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Nota di contenuto	Part 1: The Software Landscape -- Chapter 1: Software Crisis 2.0 / Brian Fitzgerald -- Chapter 2: Simplicity as a Driver for Agile Innovation / Tiziana Margaria and Bernhard Steffen -- Chapter 3: Inter-Component Dependency Issues in Software Ecosystems / Malick Claes, Alexandre Decan, and Tom Mens -- Chapter 4: Triangulation Research Dissemination Methods: A Three Pronged Approach to Close the Research /Practice Divide / Sarah Beecham, Ita Richardson, Ian Sommerville, Padraig O'Leary, Sean Baker, and John Noll -- Part 2: Autonomous Software Systems -- Chapter 5: Apoptotic Computing: Programmed Death by Default for Software Technologies / Roy Sterritt and Mike Hinchey -- Chapter 6: Requirements Engineering for Adaptive and Self-Adaptive Systems / Emil Vassev and Mike Hinchey -- Chapter 7: Toward Artificial Intelligence through Knowledge Representation for Awareness / Emil Vassev and Mike Hinchey -- Part 3: Software Development and Evolution -- Chapter 8: Continuous Model-Driven Engineering / Tiziana Margaria, Anna-Lena Lamprecht, and Bernhard Steffen -- Chapter 9: Rethinking Functional Requirements: A Novel Approach Categorizing System and Software Requirements / Manfred Broy -- Chapter 10: The Power of Ten - Rules for Developing Safety Critical Code / Gerard J.Holzmann -- Chapter 11: Seven Principles of Software Testing / Bertrand Meyer -- Chapter 12: Analyzing the

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Sommario/riassunto

Sales handles: - Introduces the software landscape and challenges associated with emerging technologies - Covers the life cycle of software products, including concepts, requirements, development, testing, verification, evolution, and security - Written by leaders in the software industry - Articles cover both theoretical and practical topics
Market description: Primary Audience: Researchers and Practitioners
Secondary Audience: Graduate Students--
