

Software Engineering Mathematics

This volume is concerned with the application of formal mathematical methods in software engineering. As the design, writing and testing of software becomes a major sector of economic activity, the need for rigorous techniques has also grown. The papers in this book are devoted to various mathematical structures which find use in aspects of software design, and they cover topics such as the formal specification of systems, the design of communications software, and concurrent processing. All the contributors are experts in their respective fields. As a result, this collection provides a timely survey of this rapidly growing area. Software engineers and computer scientists will find this work to be an invaluable reference source. Mathematicians will appreciate the discussions of the contribution that their discipline can make and the interesting challenges for the future.

This book is a compendium of fundamental mathematical concepts, methods, models, and their wide range of applications in diverse fields of engineering. It comprises essentially a comprehensive and contemporary coverage of those areas of mathematics which provide foundation to electronic, electrical, communication, petroleum, chemical, civil, mechanical, biomedical, software, and financial engineering. It gives a fairly extensive treatment of some of the recent developments in mathematics which have found very significant applications to engineering problems.

This stimulating textbook presents a broad and accessible guide to the fundamentals of discrete mathematics, highlighting how the techniques may be applied to various exciting areas in computing. The text is designed to motivate and inspire the reader, encouraging further study in this important skill. Features: provides an introduction to the building blocks of discrete mathematics, including sets, relations and functions; describes the basics of number theory, the techniques of induction and recursion, and the applications of mathematical sequences, series, permutations, and combinations; presents the essentials of algebra; explains the fundamentals of automata theory, matrices, graph theory, cryptography, coding theory, language theory, and the concepts of computability and decidability; reviews the history of logic, discussing propositional and predicate logic, as well as advanced topics; examines the field of software engineering, describing formal methods; investigates probability and statistics.

More than ever before, complicated mathematical procedures are integral to the success and advancement of technology, engineering, and even industrial production. Knowledge of and experience with these procedures is therefore vital to present and future scientists, engineers and technologists. *Mathematical Methods in Physics and Engineering*

Mathematics of Program Construction

Software Engineering Mathematics

Abstraction and Modelling

Based on the Proceedings of a Conference Organized by the Systems and Software Engineering Specialist Group of the Institute of Mathematics and Its Applications Held at Manchester Polytechnic in July 1988

Mathematical Methods in Physics and Engineering with Mathematica

Concrete Mathematics: A Foundation for Computer Science

An engineering professor who started out doing poorly in mathematical and technical subjects in school offers tools, tips and techniques to learning the creative and analytical thought processes that will lead to achievement in math and science. Original.

This illuminating textbook provides a concise review of the core concepts in mathematics essential to computer scientists. Emphasis is placed on the practical computing applications enabled by seemingly abstract mathematical ideas, presented within their historical context. The text spans a broad selection of key topics, ranging from the use of finite field theory to correct code and the role of number theory in cryptography, to the value of graph theory when modelling networks and the importance of formal methods for safety critical systems. This fully updated new edition has been expanded with a more comprehensive treatment of algorithms, logic, automata theory, model checking, software reliability and dependability, algebra, sequences and series, and mathematical induction. Topics and features: includes numerous pedagogical features, such as chapter-opening key topics, chapter introductions and summaries, review questions, and a glossary; describes the historical contributions of such prominent figures as Leibniz, Babbage, Boole, and von Neumann; introduces the fundamental mathematical concepts of sets, relations and functions, along with the basics of number theory, algebra, algorithms, and matrices; explores arithmetic and geometric sequences and series, mathematical induction and recursion, graph theory, computability and decidability, and automata theory; reviews the core issues of coding theory, language theory, software engineering, and software reliability, as well as formal methods and model checking; covers key topics on logic, from ancient Greek contributions to modern applications in AI, and discusses the nature of mathematical proof and theorem proving; presents a short introduction to probability and statistics, complex numbers and quaternions, and calculus. This engaging and easy-to-understand book will appeal to students of computer science wishing for an overview of the mathematics used in computing, and to mathematicians curious about how their subject is applied in the field of computer science. The book will also capture the interest of the motivated general reader.

This popular, world-wide selling textbook teaches engineering mathematics in a step-by-step fashion and uniquely through engineering examples and exercises which apply the techniques right from their introduction. This contextual use of mathematics is highly motivating, as with every topic and each new page students see the importance and relevance of mathematics in engineering. The examples are taken from mechanics, aerodynamics, electronics, engineering, fluid dynamics and other areas. While being general and accessible for all students, they also highlight how mathematics works in any individual's engineering discipline. The material is often praised for its careful pace, and the author pauses to ask questions to keep students reflecting. Proof of mathematical results is kept to a minimum. Instead the book develops learning by investigating results, observing patterns, visualizing graphs and answering questions using technology. This textbook is ideal for first year undergraduates and those on pre-degree courses in Engineering (all disciplines) and Science. New to this Edition: - Fully revised and improved on the basis of student feedback - New sections - More examples, more exam questions - Vignettes and photos of key mathematicians

Outset of a degree course.

Concise Guide to Software Engineering

Mathematics for Electrical Engineering and Computing

Engineering Mathematics I

Third International Conference, MPC '95, Kloster Irsee, Germany, July 17 - 21, 1995. Proceedings

Mathematics for Computer Science

Introduction to Discrete Mathematics for Software Engineering

This textbook gives students a comprehensive introduction to formal methods and their application in software and hardware specification and verification. It has three parts: The first part introduces some fundamentals in formal methods, including set theory, functions, finite state machines, and regular expressions. The second part focuses on logi

This book constitutes the refereed proceedings of the 8th International Colloquium on Theoretical Aspects of Computing, ICTAC 2011 held in Johannesburg, South Africa, in August/September 2011. The 14 revised full papers presented together with the abstracts of three keynote talks were carefully reviewed and selected from 44 submissions. The papers address various theoretical aspects and methodological issues of computing and are organized in topical sections on grammars, semantics, modelling, the special track on formal aspects of software testing and grand challenge in verified software, on logics, as well as algorithms and types.

Discrete mathematics is the basic language which every student of computing should take pride in mastering and this book should prove an essential tool in this aim. This book is designed to be a vital companion to math textbooks covering the topics of precalculus, calculus, linear algebra, differential equations, and probability and statistics. While these existing textbooks focus mainly on solving mathematic problems using the old paper-and-pencil method, this book teaches how to solve these problems using Maxima open-source software. Maxima is a system for the manipulation of symbolic and numerical expressions, including differentiation, integration, Taylor series, Laplace transforms, ordinary differential equations, systems of linear equations, polynomials, sets, lists, vectors, and matrices. One of the benefits of using Maxima to solve mathematics problems is the immediacy with which it produces answers. Investing in learning Maxima now will

pay off in the future, particularly for students and beginning professionals in mathematics, science, and engineering. The volume will help readers to apply nearly all of the Maxima skills discussed here to future courses and research.

Electromagnetics, Fluid Mechanics, Material Physics and Financial Engineering

Advanced Mathematics for Electrical and Computer Engineers
Software Engineering 1

From Fundamentals to Application Methods

Computer Science with MATHEMATICA ®

Discrete Mathematics Using a Computer

This book provides a comprehensive introduction to various mathematical approaches to achieving high-quality software. An introduction to mathematics that is essential for sound software engineering is provided as well as a discussion of various mathematical methods that are used both in academia and industry. The mathematical approaches considered include: Z specification language Vienna Development Methods (VDM) Irish school of VDM (VDM) approach of Dijkstra and Hoare classical engineering approach of Parnas Cleanroom approach developed at IBM software reliability, and unified modelling language (UML). Additionally, technology transfer of the mathematical methods to industry is considered. The book explains the main features of these approaches and applies mathematical methods to solve practical problems. Written with both student and professional in mind, this book assists the reader in applying mathematical methods to solve practical problems that are relevant to software engineers.

Advanced Mathematics for Electrical and Computer Engineers, by Randall L. Musselman, applies comprehensive math topics specifically to electrical and computer-engineering applications. These topics include: Discrete math the mathematics of computation? Probability and random variables of fundamental to communication theory and solid-state devices? Ordinary differential equations the mathematics of circuit analysis? Laplace transforms that makes the math of circuit analysis much more manageable? Fourier series and Fourier transforms the mathematical backbone of signal analysis? Partial differential equations the math description of waves and boundary value problems? Linear algebra the mathematical language of modern robotics? Vector calculus of fundamental to electromagnetism and radio-wave propagation This book explores each of these topics their own chapters, employing electrical and computer-engineering examples as applications.

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.

This book identifies the organizing concepts of physical and biological phenomena by an analysis of the foundations of mathematics and physics. Our aim is to propose a dialog between different conceptual universes and thus to provide a unification of phenomena. The role of "order" and symmetries in the foundations of mathematics is linked to the main invariants and principles, among them the geodesic

principle (a consequence of symmetries), which govern and confer unity to various physical theories. Moreover, an attempt is made to understand causal structures, a central element of physical intelligibility, in terms of both symmetries and symmetry breakings. A distinction between the principles of (conceptual) construction and of proofs, both in physics and in mathematics, guides most of the work. The importance of mathematical tools is also highlighted to clarify differences in the models for physics and biology that are proposed by continuous and discrete mathematics, such as computational simulations. Since biology is particularly complex and not as well understood at a theoretical level, we propose a “unification by concepts” which in any case should precede mathematization. This constitutes an outline for unification also based on highlighting conceptual differences, complex points of passage and technical irreducibilities of one field to another. Indeed, we suppose here a very common monist point of view, namely the view that living objects are “big bags of molecules”. The main question though is to understand which “theory” can help better understand these bags of molecules. They are, indeed, rather “singular”, from the physical point of view. Technically, we express this singularity through the concept of “extended criticality”, which provides a logical extension of the critical transitions that are known in physics. The presentation is mostly kept at an informal and conceptual level.

Contents: Mathematical Concepts and Physical Objects Incompleteness and Indetermination in Mathematics and Physics Space and Time from Physics to Biology Invariances, Symmetries, and Symmetry Breakings Causes and Symmetries: The Continuum and the Discrete in Mathematical Modeling Extended Criticality: The Physical Singularity of Life Phenomena Randomness and Determination in the Interplay between the Continuum and the Discrete Conclusion: Unification and Separation of Theories, or the Importance of Negative Results Readership: Graduate students and professionals in the fields of natural sciences, biology, computer science, mathematics, and physics.

Keywords: Foundations of Mathematics and of Physics; Epistemology; Theoretical Biology Key

Features: This book is an epistemological reflection carried out by two working scientists, a physicist and a mathematician, who focus on biology. They first address a comparative analysis of the founding principles of their own disciplines. On the grounds of a three-fold blend, they then introduce a unique proposal, which does not passively transfer the paradigms of the first two theoretically well-established disciplines, to suggest a novel theoretical framework for the third discipline

Essential Engineering Mathematics

The Physical Singularity of Life

Theoretical Aspects of Computing -- ICTAC 2011

Discrete Mathematics

Statistical Software Engineering

Mathematics in Computing

This book makes the mathematical basis of formal methods accessible both to the student and to the professional. It is motivated in the later chapters by examples and exercises.

Throughout, the premise is that mathematics is as essential to design and construction in software engineering as it is to other engineering disciplines. The exercises range from simple drills, intended to provide familiarity with concepts and notation, to advanced material. The first four chapters of the book are devoted to foundations, with an introduction to formal systems, then the propositional and predicate calculi, concluding with a chapter on theories in general. The second part of the book builds upon the foundations by covering in detail the theory of sets, relations, functions, and sequences. The mathematical data types then presented are powerful enough to describe many aspects of software systems, and small case studies are included as examples of their use in the modelling of software: a configuration manager, a storage allocator, and a simple backing store interface. The concrete syntax of the Z notation has been adopted. The third part of the book presents two detailed case studies in the use of mathematics in software engineering. The first is the specification of the behaviour of a telephone exchange, and the second illustrates the importance of the development of a mathematical theory in gaining an understanding of a system. Both case studies stress the

roles of modelling and of proof in the construction of specifications. The final part describes the algebraic approach to specification and then summarizes and compares the various formal techniques.

In *Math for Programmers* you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. *Math for Programmers* teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In *Math for Programmers* you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulorland.com. Table of Contents 1 Learning math with code PART I - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

Several areas of mathematics find application throughout computer science, and all students of computer science need a practical working understanding of them. These core subjects are centred on logic, sets, recursion, induction, relations and functions. The material is often called discrete mathematics, to distinguish it from the traditional topics of continuous mathematics such as integration and differential equations. The central theme of this book is the connection between computing and discrete mathematics. This connection is useful in both directions: • Mathematics is used in many branches of computer science, in applications including program

specification, datastructures, design and analysis of algorithms, database systems, hardware design, reasoning about the correctness of implementations, and much more; • Computers can help to make the mathematics easier to learn and use, by making mathematical terms executable, making abstract concepts more concrete, and through the use of software tools such as proof checkers. These connections are emphasised throughout the book. Software tools (see Appendix A) enable the computer to serve as a calculator, but instead of just doing arithmetic and trigonometric functions, it will be used to calculate with sets, relations, functions, predicates and inferences. There are also special software tools, for example a proof checker for logical proofs using natural deduction.

Mathematical Approaches to Software Quality

Formal Methods in Computer Science

Math for Programmers

8th International Colloquium, Johannesburg, South Africa, August 31 -- September 2, 2011, Proceedings

3D graphics, machine learning, and simulations with Python

An Accessible Guide to Historical, Foundational and Application Contexts

Engineering Mathematics with Examples and Applications provides a compact and concise primer in the field, starting with the foundations, and then gradually developing to the advanced level of mathematics that is necessary for all engineering disciplines. Therefore, this book's aim is to help undergraduates rapidly develop the fundamental knowledge of engineering mathematics. The book can also be used by graduates to review and refresh their mathematical skills. Step-by-step worked examples will help the students gain more insights and build sufficient confidence in engineering mathematics and problem-solving. The main approach and style of this book is informal, theorem-free, and practical. By using an informal and theorem-free approach, all fundamental mathematics topics required for engineering are covered, and readers can gain such basic knowledge of all important topics without worrying about rigorous (often boring) proofs. Certain rigorous proof and derivatives are presented in an informal way by direct, straightforward mathematical operations and calculations, giving students the same level of fundamental knowledge without any tedious steps. In addition, this practical approach provides over 100 worked examples so that students can see how each step of mathematical problems can be derived without any gap or jump in steps. Thus, readers can build their understanding and mathematical confidence gradually and in a step-by-step manner. Covers fundamental engineering topics that are presented at the right level, without worry of rigorous proofs Includes step-by-step worked examples (of which 100+ feature in the work) Provides an emphasis on numerical methods, such as root-finding algorithms, numerical integration, and numerical methods of differential equations Balances theory and practice to aid in practical problem-solving in various contexts and applications

Computational Mathematics in Engineering and Applied Science provides numerical algorithms and associated software for solving a spectrum of problems in ordinary differential equations (ODEs), differential algebraic equations (DAEs), and partial differential equations (PDEs) that occur in science and engineering. It

presents detailed examples, each

This volume constitutes the proceedings of the Third International Conference on the Mathematics of Program Construction, held at Kloster Irsee, Germany in July 1995. Besides five invited lectures by distinguished researchers there are presented 19 full revised papers selected from a total of 58 submissions. The general theme is the use of crisp, clear mathematics in the discovery and design of algorithms and in the development of corresponding software and hardware; among the topics addressed are program transformation, program analysis, program verification, as well as convincing case studies.

The aim of this book is to help the readers understand the concepts, techniques, terminologies, and equations appearing in the existing books on engineering mathematics using MATLAB. Using MATLAB for computation would be otherwise time consuming, tedious and error-prone. The readers are recommended to have some basic knowledge of MATLAB.

Mathematics and the Natural Sciences

Advanced Engineering Mathematics

Engineering Mathematics Through Applications

Guide to Discrete Mathematics

Mathematics : a third level course. Topics in software engineering : M355 ; 1, 1.

An introduction to software engineering

Engineering Mathematics with MATLAB

This introductory course shows scientists and engineers how Mathematica can be used to do scientific computations.

This book highlights the latest advances in engineering mathematics with a main focus on the mathematical models, structures, concepts, problems and computational methods and algorithms most relevant for applications in modern technologies and engineering. In particular, it features mathematical methods and models of applied analysis, probability theory, differential equations, tensor analysis and computational modelling used in applications to important problems concerning electromagnetics, antenna technologies, fluid dynamics, material and continuum physics and financial engineering. The individual chapters cover both theory and applications, and include a wealth of figures, schemes, algorithms, tables and results of data analysis and simulation. Presenting new methods and results, reviews of cutting-edge research, and open problems for future research, they equip readers to develop new mathematical methods and concepts of their own, and to further compare and analyse the methods and results discussed. The book consists of contributed chapters covering research developed as a result of a focused international seminar series on mathematics and applied mathematics and a series of three focused international research workshops on engineering mathematics organised by the Research Environment in Mathematics and Applied Mathematics at Mälardalen University from autumn 2014 to autumn 2015: the International Workshop on Engineering Mathematics for

Electromagnetics and Health Technology; the International Workshop on Engineering Mathematics, Algebra, Analysis and Electromagnetics; and the 1st Swedish-Estonian International Workshop on Engineering Mathematics, Algebra, Analysis and Applications. It serves as a source of inspiration for a broad spectrum of researchers and research students in applied mathematics, as well as in the areas of applications of mathematics considered in the book. Get the most out of this foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, *Rethinking Productivity in Software Engineering*, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of literature in the book to effectively pursue new research directions.

What You'll Learn

- Review the definitions and dimensions of software productivity
- See how time management is having the opposite of the intended effect
- Develop valuable dashboards
- Understand the impact of sensors on productivity
- Avoid software development waste
- Work with human-centered methods to measure productivity
- Look at the intersection of neuroscience and productivity
- Manage interruptions and context-switching

Who Book Is For Industry developers and those responsible for seminar-style courses that include a segment on software developer productivity. Chapters are written for a generalist audience, without excessive use of technical terminology.

This book is designed to serve as a core text for courses in advanced engineering mathematics required by many engineering departments. The style of presentation is such that the student, with a minimum of assistance, can follow the step-by-step derivations. Liberal use of examples and homework problems aid the student in the study of the topics presented. Ordinary differential equations, including a number of physical applications, are reviewed in Chapter One. The use of series methods are presented in Chapter Two, Subsequent chapters present Laplace transforms, matrix theory and applications, vector analysis, Fourier series and transforms, partial differential equations, numerical methods using finite differences, complex

variables, and wavelets. The material is presented so that four or five subjects can be covered in a single course, depending on the topics chosen and the completeness of coverage. Incorporated in this textbook is the use of certain computer software packages. Short tutorials on Maple, demonstrating how problems in engineering mathematics can be solved with a computer algebra system, are included in most sections of the text. Problems have been identified at the end of sections to be solved specifically with Maple, and there are computer laboratory activities, which are more difficult problems designed for Maple. In addition, MATLAB and Excel have been included in the solution of problems in several of the chapters. There is a solutions manual available for those who select the text for their course. This text can be used in two semesters of engineering mathematics. The many helpful features make the text relatively easy to use in the classroom.

Essentials Engineering Mathematics

Mathematical Structures for Software Engineering

Computational Mathematics in Engineering and Applied Science

Theory and Practice for Science, Mathematics, and Engineering

Mathematics for Engineers and Science Labs Using Maxima

A Mind for Numbers

This innovative text was written for the one or two-semester, sophomore/junior level advanced maths course for engineers. It was built from the ground up using a Computer Algebra System, offering the student opportunities to visualize and experience the maths at every turn. The text has been designed to accommodate a variety of teaching styles, and varying levels on technology integration. It has a logical arrangement with many short self-contained sections, and many real-world applications of interest to engineering students. Chapter Introductions and Chapter Summaries help to make the material more accessible, and Chapter Review Exercises provides constant checks along the way. *A CD-ROM is included in the back of every book, which contains Maple worksheets. The Maple worksheets are fully integrated with the books content, and provide a great resource for students when working on exercise sections. The CD-ROM allows the instructor and the student to take full advantage of what the text has to offer. *Logical arrangement with many short self-contained sections. *Exercises are divided into two sections: those designed to be computed by hand (A exercises), and those to be computed w

First published in 1992, Essentials of Engineering Mathematics is a widely popular reference ideal for self-study, review, and fast answers to specific questions. While retaining the style and content that made the first edition so successful, the second edition provides even more examples, new material, and most importantly, an introduction to using two of the most prevalent software packages in engineering: Maple and MATLAB. Specifically, this edition includes: Introductory accounts of Maple and MATLAB that offer a quick start to using symbolic software to perform calculations, explore the properties of functions and mathematical operations, and generate graphical output New problems involving the mean value theorem for derivatives Extension of the account of

stationary points of functions of two variables The concept of the direction field of a first-order differential equation Introduction to the delta function and its use with the Laplace transform The author includes all of the topics typically covered in first-year undergraduate engineering mathematics courses, organized into short, easily digestible sections that make it easy to find any subject of interest. Concise, right-to-the-point exposition, a wealth of examples, and extensive problem sets at the end each chapter--with answers at the end of the book--combine to make Essentials of Engineering Mathematics, Second Edition ideal as a supplemental textbook, for self-study, and as a quick guide to fundamental concepts and techniques.

The art, craft, discipline, logic, practice, and science of developing large-scale software products needs a believable, professional base. The textbooks in this three-volume set combine informal, engineeringly sound practice with the rigour of formal, mathematics-based approaches. Volume 1 covers the basic principles and techniques of formal methods abstraction and modelling. First this book provides a sound, but simple basis of insight into discrete mathematics: numbers, sets, Cartesians, types, functions, the Lambda Calculus, algebras, and mathematical logic. Then it trains its readers in basic property- and model-oriented specification principles and techniques. The model-oriented concepts that are common to such specification languages as B, VDM-SL, and Z are explained here using the RAISE specification language (RSL). This book then covers the basic principles of applicative (functional), imperative, and concurrent (parallel) specification programming. Finally, the volume contains a comprehensive glossary of software engineering, and extensive indexes and references. These volumes are suitable for self-study by practicing software engineers and for use in university undergraduate and graduate courses on software engineering. Lecturers will be supported with a comprehensive guide to designing modules based on the textbooks, with solutions to many of the exercises presented, and with a complete set of lecture slides.

This essential textbook presents a concise introduction to the fundamental principles of software engineering, together with practical guidance on how to apply the theory in a real-world, industrial environment. The wide-ranging coverage encompasses all areas of software design, management, and quality. Topics and features: presents a broad overview of software engineering, including software lifecycles and phases in software development, and project management for software engineering; examines the areas of requirements engineering, software configuration management, software inspections, software testing, software quality assurance, and process quality; covers topics on software metrics and problem solving, software reliability and dependability, and software design and development, including Agile approaches; explains formal methods, a set of mathematical techniques to specify and derive a program from its specification, introducing the Z specification language; discusses software process improvement, describing the CMMI model, and introduces UML, a visual modelling language for software systems; reviews a range of tools to support various activities in software engineering, and offers advice on the selection and management of a software supplier; describes such innovations in the field of

software as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics, summaries and review questions in each chapter, together with a useful glossary. This practical and easy-to-follow textbook/reference is ideal for computer science students seeking to learn how to build high quality and reliable software on time and on budget. The text also serves as a self-study primer for software engineers, quality professionals, and software managers.

ODEs, DAEs, and PDEs

Essential Mathematics for Engineering

An Accessible Introduction to the History, Theory, Logic and Applications

Occupational Outlook Handbook

Engineering Mathematics with Examples and Applications

How to Excel at Math and Science (even If You Flunked Algebra)

Mathematics for Electrical Engineering and Computing embraces many applications of modern mathematics, such as Boolean Algebra and Sets and Functions, and also teaches both discrete and continuous systems - particularly vital for Digital Signal Processing (DSP). In addition, as most modern engineers are required to study software, material suitable for Software Engineering - set theory, predicate and propositional calculus, language and graph theory - is fully integrated into the book. Excessive technical detail and language are avoided, recognising that the real requirement for practising engineers is the need to understand the applications of mathematics in everyday engineering contexts. Emphasis is given to an appreciation of the fundamental concepts behind the mathematics, for problem solving and undertaking critical analysis of results, whether using a calculator or a computer. The text is backed up by numerous exercises and worked examples throughout, firmly rooted in engineering practice, ensuring that all mathematical theory introduced is directly relevant to real-world engineering. The book includes introductions to advanced topics such as Fourier analysis, vector calculus and random processes, also making this a suitable introductory text for second year undergraduates of electrical, electronic and computer engineering, undertaking engineering mathematics courses. Dr Attenborough is a former Senior Lecturer in the School of Electrical, Electronic and Information Engineering at South Bank University. She is currently Technical Director of The Webbery - Internet development company, Co. Donegal, Ireland. Fundamental principles of mathematics introduced and applied in engineering practice, reinforced through over 300 examples directly relevant to real-world engineering

Rethinking Productivity in Software Engineering

An Introduction for Software Engineers

Modern Engineering Mathematics