityChapter 3. SOA Maturity Levels; 3.1. Towards the creation of a more agile information system; 3.2. Cosmetic SOA; 3.3. Extended SOA; 3.4. Overhaul SOA; 3.5. The matrices of SOA maturity; 3.5.1. The matrix showing the definitions of SOA; 3.5.2. The matrix showing the quality criteria of SOA; 3.5.3. The matrix showing the

strengths and weaknesses of SOA; Chapter 4. Economic and Social Aspects; 4.1. Removal of obstacles that may slow down the progressive overhaul of an information system; 4.2. The future of IT specialists; 4.3. Off-shoring; 4.4. The generation mix  
4.5. The role of software infrastructure editors  
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5.4.1. The difference between the version and the variant of a service; 5.4.2. Agility of the data; 5.4.3. Agility of the rules; 5.4.4. Agility of the processes; 5.4.5. Agility of the human-computer interface; Chapter 6. Orchestration (BPM and SOA); 6.1. Multiple requirements in orchestration; 6.1.1. Orchestration and SOA maturity levels; 6.1.2. Functional requirements; 6.1.3. Technical requirements; 6.1.4. Enterprise architecture requirements; 6.2. The levels of orchestration; 6.2.1. Orchestration at the process level; 6.2.2. Orchestration at screen level  
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Chapter 7. The Discovery of Services (Reference Framework and Urbanization)

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### Sommario/riassunto

This book focuses on Service Oriented Architecture (SOA), the basis of sustainable and more agile IT systems that are able to adapt themselves to new trends and manage processes involving a third party. The discussion is based on the public Praxeme method and features a number of examples taken from large SOA projects which were used to rewrite the information systems of an insurance company; as such, decision-makers, creators of IT systems, programmers and computer scientists, as well as those who will use these new developments, will find this a useful resource.

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