

**FORMAL SPECIFICATION  
TECHNIQUES  
FOR ENGINEERING  
MODULAR C PROGRAMS**

**TAN Yang Meng**

**foreword by  
John Guttag**

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# Formal Specification Techniques For Engineering Modular C Programs

**Tore Dybå, Torgeir Dingsøy, Nils Brede  
Moe**



## **Formal Specification Techniques For Engineering Modular C Programs:**

**Formal Specification Techniques for Engineering Modular C Programs** Tan Yang Meng, 2012-12-06 Software is difficult to develop maintain and reuse Two factors that contribute to this difficulty are the lack of modular design and good program documentation The first makes software changes more difficult to implement The second makes programs more difficult to understand and to maintain Formal Specification Techniques for Engineering Modular C Programs describes a novel approach to promoting program modularity The book presents a formal specification language that promotes software modularity through the use of abstract data types even though the underlying programming language may not have such support This language is structured to allow useful information to be extracted from a specification which is then used to perform consistency checks between the specification and its implementation Formal Specification Techniques for Engineering Modular C Programs also describes a specification driven software re engineering process model for improving existing programs The aim of this process is to make existing programs easier to maintain and reuse while keeping their essential functionalities unchanged Audience Suitable as a secondary text for graduate level courses in software engineering and as a reference for researchers and practitioners in industry [Formal Specification Techniques for Engineering Modular C Programs](#) 3Island Press, 1995-11-30 *Formal Specification Techniques for Engineering Modular C Programs* Yang Meng Tan, 1996 Begins a series for software engineers discussing current research topics and their applications updated versions of ideas and notations and authoritative references on specialized topics Describes a new approach to making software more modular and so easier to change Presents a formal specification language that promotes modularity through the use of abstract data types even though the underlying programming language does not have such support The language allows useful information to be extracted from a specification and used to perform some consistency checks between the specification and its implementation A reference for researchers and practitioners and a secondary text for a graduate course in software engineering Based on Tan's 1994 doctoral thesis for MIT Annotation copyright by Book News Inc Portland OR **Software Process Modeling** Silvia T. Acuna, Natalia Juristo, 2006-01-27 Software Process Modeling brings together experts to discuss relevant results in software process modeling and expresses their personal view of this field This book focuses on new aspects of software process modeling Specifically it deals with socio technological aspects process modeling for new development types open source software dependability applications etc and organization change management The computer audience is placing growing demands on the software industry today Consumers are looking for more complex products that are at the same time easier to use Software developer organizations are expected to produce higher quality products and deliver them to the public faster In so doing however globally distributed development teams have to cope with understaffing and changing technologies The challenges for the software industry are apparently mounting Over the years a variety of software process models have been designed to structure describe and prescribe the software

systems construction process Most recently software process modeling is increasingly dealing with new challenges raised by the tests that the software industry has to stand Software Process Modeling is designed for a professional audience of researchers and practitioners in industry The book is also suitable for graduate level students in computer science

**Software Defect and Operational Profile Modeling** Kai-Yuan Cai,2012-12-06 also in THE KLUWER INTERNATIONAL SERIES ON ASIAN STUDIES IN COMPUTER AND INFORMATION SCIENCE Volume 1 Tools and Environments for Parallel and Distributed Systems Amr Zaky,Ted Lewis,2012-12-06 Developing correct and efficient software is far more complex for parallel and distributed systems than it is for sequential processors Some of the reasons for this added complexity are the lack of a universally acceptable parallel and distributed programming paradigm the criticality of achieving high performance and the difficulty of writing correct parallel and distributed programs These factors collectively influence the current status of parallel and distributed software development tools efforts Tools and Environments for Parallel and Distributed Systems addresses the above issues by describing working tools and environments and gives a solid overview of some of the fundamental research being done worldwide Topics covered in this collection are mainstream program development tools performance prediction tools and studies debugging tools and research and nontraditional tools Audience Suitable as a secondary text for graduate level courses in software engineering and parallel and distributed systems and as a reference for researchers and practitioners in industry

**Multimedia Software Engineering** Shi-Kuo Chang,2012-12-06 Multimedia has two fundamental characteristics that can be expressed by the following formula Multimedia Multiple Media Hypermedia How can software engineering take advantage of these two characteristics Will these two characteristics pose problems in multimedia systems design These are some of the issues to be explored in this book The first two chapters will be of interest to managers software engineers programmers and people interested in gaining an overall understanding of multimedia software engineering The next six chapters present multimedia software engineering according to the conceptual framework introduced in Chapter One This is of particular use to practitioners system developers multimedia application designers programmers and people interested in prototyping multimedia applications The next three chapters are more research oriented and are mainly intended for researchers working on the specification modeling and analysis of distributed multimedia systems but will also be relevant to scientists researchers and software engineers interested in the systems and theoretical aspects of multimedia software engineering Multimedia Software Engineering can be used as a textbook in a graduate course on multimedia software engineering or in an undergraduate course on software design where the emphasis is on multimedia applications It is especially suitable for a project oriented course

**Constraint-Based Design Recovery for Software Reengineering** Steven G. Woods,Alexander E. Quilici,Qiang Yang,2012-12-06 The great challenge of reverse engineering is recovering design information from legacy code the concept recovery problem This monograph describes our research effort in attacking this problem It discusses our theory of how a constraint based approach to program plan

recognition can efficiently extract design concepts from source code and it details experiments in concept recovery that support our claims of scalability. Importantly we present our models and experiments in sufficient detail so that they can be easily replicated. This book is intended for researchers or software developers concerned with reverse engineering or reengineering legacy systems. However it may also interest those researchers who are interested using plan recognition techniques or constraint based reasoning. We expect the reader to have a reasonable computer science background i.e. familiarity with the basics of programming and algorithm analysis but we do not require familiarity with the fields of reverse engineering or artificial intelligence AI. To this end we carefully explain all the AI techniques we use. This book is designed as a reference for advanced undergraduate or graduate seminar courses in software engineering reverse engineering or reengineering. It can also serve as a supplementary textbook for software engineering related courses such as those on program understanding or design recovery for AI related courses such as those on plan recognition or constraint satisfaction and for courses that cover both topics such as those on AI applications to software engineering.

**ORGANIZATION** The book comprises eight chapters

Identifying Relevant Information for Testing Technique Selection Sira Vegas, Natalia Juristo, Victor R. Basili, 2012-12-06

Engineering tasks are supposed to achieve defined goals under certain project constraints. Example goals of software engineering tasks include achieving a certain functionality together with some level of reliability or performance. Example constraints of software engineering tasks include budget and time limitations or experience limitations of the developers at hand. Planning of an engineering project requires the selection of techniques, methods and tools suited to achieve stated goals under given project constraints. This assumes sufficient knowledge regarding the process-product relationships or effects of candidate techniques, methods and tools. Planning of software projects suffers greatly from lack of knowledge regarding the process-product relationships of candidate techniques, methods and tools. Especially in the area of testing a project planner is confronted with an abundance of testing techniques but very little knowledge regarding their effects under varying project conditions. This book offers a novel approach to addressing this problem. First based on a comprehensive initial characterization scheme (see chapter 7) an overview of existing testing techniques and their effects under varying conditions is provided to guide the selection of testing approaches. Second the optimisation of this knowledge base is suggested based on experience from experts, real projects and scientific experiments (chapters 8, 9 and 10). This book is of equal interest to practitioners, researchers and students. Practitioners interested in identifying ways to organize their company specific knowledge about testing could start with the schema provided in this book and optimise it further by applying similar strategies as offered in chapters 8 and 9.

Non-Functional Requirements in Software Engineering Lawrence Chung, Brian A. Nixon, Eric Yu, John Mylopoulos, 2012-12-06

Non Functional Requirements in Software Engineering presents a systematic and pragmatic approach to building quality into software systems. Systems must exhibit software quality attributes such as accuracy, performance, security and modifiability. However such non functional requirements (NFRs)

are difficult to address in many projects even though there are many techniques to meet functional requirements in order to provide desired functionality. This is particularly true since the NFRs for each system typically interact with each other and have a broad impact on the system and may be subjective. To enable developers to systematically deal with a system's diverse NFRs, this book presents the NFR Framework. Structured graphical facilities are offered for stating NFRs and managing them by refining and interrelating NFRs, justifying decisions and determining their impact. Since NFRs might not be absolutely achieved, they may simply be satisfied sufficiently. To reflect this, NFRs are represented as softgoals whose interdependencies such as tradeoffs and synergy are captured in graphs. The impact of decisions is qualitatively propagated through the graph to determine how well a chosen target system satisfies its NFRs. Throughout development, developers direct the process using their expertise while being aided by catalogues of knowledge about NFRs, development techniques, and tradeoffs which can all be explored, reused, and customized. *Non Functional Requirements in Software Engineering* demonstrates the applicability of the NFR Framework to a variety of NFRs domains, system characteristics, and application areas. This will help readers apply the Framework to NFRs and domains of particular interest to them. Detailed treatments of particular NFRs, accuracy, security, and performance requirements, along with treatments of NFRs for information systems, are presented as specializations of the NFR Framework. Case studies of NFRs for a variety of information systems include credit card and administrative systems. The use of the Framework for particular application areas is illustrated for software architecture as well as enterprise modelling. Feedback from domain experts in industry and government provides an initial evaluation of the Framework and some case studies. Drawing on research results from several theses and refereed papers, this book's presentation, terminology, and graphical notation have been integrated and illustrated with many figures. *Non Functional Requirements in Software Engineering* is an excellent resource for software engineering practitioners, researchers, and students.

*Process Improvement in Practice* Tore Dybå, Torgeir Dingsøy, Nils Brede Moe, 2006-05-02. Faster, better, and cheaper are challenges that IT companies face every day. The customer's expectations shall be met in a world where constant change in environment, organization, and technology are the rule rather than the exception. A solution for meeting these challenges is to share knowledge and experience, use the company's own experience, and the experience of other companies. *Process Improvement in Practice: A Handbook for IT Companies* tackles the problems involved in launching these solutions. *Process Improvement in Practice: A Handbook for IT Companies* is designed for small IT companies who wish to start with systematic improvement. The methods and techniques in this handbook are tried in practice and have proven to be easy to use and scalable for local needs. Managers and developers will discover useful tips to initiate improvement work efficiently. This practical handbook is based on the authors' improvement work in a range of companies since the mid-nineties. *Process Improvement in Practice: A Handbook for IT Companies* is designed for a professional audience composed of researchers and practitioners in industry. This book is also suitable for graduate-level students in software process improvement and software

engineering     Experimentation in Software Engineering Claes Wohlin, Per Runeson, Martin Höst, Magnus C. Ohlsson, Björn Regnell, Anders Wesslén, 2012-12-06 It is my belief that software engineers not only need to know software engineering methods and processes but that they also should know how to assess them Consequently I have taught principles of experimentation and empirical studies as part of the software engineering curriculum Until now this meant selecting a text from another discipline usually psychology and augmenting it with journal or conference papers that provide students with software engineering examples of experiments and empirical studies This book fills an important gap in the software engineering literature it provides a concise comprehensive look at an important aspect of software engineering experimental analysis of how well software engineering methods methodologies and processes work Since all of these change so rapidly in our field it is important to know how to evaluate new ones This book teaches how to go about doing this and thus is valuable not only for the software engineering student but also for the practicing software engineering professional who will be able to Evaluate software engineering techniques Determine the value or lack thereof of claims made about a software engineering method or process in published studies Finally this book serves as a valuable resource for the software engineering researcher     **Object-Oriented Behavioral Specifications** Haim Kilov, William Harvey, 2007-08-20 Object Oriented Behavioral Specifications encourages builders of complex information systems to accelerate their move to using the approach of a scientific discipline in analysis rather than the approach of a craft The focus is on understanding customers needs and on precise specification of understanding gained through analysis Specifications must bridge any gaps in understanding about business rules among customers Subject Matter Experts and computer people must inform decisions about reuse of software and systems and must enable review of semantics over time Specifications need to describe semantics rather than syntax and to do that in an abstract and precise manner in order to create software systems that satisfy business rules The papers in this book show various ways of designing elegant and clear specifications which are reusable lead to savings of intellectual effort time and money and which contribute to the reliability of software and systems Object Oriented Behavioral Specifications offers a fresh treatment of the object oriented paradigm by examining the limitations of traditional OO methodologies and by describing the significance of competing trends in OO modeling The book builds on four years of successful OOPSLA workshops 1991 1995 on behavior semantics This book deals with precise specifications of what is accomplished by the business and what is to be done by a system The book includes descriptions of successful use of abstract and precise specification in industry It draws on the experience of experts from industrial and academic settings and benefits from international participation Collective behavior neglected in some treatment of the OO paradigm is addressed explicitly in this book The book does not take reuse of specifications or software for granted but furnishes a foundation for taking as rigorous an approach to reuse decisions as to precise specifications in original developments     **Technology of Object-oriented Languages and Systems : TOOLS 28** Christine Mingins, Bertrand

Meyer,1998 Annotation This book provides a comprehensive look into the state of the object oriented art TOOLS is the major international forum entirely devoted to the practical applications of object oriented technology A must read for anyone who wants to know the latest practical developments in the hottest area of the software field BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved *FM'99 - Formal Methods* Jeannette M. Wing,Jim Woodcock,Jim Davies,2003-07-31 Formal methods are coming of age Mathematical techniques and tools are now regarded as an important part of the development process in a wide range of industrial and governmental organisations A transfer of technology into the mainstream of systems development is slowly but surely taking place FM 99 the First World Congress on Formal Methods in the Development of Computing Systems is a result and a measure of this new found maturity It brings an impressive array of industrial and applications oriented papers that show how formal methods have been used to tackle real problems These proceedings are a record of the technical symposium ofFM 99 also side the papers describing applicationsofformalmethods youwill ndtechnical reports papers andabstracts detailing new advances in formaltechniques from mathematical foundations to practical tools The World Congress is the successor to the four Formal Methods Europe Symposia which in turn succeeded the four VDM Europe Symposia This session reflects an increasing openness within the international community of researchers and practitioners papers were submitted covering a wide variety of formal methods and application areas The programmecommittee reflects the Congress's international nature with a membership of 84 leading researchersfrom 38 different countries The committee was divided into 19 tracks each with its own chair to oversee the reviewing process Our collective task was a difficult one there were 259 high quality submissions from 35 different countries American Book Publishing Record ,2000-07 *FME '96: Industrial Benefit and Advances in Formal Methods* Marie-Claude Gaudel,Jim Woodcock,1996-03-06 This book presents the refereed proceedings of the Third International Symposium of Formal Methods Europe FME 96 held in Oxford UK in March 1996 FME 96 was co sponsored by IFIP WG 14.3 and devoted to the application and demonstrated industrial benefit of formal methods their new horizons and strengthened foundations The 35 full revised papers included were selected from a total of 103 submissions also included are three invited papers The book addresses all relevant aspects of formal methods from the point of view of the industrial R D professional as well as from the academic viewpoint and impressively documents the significant progress in the use of formal methods for the solution of real world problems *Model and Data Engineering* Alberto Abelló,Ladjel Bellatreche,Boualem Benatallah,2012-09-25 This book constitutes the refereed proceedings of the 2nd International Conference on Model and Data Engineering MEDI 2012 held in Poitiers France in October 2012 The 12 revised full papers presented together with 5 short papers were carefully reviewed and selected from 35 submissions The papers cover the topics of model driven engineering ontology engineering formal modeling security and data mining **Theoretical Aspects of Software Engineering** Cristina David,Meng Sun,2023-06-26 This book constitutes the proceedings of the 17th International



Conference on Theoretical Aspects of Software Engineering TASE 2023 held in Bristol UK July 4-6 2023. The 19 full papers and 2 short papers included in this book were carefully reviewed and selected from 49 submissions. They cover the following areas: distributed and concurrent systems, cyber physical systems, embedded and real time systems, object oriented systems, quantum computing, formal verification and program semantics, static analysis, formal methods, verification and testing for AI systems, and AI for formal methods.

**Integration of Software Specification Techniques for Applications in Engineering** Hartmut Ehrig, Werner Damm, Jörg Desel, Martin Große-Rhode, Wolfgang Reif, Eckehard Schnieder, Engelbert Westkämper, 2011-04-05. This book constitutes the documentation of the scientific outcome of the priority program Integration of Software Specification Techniques for Applications in Engineering sponsored by the German Research Foundation DFG. It includes main contributions of the projects of the priority program and of additional international experts in the field. Some of the papers included were presented at the related Third International Workshop on the topic INT 2004 held in Barcelona Spain in March 2004. The 25 revised full papers presented together with 6 section introductions by the volume editors were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on reference case study, production automation, reference case study, traffic control systems, petri nets and related approaches in engineering, charts, verification and integration modeling.

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