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With Coppei, Exadel can work with clients from the early stages of identifying business needs through the entire software development cycle.

Software Engineering Channel Play: Exadel Acquires Coppei
THE gender gap in software engineering has been a hot-button issue for many years, which caused few women to enrol in computing, and most of them are not entering the technology jobs at the same rate ...

Why the gender gap in software engineering
Let's go! Companies are desperate to hire tech workers like Stefan Hayden, a 38-year-old software engineer who lives near New York City. "Not a day goes by where I don't have multiple recruiters ...

Recruiters stalk a certain kind of engineer and miss—oh, like 27 million other people
This article discusses Insights about Data Engineer Nanodegree from Udacity. Udacity is pleased to introduce new additions to our Business School: Nanodegree Data Engineer Program.

Udacity's Data Engineering Nanodegree worth it?
Vitech, a Zuken Company, is proud to announce its inaugural digital engineering symposium, Integrate. Set to begin on June 6, 2022, in San ...

Vitech To Host Digital Engineering Symposium in San Antonio in Summer 2022
This week's news roundup, including supply shortages for RED and a new full-frame telephoto prime from Zhong Yi Optics.

News Roundup: Supply chains causing problems for manufacturers
Online coding schools such as Masai School, AltCampus and Scalar Academy are trying to bridge the technology talent gap and make them employable through short-term software development courses and ...

No engineering degree? Don't fret ! These startups will find you a tech job
An Ankeny-based software engineer who helped Iowans find COVID-19 vaccine appointments earlier in the pandemic has now launched a new program to help individuals find coronavirus testing options.

Software engineer launches coronavirus Test Hunter
Pressures on PV plant performance have led the solar industry to be more demanding and forensic of the data operational projects generate, as well as the power. Jules Scully

explores the growing role ...

Demanding data: How software is revolutionising PV asset performance
DevRel teams can help software companies understand what developers want from their applications and make them better, while also serving as a mouthpiece for their software tools.

What is developer relations? Understanding the 'glue' that keeps software and coders together
The Autonomous Research System, an open-source software program developed by Air Force Research Laboratory scientists, is now available online as a free ...

Open-source software enables scientists to expedite research
Hear from Caitlin to find out what made her decide to take up one of our software engineering degree apprenticeships and what her journey has entailed so far.

Caitlin on her software engineering apprenticeship
Social engineering scams are probably the biggest threat we're facing" says Martin Salter, senior fraud manager at Nationwide. "Ten years ago, the problem was account takeover. Somebody rings up, ...

Five behaviours that indicate a social engineering scam
Modern Treasury, a payments operations software provider, today announced that Shruthi Murthy joined the team as head of engineering. The company also announced the opening of a new office in San ...

Modern Treasury Announces Head of Engineering, New San Francisco Office
Mary Baker, a pioneering San Diego engineer whose work influenced the design of the International Space Station and the recovery of NASA's shuttle program after the Challenger disaster, died on Sept.

San Diego engineer Mary Baker, a force in aerospace, dies at 77
Slingshot Aerospace Names Former Airbus Executive Vice President of Engineering. Press Release From: Slingshot Aerospace Posted: Wednesday, September 8, 2021 . Slingshot Aerospace ...

Slingshot Aerospace Names Former Airbus Executive Vice President of Engineering
The global Plant Engineering Software market size is expected to gain market growth in the forecast period of 2020 to 2025, with a CAGR of 11.9% in the forecast period of 2020 to 2025 and will ...

At 11.9% CAGR, Plant Engineering Software Market Size Set to Register 6010.8 million USD by 2025
MarketQuest.biz revealed a new market research study on Global Computer-Aided Engineering (CAE) Software Market 2021 by Company, Regions, Type and Application, Forecast to 2027 provides a detailed ...

Global Computer-Aided Engineering (CAE) Software Market 2021 Report Explores Key Regions, Company Profile, Opportunity and Challenge to 2027
Air Force Research Laboratory (AFRL) scientists have released to the public the Autonomous Research System open-source software (ARES OS), which uses artificial intelligence algorithms to improve ...

AFLR-Developed Autonomous Research Software Now Available for Public
The contract is another major win combining GSE TrueNorth's Thermal System Monitoring technology, TSM Enterprise, with DVR capabilities pioneered by partner Belsim. Innovative solutions like TSM ...

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can

be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than “good enough to ship."

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than “good enough to ship."

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world’s leading practitioners construct and maintain software. This book covers Google’s unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You’ll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Computer science graduates often find software engineering knowledge and skills are more in demand after they join the industry. However, given the lecture-based curriculum present in academia, it is not an easy undertaking to deliver industry-standard knowledge and skills in a software engineering classroom as such lectures hardly engage or convince students. Overcoming Challenges in Software Engineering Education: Delivering Non-Technical Knowledge and Skills combines recent advances and best practices to improve the curriculum of software engineering education. This book is an essential reference source for researchers and educators seeking to bridge the gap between industry expectations and what academia can provide in software engineering education.

This book identifies challenges and opportunities in the development and implementation of software that contain significant statistical content. While emphasizing the relevance of using rigorous statistical and probabilistic techniques in software engineering contexts, it presents opportunities for further research in the statistical sciences and their applications to software engineering. It is intended to motivate and attract new researchers from statistics and the mathematical sciences to attack relevant and pressing problems in the software engineering setting. It describes the "big picture," as this approach provides the context in which statistical methods must be developed. The book's survey nature is directed at the mathematical sciences audience, but software engineers should also find the statistical emphasis refreshing and stimulating. It is hoped that the book will have the effect of seeding the field of statistical software engineering by its indication of opportunities where statistical thinking can help to increase understanding, productivity, and quality of software and software production.

Key problems for the IEEE Computer Society Certified Software Development Professional (CSDP) Certification Program IEEE Computer Society Real-World Software Engineering Problems helps prepare software engineering professionals for the IEEE Computer Society Certified Software Development Professional (CSDP) Certification Program. The book offers workable, real-world sample problems with solutions to help readers solve common problems. In addition to its role as the definitive preparation guide for the IEEE Computer Society Certified Software Development Professional (CSDP) Certification Program, this resource also serves as an appropriate guide for graduate-level courses in software engineering or for professionals interested in sharpening or refreshing their skills. The book includes a comprehensive collection of sample problems, each of which includes the problem's statement,

the solution, an explanation, and references. Topics covered include: * Engineering economics * Test * Ethics * Maintenance * Professional practice * Software configuration * Standards * Quality assurance * Requirements * Metrics * Software design * Tools and methods * Coding * SQA and V & V IEEE Computer Society Real-World Software Engineering Problems offers an invaluable guide to preparing for the IEEE Computer Society Certified Software Development Professional (CSDP) Certification Program for software professionals, as well as providing students with a practical resource for coursework or general study.

Software Systems are now everywhere. Almost all electrical equipment now includes some kind of software; software is used to help run manufacturing, schools and universities, healthcare, finance and government; many people use different types of software for entertainment and education. The specification, development, management and development of these software systems constitute the discipline of software engineering. Even simple software systems have a high inherent complexity, so engineering principles must be used in their development. Therefore, software engineering is an engineering discipline, and software engineers use computer science methods and theories, and apply this in a cost-effective way to solve problems. These difficult problems mean that many software development projects have not been successful. However, most modern software provides users with good service; we should not let high-profile failures blur the true success of software engineers over the past 30 years. Software engineering w s developed to address the issue of building large custom software systems for defines, government, and industrial applications. We are now developing a wider range of software, from games on professional consoles to PC products and network-based systems to large-scale distributed systems. While some technologies for custom systems, such as object-oriented development, are common, new software engineering technologies are being developed for different types of software. It's impossible to cover everything in a book, so we focus on developing common technologies and technologies for large systems rather than individual software products. Although this book is intended as a general introduction to software engineering, it is geared toward system requirements engineering. We think this is especially important for software engineering in the 21st century. The challenge we face is to ensure that our software meets the actual needs of users without damaging them or the environment. The approach we take in this book is to present a broad perspective on software engineering, and we won't focus on any particular method or tool. There are no simple solutions to software engineering problems, and we need a wide range of tools and techniques to solve software engineering problems.

This book discusses various open issues in software engineering, such as the efficiency of automated testing techniques, predictions for cost estimation, data processing, and automatic code generation. Many traditional techniques are available for addressing these problems. But, with the rapid changes in software development, they often prove to be outdated or incapable of handling the software's complexity. Hence, many previously used methods are proving insufficient to solve the problems now arising in software development. The book highlights a number of unique problems and effective solutions that reflect the state-of-the-art in software engineering. Deep learning is the latest computing technique, and is now gaining popularity in various fields of software engineering. This book explores new trends and experiments that have yielded promising solutions to current challenges in software engineering. As such, it offers a valuable reference guide for a broad audience including systems analysts, software engineers, researchers, graduate students and professors engaged in teaching software engineering.

Software is important because it is used by a great many people in companies and institutions. This book presents engineering methods for designing and building software. Based on the author's experience in software engineering as a programmer in the defense and aerospace industries, this book explains how to ensure a software that is programmed operates according to its requirements. It also shows how to develop, operate, and maintain software engineering capabilities by instilling an engineering discipline to support programming, design, builds, and delivery to customers. This book helps software engineers to: Understand the basic concepts, standards, and requirements of software engineering. Select the appropriate programming and design techniques. Effectively use software engineering tools and applications. Create specifications to comply with the software standards and requirements. Utilize various methods and techniques to identify defects. Manage changes to standards and requirements. Besides providing a technical view, this book discusses the moral and ethical responsibility of software engineers to ensure that the software they design and program does not cause serious problems. Software engineers tend to be concerned with the technical elegance of their software products and tools, whereas customers tend to be concerned only with whether a software product meets their needs and is easy and ready to use. This book looks at these two sides of software development and the challenges they present for software engineering. A critical understanding of software engineering empowers developers to choose the right methods for achieving effective results. Effective Methods for Software Engineering guides software programmers and developers to develop this critical understanding that is so crucial in today's software-dependent society.