

1. Record Nr.	UNINA9910824123603321
Autore	Sandahl Christer
Titolo	Complex Product Development Model : technical foundation : holistic model composed of detailed explanations for developing products containing a mix of mechanics, electronics, and programs / / Christer Sandahl
Pubbl/distr/stampa	Anchorage, Alaska : , : Publication Consultants, , [2017] ©2017
ISBN	978-1-984195-1-0
Descrizione fisica	1 online resource (863 pages)
Disciplina	658.5752
Soggetti	Product design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Title Page -- Dedication -- Copyright -- Brief table of contents -- Detailed table of contents -- Chapter 1: Thank mentors -- 1.1 My technical mentors -- 1.2 The author -- Chapter 2: Reveal background -- 2.1 What has gone wrong? -- 2.2 Mastering complexity -- 2.3 How can I help you? -- Chapter 3: Explain book -- 3.1 Why another book about this? -- 3.2 Organization of this book -- Chapter 4: Start development -- 4.1 About start development -- 4.2 Study strategy -- 4.3 Study concepts -- 4.4 Plan portfolio -- 4.5 Study business -- 4.6 Prototype details -- 4.7 Research market -- 4.8 Plan products -- 4.9 Capture staffing & requirements -- 4.10 Determine solutions & suppliers -- 4.11 Design architectures -- 4.12 Finalize design & requisites -- 4.13 Realize & integrate white-box -- 4.14 Verify black- & white-box -- 4.15 Validate prototype -- 4.16 Promote campaigns -- 4.17 Launch product -- 4.18 Prepare manufacturing -- 4.19 Finalize product -- Chapter 5: Identify value chain -- 5.1 About value chain -- 5.2 Different ways to illustrate a value chain? -- 5.3 Elaborate concurrence in a value chain -- 5.4 Value chain roles -- 5.5 Document value chain by a process -- Chapter 6: Utilize processes -- 6.1 About processes -- 6.2 Process schedule constituents -- 6.3 Partition, variant, terms, and govern -- 6.4 Symbols used throughout this book -- 6.5 Cpdm process -- 6.6 P. Cpdm

generic development schedule -- 6.7 Pt:1. Cpdm generic elementary technical schedule -- 6.8 Pt:2. Cpdm generic advanced technical schedule -- 6.9 Pt:2. Cpdm generic advanced technical schedule -- 6.10 Pt:2. Cpdm generic advanced technical schedule -- 6.11 Pt:2.0. Map environment and develop interfaces to the environment -- 6.12 Pt:2.n. Develop outermost black-/white-box and each inward embedded black-/white-box.

6.13 EXAMPLE: Tailored process overall schedules -- 6.14 Schedules seen as programs -- 6.15 Some other process models -- Chapter 7: Capture staffing & requirements -- 7.1 About requirements -- 7.2 About explore restrictions -- 7.3 About environment staffing allocation -- 7.4 EXAMPLE House environment: Explore environment restrictions and ensure environment staffing -- 7.5 About black-box requirements -- 7.6 About development staffing -- 7.7 EXAMPLE House: Refine house requirements from environment restriction requirements, and ensure house development staffing -- 7.8 Requirements refinement hierarchy -- 7.9 EXAMPLE House rooms: Refine room requirements from house requirements, and ensure room development staffing -- 7.10 EXAMPLE House rooms machinery: Refine machinery requirements from rooms requirements and ensure machinery development staffing -- 7.11 Restriction requirements -- 7.12 Behavior requirements -- 7.13 Requirements refinement and relation to architecture -- 7.14 EXAMPLE Multiplication toy environment: Explore environment restrictions and ensure environment staffing -- 7.15 EXAMPLE Multiplication toy: Refine product requirements from environment restriction requirements and ensure black-/white-box development staffing -- 7.16 Use-case behavior requirements -- 7.17 Requirements formalism -- 7.18 Formal use-case requirements -- 7.19 Scenario behavior requirements -- 7.20 Wait-state-machine -- 7.21 EXAMPLE Calc_logic environment (the pocket calculator firmware): Explore environment restrictions and ensure environment staffing -- 7.22 EXAMPLE Calc_logic environment (the Windows calculator application): Explore environment restrictions and ensure environment staffing -- 7.23 EXAMPLE Calc_logic for reuse: Refine product requirements from environment restriction requirements and ensure black-/white-box development staffing.

7.24 EXAMPLE Formal and complete requirements for calculator -- 7.25 Uncorrelated stimuli on different interfaces -- 7.26 Capturing data structures -- 7.27 EXAMPLE Phonebook environment: Explore environment restrictions and ensure environment staffing -- 7.28 EXAMPLE Phonebook: Refine product requirements from environment restriction requirements and ensure black-/white-box development staffing -- 7.29 Huge networks of scenarios -- 7.30 Road maps -- 7.31 Frequently asked questions about requirements -- Chapter 8: Predetermine solutions & suppliers -- 8.1 About predetermine solutions & suppliers -- 8.2 Demarcate product by environment solutions with possible supplier opportunities (environment nesting level = 0) -- 8.3 EXAMPLE House environment: Demarcate product by environment solutions with possible supplier opportunities -- 8.4 Predetermine solutions with sourcing options (nesting levels n 1) -- 8.5 EXAMPLE House: Predetermine solutions with sourcing options -- 8.6 EXAMPLE House rooms: Predetermine solutions with sourcing options -- 8.7 EXAMPLE House rooms machinery: Predetermine solutions with sourcing options -- 8.8 EXAMPLE Multiplication toy environment: Demarcate product by environment solutions with possible supplier opportunities -- 8.9 EXAMPLE Multiplication toy: Predetermine solutions with sourcing options -- 8.10 EXAMPLE Calc_logic environment (the pocket calculator firmware): Demarcate

product by environment solutions with possible supplier opportunities -- 8.11 EXAMPLE Calc_logic environment (the Windows calculator application): Demarcate product by environment solutions with possible supplier opportunities -- 8.12 EXAMPLE Calc_logic for reuse: Predetermine solutions with sourcing options -- 8.13 EXAMPLE Phonebook environment: Demarcate product by environment solutions with possible supplier opportunities.

8.14 EXAMPLE Phonebook: Predetermine solutions with sourcing options -- Chapter 9: Design architectures -- 9.1 About architecture -- 9.2 EXAMPLE House environment: Constitute environment architecture -- 9.3 Architecture white-box -- 9.4 Architecture interfaces -- 9.5 Transforming requirements into architecture ingredients -- 9.6 EXAMPLE House: Satisfy house requirements by decomposing house black-box into white-box design containing room black-boxes -- 9.7 EXAMPLE House rooms: Satisfy room requirements by decomposing room black-boxes into white-box design containing machinery black-boxes -- 9.8 EXAMPLE House rooms machinery: Satisfy machinery requirements by decomposing machinery black-boxes into white-box design not containing black-boxes -- 9.9 Managed interfaces -- 9.10 Illustrate interactions between elements -- 9.11 EXAMPLE Multiplication toy environment: Constitute environment architecture -- 9.12 EXAMPLE Multiplication toy commonalities: Satisfy refined requirements by decomposing product black-box into white-box design containing no black-boxes -- 9.13 EXAMPLE Hard-wired multiplier: Further satisfy refined requirements by decomposing product black-box into white-box design containing no black-boxes -- 9.14 EXAMPLE: Typical microcontroller architecture -- 9.15 Low-level programs -- 9.16 EXAMPLE Microcontroller multiplier: Further satisfy refined requirements by decomposing product black-box into white-box design containing no black-boxes -- 9.17 Multi-threads and interrupts -- 9.18 Usage of threads -- 9.19 EXAMPLE: Architecture ID numbering used throughout this book -- 9.20 EXAMPLE Calc_logic environment (the pocket calculator firmware): Constitute environment architecture -- 9.21 EXAMPLE Central Processing Unit (CPU) -- 9.22 High-level program architecture.

9.23 EXAMPLE Calc_logic environment (the Windows calculator application): Constitute environment architecture -- 9.24 EXAMPLE Calc_logic for reuse: Satisfy refined requirements by decomposing product black-box into white-box design containing no black-boxes -- 9.25 Object-oriented program architecture -- 9.26 EXAMPLE Phonebook environment: Constitute environment architecture -- 9.27 EXAMPLE Phonebook: Satisfy refined requirements by decomposing product black-box into white-box design containing no black-boxes -- 9.28 Large architecture documentation -- Chapter 10: Finalize design & requisites -- 10.1 About finalize design & -- requisites -- 10.2 About finalize design items -- 10.3 About finalize product requisites -- 10.4 EXAMPLE: House kitchen machinery: Finalize design of machinery with product requisites -- 10.5 EXAMPLE House rooms: Finalize design of rooms with product requisites -- 10.6 EXAMPLE House: Finalize design of house with product requisites -- 10.7 EXAMPLE House environment: Finalize design of environment interfaces with product requisites -- 10.8 EXAMPLE Specifics for multiplication toy commonalities: Finalize design items of product white-box with product requisites -- 10.9 EXAMPLE Specifics for multiplication toy environment commonalities: Finalize design of environment interfaces with product requisites -- 10.10 EXAMPLE Specifics for multiplication toy with hard-wired multiplier: Finalize design items of product white-box with product requisites -- 10.11

EXAMPLE Multiplication toy environment (hard-wired multiplier variant):
Finalize design of environment interfaces with product requisites --
10.12 Enter into computer programs -- 10.13 Machine program --
10.14 Assembler programs.
10.15 EXAMPLE Specifics for multiplication toy with microcontroller
multiplier: Finalize design items of product white-box with product
requisites.

2. Record Nr.

Autore

Titolo

Pubbl/distr/stampa

UNIORUON00189106

Brown, Lester R.

Nell'interesse dell'umanità : I limiti alla popolazione mondiale : Una
strategia per contenere la crescita demografica / Lester R. Brown

Milano, : Mondadori, 1974

Descrizione fisica

219 p. ; 21 cm.

Lingua di pubblicazione

Italiano

Formato

Materiale a stampa

Livello bibliografico

Monografia