1. Record Nr. UNINA9911074910303321

Titolo	Authorizing each of the States of Montana, North Dakota, South Dakota, and Washington to pool royalties derived from lands granted to it for public schools and various state institutions. February 14 (legislative day, January 10), 1952. -- Ordered to be printed
Pubbl/distr/stampa	[Washington, D.C.] : , : [U.S. Government Printing Office], , 1952
Descrizione fisica	1 online resource (3 pages)
Collana	Senate report / 82nd Congress, 2nd session. Senate ; ; no. 1168 [United States congressional serial set] ; ; [serial no. 11566]
Altri autori (Persone)	O'MahoneyJoseph C <1884-1962> (Joseph Christopher), (Democrat (WY))
Soggetti	Land grants Legislative amendments Mining leases Oil and gas leases School lands Legislative materials. Montana North Dakota South Dakota Washington
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Batch processed record: Metadata reviewed, not verified. Some fields updated by batch processes. FDLP item number not assigned.

2. Record Nr. UNINA9911143502103321

Titolo	Software engineering [[electronic resource]] . Volume I Coins III : proceedings of the Third Symposium on Computer and Information Sciences held in Miami Beach, Florida, December, 1969 / / edited by Julius T. Tou
Pubbl/distr/stampa	New York, : Academic Press, 1970
ISBN	0-323-15744-0
Edizione	[1st ed.]
Descrizione fisica	1 online resource (288 p.)
Altri autori (Persone)	TouJulius T. <1926->
Disciplina	001.6/4044
Soggetti	Electronic digital computers Programming languages (Electronic computers) Information storage and retrieval systems Artificial intelligence
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	Front Cover; Software Engineering; Copyright Page; Table of Contents; List of Contributors to Volume I; Preface; Acknowledgments; The Challenge for the 1970's in Information Retrieval; Contents of Volume 2; List of Contributors to Volume 2; Chapter 1. Software Engineering-A New Profession; Chapter 2. Ideas for Computer Systems Organization: A Personal Survey; I. Introduction; II. Partitioning of Storage Space; III. Partitioning of Processing Time; IV. A Machine Language for Expressions and Procedures; V. Structured Programming: The Elimination of Branches; VI. Iteration and Vector Programming VII. Program Definable Storage Mappings VIII. Final Comments; References; Chapter 3. A Virtual Processor for Real Time Operation; I. Introduction; II. Storage Organization; III. User Control; IV. Creation of Processes; V. Activation of Processes; VI. Interprocess Communication; VII. The File Store; VIII. Input/Output; IX. Summary; X. Conclusions; References; Chapter 4. Architecture of the B-6500; I. Introduction; II. Design Team; III. Design Principles; IV. Significant Architectural Features of B-6500; V. Conclusion; References Chapter 5. The Use and Performance of Memory Hierarchies: A Survey I. Introduction; II. Page Fault Rate; III. Multiprogramming; IV. Average

Time per I/O Request; V. Summary and Extensions; References; Chapter 6. The Use of Extended Core Storage in a Multiprogramming Operating System; I. Introduction; II. Factors Influencing Throughput; III. Design Objectives; IV. Implementation; V. Performance Statistics; VI. Future Improvements; VII. Expected Gains; References; Chapter 7. Uniform Referents: An Essential Property for a Software Engineering Language; I. Introduction
II. Programming Language: The Math of Software III. Outside-In Problem Statement; IV. An Example; V. A Graph Model Representation; VI. Interlevel Connection by Interfaces; VII. The Requirement for Uniform Referents; VIII. Conclusion; References; Chapter 8. Perspective on Methods of Improving Software Development; I. Introduction; II. Definition of Programming Effectiveness; III. Techniques for Improving Software Development; IV. Summary; References; Chapter 9. Manageable Software Engineering; I. Introduction; II. What Should Be Produced?; III. Should It Be Produced?; IV. Can It Be Produced?
V. How Should the Producer Be Organized? VI. How Should the Product Be Tested?; VII. How Should the Product Be Introduced?; VIII. How Should the Product Be Improved and Serviced?; IX. Conclusion; References; Chapter 10. Generalized Interpretation and Compilation; I. Introduction; II. Comparison and Contrast; III. Examples and Consequences; References; Chapter 11. Techniques for Automatic Program Translation; I. Introduction; II. The PILER System; III. Interpreter; IV. Analyzer; V. Converter; VI. Conclusion; References; Chapter 12. Input/Output for a Mobile Programming System
I. The Mobile Programming System

Sommario/riassunto

Software Engineering