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A Simple Guide to Technical Sales and Field Application Engineering Application Engineer, Because Freaking Awesome Is Not an Official Job Title Pump Application Engineering I Never Dreamed I Would Be a Super Cool Application Engineer But Here I Am Killing It Application-driven Terminology Engineering Software Engineering for Agile Application Development Engineering Production-Grade Shiny Apps The System Concept and Its Application to Engineering Engineering Web Applications Computer Applications Engineer Red-Hot Career; 2496 Real Interview Questions Industrial Process Control: Advances and Applications Visual Basic for Electronics Engineering Applications Advanced Information Systems Engineering Information Technology and Computer Application Engineering Product Lines for Digital Information Products Refrigeration Engineering Managing Social and Economic Change with Information Technology Materials Selection and Applications in Mechanical Engineering Advanced Information Systems Engineering Optimized Equipment Lubrication Advances in Machine Learning Applications in Software Engineering Design, User Experience, and Usability. Design Philosophy and Theory Advanced Information Systems Engineering Applied Software Product Line Engineering Software Engineering for Modern Web Applications: Methodologies and Technologies Handbook of Research on Software Engineering and Productivity Technologies: Implications of Globalization Model-Driven Engineering of Information Systems Method Engineering Software Testing Model-Based Engineering of Collaborative Embedded Systems Formal Foundations of Reuse and Domain Engineering Engineering News Don't Panic! I'm a Professional Field Applications Engineer Decisions of the Office of Administrative Law Judges and Office of Administrative Appeals Decisions of the Office of Administrative Law Judges and Office of Administrative Appeals Foundation Expression Blend 2 Software Product-Family Engineering Domain-Specific Modelling for Coordination Engineering Bioinformatics Software Engineering IoT Protocols and Applications for Improving Industry, Environment, and Society

"This book provides analysis, characterization and refinement of software engineering data in terms of machine learning methods. It depicts applications of several machine learning approaches in software systems development and deployment, and the use of machine learning methods to establish predictive models for software quality while offering readers suggestions by proposing future work in this emerging research field"--Provided by publisher. Explores and identifies the main issues, concepts, principles and evolution of software testing, including software quality engineering and testing concepts, test data generation, test deployment analysis, and software test management This book examines the principles, concepts, and processes that are fundamental to the software testing function. This book is divided into five broad parts. Part I introduces software testing in the broader context of software engineering and explores the qualities that testing aims to achieve or ascertain, as well as the lifecycle of software testing. Part II covers mathematical foundations of software testing, which include software specification, program correctness and verification, concepts of software dependability, and a software testing taxonomy. Part III discusses test data generation, specifically, functional criteria and structural criteria. Test oracle design, test driver design, and test outcome analysis is covered in Part IV. Finally, Part V surveys managerial aspects of software testing, including software metrics, software testing tools, and software product line testing. Presents software testing, not as an isolated technique, but as part of an integrated discipline of software verification and validation Proposes program testing and program correctness verification within the same mathematical model, making it possible to deploy the two techniques in concert, by virtue of the law of diminishing returns Defines the concept of a software fault, and the related concept of relative correctness, and shows how relative correctness can be used to characterize monotonic fault removal Presents the activity of software testing as a goal oriented activity, and explores how the conduct of the test depends on the selected goal Covers all phases of the software testing lifecycle, including test data generation, test oracle design, test driver design, and test outcome analysis Software Testing: Concepts and Operations is a great resource for software quality and software engineering students because it presents them with fundamentals that help them to prepare for their ever evolving discipline. Cool writing journals with inspirational and hilarious quotes are the best choice for women, men, and adults to go spend their everyday with fun. Get this amazing sarcastic and hilarious journal and take it to work with you. Write all your important tasks, activities, and daily schedule in this journal and plan your entire day. 6x9 is the perfect size for handling. With matte finish and high quality white paper, this makes up to be the best journal you can get to plan your everyday routine. Maintaining a journal is a healthy activity. This book contains the proceedings of the Fourth International Workshop on Product Family Engineering, PFE-4, held in Bilbao, Spain, October 3–5, 2001. This workshop was the fourth in a series started in 1996, with the same s- ject, software product-family engineering. Proceedings of the second and third workshops have been published as LNCS 1429 and LNCS 1951. The workshops were organized within co-operation projects of European - dustry, the ?rst two by ARES (Esprit IV 20.477) 1995–1999. This project had three industrial and three academic partners, and focused on software archit- turesforproductfamilies.SomeofthepartnerscontinuedinITEAproject99005,

ESAPS(1999–2001).ITEAisthesoftwaredevelopmentprogram(?!2023)within the European Eureka initiative. ITEA projects last for two years and ESAPS ? was succeeded by CAFE (ITEA ip00004), which started in 2001 and will t- minate in 2003. This workshop was initially prepared within ESAPS and the ? preparation continued in CAFE. Due to the attacks in the USA of September 11, several people were not able to ?y and therefore did not show up. However, we have included their submissions in these proceedings. The session chair presented these submissions, and their inputs were used during the discussions. It was planned that Henk Obbink be workshop chair, and Linda Northrop and Sergio Bandinelli be co-chairs. However, because of personal circumstances Henk Obbink was not able to leave home during the workshop. Moreover both co-chairs had already enough other duties. Therefore the chairing duties were taken over by the program chair, Frank van der Linden. A funny customized lined notebook journal for a busy Field Applications Engineer employee and team member. Give this keepsake book to a colleague, friend or family member, instead of a throw away greeting card to show how much they are appreciated. Can I sign this book? Yes, there's space on the first page to sign this book, just as you would a greeting card. Product Details: Pages: 100 lined pages with space for the date on each if required. Cover: Quality Matte finish. Size: Handy 6 x 9 inches. Format: Paperback. Gift Message Space? Yes, on first page. Unlike any other text of its kind, Materials Selection and Applications in Mechanical Engineering contains complete and in-depth coverage on materials of use, their principles, processing and handling details; along with illustrative examples and sample projects. It clearly depicts the needed topics and gives adequate coverage with ample examples so that ME students can appreciate the relevance of materials to their discipline. Featuring the basic principles of materials selection for application in various engineering outcomes, the contents of this text follow those of the common first-level introductory course in materials science and engineering. Directed toward mechanical engineering, it introduces the materials commonly used in this branch, along with an exhaustive description of their properties that decide their functional characteristics and selection for use, typical problems encountered during application due to improper processing or handling of materials, non-destructive test procedures used in maintenance to detect and correct problems, and much more. What's more, numerous examples and project-type analyses to select proper materials for application are provided. With the use of this unique text, teaching a relevant second-level course in materials to ME majors has never been easier! Covers all aspects of engineering materials necessary for their successful utilization in mechanical components and systems. Defines a procedure to evaluate the materials' performance efficiency in engineering applications and illustrates it with a number of examples. Includes sample project activities, along with a number of assignments for self exercise. Keeps chapters short and targeted toward specific topics for easy assimilation. Contains several unique chapters, including microprocessing, MEMS, problems encountered during use of materials in mechanical components, and NDT procedures used to detect common defects such as cracks, porosity and gas pockets, internal residual stresses, etc. Features commonly used formulae in mechanical system components in an appendix. Several tables containing material properties are included throughout the book. This title includes a number of Open Access chapters. Model-driven engineering (MDE) is the automatic production of software from simplified models of structure and functionality. It mainly involves the automation of the routine and technologically complex programming tasks, thus allowing developers to focus on the true value-adding functionality that the system needs to deliver. This book serves an overview of some of the core topics in MDE. The volume is broken into two sections offering a selection of papers that helps the reader not only understand the MDE principles and techniques, but also learn from practical examples. Also covered are the following topics: • MDE for software product lines • Formal methods for model transformation correctness • Metamodeling with Eclipse eCore • Metamodeling with UML profiles • Test cases generation This easily accessible reference volume offers a comprehensive guide to this rapidly expanding field. Edited by experienced writers with experience in both research and the practice of software engineering, Model-Driven Engineering of Information Systems: Principles, Techniques and Practice is an authoritative and easy-to-use reference, ideal for both researchers in the field and students who wish to gain an overview to this important field of study. "This book studies how daily life operates using many objects with Internet connections such as smartphones, tablets, Smart TVs, micro-controllers, Smart Tags, computers, laptops, cars, cheaper sensors, and more, commonly referred to as the Internet of Things. To accommodate this new connected structure, readers will learn how improved wireless strategies drive the need for a better IoT network"-- Over the last decade, software product line engineering (SPLE) has emerged as one of the most promising software development paradigms for increasing productivity in IT-related industries. Detailing the various aspects of SPLE implementation in different domains, Applied Software Product Line Engineering documents best practices with regard to system development. Expert contributors from academia and industry come together and focus on core asset development, product development, and management, addressing the process, technical, and organizational issues needed to meet the growing demand for information. They detail the adoption and diffusion of SPLE as a primary software development paradigm and also address technical and managerial issues in software product line engineering. Providing an authoritative perspective of the latest research and practice in SLPE, the text: Presents in-depth discussions and many industry / case studies Covers applications in various domains including automotive, business process management, and defense Organized according to the organizational, process, and technical aspects of software product lines within an organization Provides the expertise of a distinguished panel of global contributors Ever-increasing global competition coupled with a fragile world economy means that the pressure is on for software engineers and software process improvement professionals to find ways to meet the needs of expanding markets—with greater efficiency and effectiveness. This book arms readers with the insight needed to harness the power of SPLE to increase productivity, reduce time to market, and to handle the growing diversity in the quickly evolving global marketplace. "This book provides integrated chapters on software engineering and enterprise systems focusing on parts integrating requirements engineering, software engineering, process and frameworks, productivity

technologies, and enterprise systems"--Provided by publisher. English abstracts from Kholodil'naia tekhnika. ICSR is the premier international conference in the ?eld of software reuse. The main goal of ICSR is to present the advances and improvements within the software reuse domain, as well as to promote interaction between researchers and practitioners. The 11th International Conference on Software Reuse (ICSR 2009) was held during September 27–30, 2009 in Falls Church, VA, USA. 2009 was the year that ICSR went back to its roots. The theme was “Formal Foundations of Reuse and Domain Engineering.” We explored the theory and formal foundations that underlie current reuse and domain engineering practice and looked at current advancements to get an idea of where the ?eld of reuse was headed. Manyof the papers in these proceedings directly re?ect that theme. The following workshops were held in conjunction with ICSR 2009: – Second Workshop on Knowledge Reuse (KREUSE 2009) – RESOLVE 2009: Software Veri?cation – the Cornerstone of Reuse – First International Workshop on Software Ecosystems – International Workshop on Software Reuse and Safety (RESAFE 2009) Aside from these workshops and the papers found here, the conference also included ?ve tutorials, eight tool demos, and a doctoral symposium. Links to all of this information and more can be found at the ICSR 11 conference website at icsr11.isase.org. The book describes the methods and procedures to optimally applying lubricant to all kinds of general purpose machines. These include process pumps, electric motors and other equipment incorporating rolling element bearing where traditional methods are usually very much out of step with best available practices. Failure analysis, reliability strategies, remedial steps or desirable substitute approaches are also explained. Many experts believe that through the utilization of information technology, organizations can better manage social and economic change. This book investigates the challenges involved in the use of information technologies in managing these changes. A common framework under which the various studies on terminology processing can be viewed is to consider not only the texts from which the terminological resources are built but particularly the applications targeted. The current book, first published as a Special Issue of Terminology 11:1 (2005), analyses the influence of applications on term definition and processing. Two types of applications have been identified: intermediary and terminal applications (involving end users). Intermediary applications concern the building of terminological knowledge resources such as domain-specific dictionaries, ontologies, thesaurus or taxonomies. These knowledge resources then form the inputs to terminal applications such as information extraction, information retrieval, science and technology watch or automated book index building. Most of the applications dealt with in the book fall into the first category. This book represents the first attempt, from a pluridisciplinary viewpoint, to take into account the role of applications in the processing of terminology. This book presents the refereed proceedings of the 8th International Conference on Advanced Information Systems Engineering, CAiSE '96, held in Herakleion, Crete, Greece, in May 1996. The 30 revised full papers included in the book were selected from a total of some 100 submissions. The book is organised in sections on CASE environments, temporal and active database technologies, experience reports, interoperability in information systems, formal methods in system development, novel architectures, workflow management and distributed information systems, information modelling, object-oriented database design, and semantic links and abstraction. 3 of the 2496 sweeping interview questions in this book, revealed: Adaptability question: How must you adapt in your workplace in order to advance? - Behavior question: How many days were you out sick last year? - Planning and Organization question: Describe how you develop a project team's Computer applications engineer goals and project plan? Land your next Computer applications engineer role with ease and use the 2496 REAL Interview Questions in this time-tested book to demystify the entire job-search process. If you only want to use one long-trusted guidance, this is it. Assess and test yourself, then tackle and ace the interview and Computer applications engineer role with 2496 REAL interview questions; covering 70 interview topics including Innovation, Analytical Thinking, Selecting and Developing People, Setting Goals, Detail-Oriented, Culture Fit, Adaptability, Self Assessment, Stress Management, and Strengths and Weaknesses...PLUS 60 MORE TOPICS... Pick up this book today to rock the interview and get your dream Computer applications engineer Job. Method Engineering focuses on the design, construction and evaluation of methods, techniques and support tools for information systems development It addresses a number of important topics, including: method representation formalisms; meta-modelling; situational methods; contingency approaches; system development practices of method engineering; terminology and reference models; ontologies; usability and experience reports; and organisational support and impact. As the software industry continues to evolve, professionals are continually searching for practices that can assist with the various problems and challenges in information technology (IT). Agile development has become a popular method of research in recent years due to its focus on adapting to change. There are many factors that play into this process, so success is no guarantee. However, combining agile development with other software engineering practices could lead to a high rate of success in problems that arise during the maintenance and development of computing technologies. Software Engineering for Agile Application Development is a collection of innovative research on the methods and implementation of adaptation practices in software development that improve the quality and performance of IT products. The presented materials combine theories from current empirical research results as well as practical experiences from real projects that provide insights into incorporating agile qualities into the architecture of the software so that the product adapts to changes and is easy to maintain. While highlighting topics including continuous integration, configuration management, and business modeling, this book is ideally designed for software engineers, software developers, engineers, project managers, IT specialists, data scientists, computer science professionals, researchers, students, and academics. Industrial Process Control: Advances and Applications is a comprehensive, practical, easy-to-read book on process control, covering some of the most important topics in the petrochemical process industry, including Fieldbus, Multiphase Flow Metering, and other recently developed control systems. Drawing from his own experience and successes at such high-profile companies as Brown and Root and Honeywell spanning more than 20 years, the author explains the practical applications of some of the most intricate and complicated

control systems that have ever been developed. Compilation of all the best instrumentation and control techniques used in industry today Interesting theoretical content as well as practical topics on planning, integration and application Includes the latest on Fieldbus, Profibus and Multiphase Flow Metering Career Related Quotes for the people who love their Profession. This Open Access book presents the results of the "Collaborative Embedded Systems" (CrESt) project, aimed at adapting and complementing the methodology underlying modeling techniques developed to cope with the challenges of the dynamic structures of collaborative embedded systems (CESs) based on the SPES development methodology. In order to manage the high complexity of the individual systems and the dynamically formed interaction structures at runtime, advanced and powerful development methods are required that extend the current state of the art in the development of embedded systems and cyber-physical systems. The methodological contributions of the project support the effective and efficient development of CESs in dynamic and uncertain contexts, with special emphasis on the reliability and variability of individual systems and the creation of networks of such systems at runtime. The project was funded by the German Federal Ministry of Education and Research (BMBF), and the case studies are therefore selected from areas that are highly relevant for Germany’s economy (automotive, industrial production, power generation, and robotics). It also supports the digitalization of complex and transformable industrial plants in the context of the German government's "Industry 4.0" initiative, and the project results provide a solid foundation for implementing the German government's high-tech strategy "Innovations for Germany" in the coming years. From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further. Bioinformatics Software Engineering: Delivering Effective Applications will be useful to anyone who wants to understand how successful software can be developed in a rapidly changing environment. A handbook, not a textbook, it is not tied to any particular operating system, platform, language, or methodology. Instead it focuses on principles and practices that have been proven in the real world. It is pragmatic, emphasizing the importance of what the author calls Adaptive Programming - doing what works in your situation, and it is concise, covering the whole software development lifecycle in one slim volume. At each stage, it describes common pitfalls, explains how these can be avoided, and suggests simple techniques which make it easier to deliver better solutions. "Well thought-out ... addresses many of the key issues facing developers of bioinformatics software." (Simon Dear, Director, UK Technology and Development, Bioinformatics Engineering and Integration, Genetics Research, GlaxoSmithKline) Here are some examples from the book itself. On software development: “Writing software properly involves talking to people – often lots of people – and plenty of non-coding work on your part. It requires the ability to dream up new solutions to problems so complicated that they are hard to describe.” From description to specification: “Look for verbs – action words, such as ‘does’, ‘is’ and ‘views’. Identify nouns – naming words, like ‘user’, ‘home’ and ‘sequence’. List the adjectives – describing words, for example ‘quick’, ‘simple’ or ‘precise’. The verbs are the functions that must be provided by your application. The nouns define the parameters to those functions, and the adjectives specify the constraint conditions under which your program must operate.” On how to start writing software: “Handle errors. Take in data. Show output. Get going!” On testing: “It may not be physically possible to test every potential combination of situations that could occur as users interact with a program. But one thing that can be done is to test an application at the agreed extremes of its capability: the maximum number of simultaneous users it has to support, the minimum system configuration it must run on, the lowest communication speed it must cope with, and the most complex operations it must perform. If your program can cope with conditions at the edge of its performance envelope, it is less likely to encounter difficulties in dealing with less challenging situations.” On showing early versions of software to users: “It can be hard explaining the software development process to people who are unfamiliar with it. Code that to you is nearly finished is simply not working to them, and seeing their dream in bits on the workbench can be disappointing to customers, especially when they were expecting to be able to take it for a test drive.” On bugs: “If your users find a genuinely reproducible bug in production code, apologize, fix it fast, and then fix the system that allowed it through. And tell your customers what you are doing, and why, so they will be confident that it will not happen again. Everybody makes mistakes. Don’t make the same ones twice.” And one last thought on successful software development: "You have to be a detective, following up clues and examining evidence to discover what has gone

wrong and why. And you have to be a politician, understanding what people want, both in public and in private, and how this is likely to affect what you are trying to do. This book cannot teach you how to do all of that, but it can help." This proceedings volume brings together some 189 peer-reviewed papers presented at the International Conference on Information Technology and Computer Application Engineering, held 27-28 August 2013, in Hong Kong, China. Specific topics under consideration include Control, Robotics, and Automation, Information Technology, Intelligent Computing and Telecommunication, Computer Science and Engineering, Computer Education and Application and other related topics. This book provides readers a state-of-the-art survey of recent innovations and research worldwide in Information Technology and Computer Application Engineering, in so-doing furthering the development and growth of these research fields, strengthening international academic cooperation and communication, and promoting the fruitful exchange of research ideas. This volume will be of interest to professionals and academics alike, serving as a broad overview of the latest advances in the dynamic field of Information Technology and Computer Application Engineering. "This book presents current, effective software engineering methods for the design and development of modern Web-based applications"--Provided by publisher. Expression Blend was Microsoft’s first entry into the web application and design space; the first time they trod on Adobe Flash’s toes. They got a lot of things right, and started to carve out a market, but they didn’t get the crossover numbers they wanted. Blend 2 is where they put that right. It is a huge improvement over Blend. This book details everything a designer or developer needs to know to start developing web applications in Blend. Systems engineering is a mandatory approach in some industries, and is gaining wider acceptance for complex projects in general. However, under the imperative of delivering these projects on time and within budget, the focus has been mainly on the management aspects, with less attention to improving the core engineering activity – design. This book addresses the application of the system concept to design in several ways: by developing a deeper understanding of the system concept, by defining design and its characteristics within the process of engineering, and by applying the system concept to the early stage of design, where it has the greatest impact. A central theme of the book is that the purpose of engineering is to be useful in meeting the needs of society, and that therefore the ultimate measure of the benefit of applying the system concept should be the extent to which it advances the achievement of that purpose. Consequently, any consistent, top-down development of the functionality required of a solution to the problem of meeting a defined need must proceed from such a measure, and it is agued that a generalised form of Return on Investment is an appropriate measure. A theoretical framework for the development of functionality based on this measure and utilising the system concept is presented, together with some examples and practical guidelines. Thinking about launching a new career or progressing in your existing career as a Field Application Engineer or a Technical Sales professional? Do you dream of a career visiting and helping engineers in multiple industries, international travel, and a great salary earned using your ever-increasing technical knowledge? If so, then this is the book for you. This book does not contain hundreds of acronyms and sales buzz words, nor is it full of details you will find in a corporate sales book. If you want a list of corporate jargon, this isn't the book for you.This book contains a set of hard-and-fast rules and techniques that will propel you out of your engineering comfort zone and into the exciting world of sales. If you have the engineering mentality-on or off, one or zero, black or white, binary way of thinking-this book's direct, efficient approach is just the thing you need to learn the skills required to find success in your new career!The Author Before working in technical sales, Russell Jay Williamson had many years of design engineering experience. Experience in both a large multinational corporation with over 100,000 employees and a small company with only 11 employees has provided him with a great perspective on how Engineers work in this industry. Since switching into sales, he has developed the skills described in this book over many years from trial and error. This book describes these techniques that he has refined and will provide you, the reader, with the shortcuts you need so you don't waste years becoming the best Sales Engineer you can be. This book constitutes the refereed proceedings of the 20th International Conference on Advanced Information Systems Engineering, CAiSE 2008, held in Montpellier, France, in June 2008. The 35 revised full papers and 9 revised short papers presented together with 1 keynote lecture were carefully reviewed and selected from 273 submissions. The papers are organized in topical sections on duality and process modelling, interoperability of IS and enterprises, refactoring, information systems in e-government and life-science, knowledge patterns for IS engineering, requirements engineering for IS, conceptual schema modelling, service infrastructure, service evolution, flexible information technologies, metrics and process modelling, information system engineering, and IS development with ubiquitous technologies. Nowadays, Web applications are almost omnipresent. The Web has become a platform not only for information delivery, but also for eCommerce systems, social networks, mobile services, and distributed learning environments. Engineering Web applications involves many intrinsic challenges due to their distributed nature, content orientation, and the requirement to make them available to a wide spectrum of users who are unknown in advance. The authors discuss these challenges in the context of well-established engineering processes, covering the whole product lifecycle from requirements engineering through design and implementation to deployment and maintenance. They stress the importance of models in Web application development, and they compare well-known Web-specific development processes like WebML, WSDM and OOHDM to traditional software development approaches like the waterfall model and the spiral model. . We can now say that it is really a big pleasure for us to welcome all of you to the proceedings of CAiSE 2005 which was held in Porto. The four-volume set LNCS 11583, 11584, 11585, and 11586 constitutes the proceedings of the 8th International Conference on Design, User Experience, and Usability, DUXU 2019, held as part of the 21st International Conference, HCI International 2019, which took place in Orlando, FL, USA, in July 2019. The total of 1274 papers and 209 posters included in the 35 HCII 2019 proceedings volumes was carefully reviewed and selected from 5029 submissions. DUXU 2019 includes a total of 167 regular papers, organized in the following topical sections: design philosophy; design theories, methods, and tools; user

requirements, preferences emotions and personality; visual DUXU; DUXU for novel interaction techniques and devices; DUXU and robots; DUXU for AI and AI for DUXU; dialogue, narrative, storytelling; DUXU for automated driving, transport, sustainability and smart cities; DUXU for cultural heritage; DUXU for well-being; DUXU for learning; user experience evaluation methods and tools; DUXU practice; DUXU case studies. The PC has longtime outgrown its function as a pure computer and has become an all-purpose machine. This book is targeted towards those people that want to control existing or self-built hardware from their computer. Using Visual Basic as Rapid Application Development tool we will take you on a journey to unlock the world beyond the connectors of the PC. After familiarizing yourself with Visual Basic, its development environment and the toolset it offers, items such as serial communications, printer ports, bitbanging, protocol emulation, ISA, USB and Ethernet interfacing and the remote control of test-equipment over the GPIB bus are covered in extent. Each topic is accompanied by clear, ready to run code, and where necessary, schematics are provided that will get your project up to speed in no time. This book will show you advanced things like: using tools like Debug to find hardware addresses, setting up remote communication using TCP/IP and UDP sockets and even writing your own internet servers. Or how about connecting your own block of hardware over USB or Ethernet and controlling it from Visual Basic. Other things like inter-program communication, DDE and the new graphics interface of Windows XP are covered as well. All examples are ready to compile using Visual Basic 5.0, 6.0, NET or 2005. Extensive coverage is given on the differences between what could be called Visual Basic Classic and Visual Basic NET / 2005. Digital information products are an important class of widely used digital products, whose core benefit is the delivery of information or education (e.g., electronic books, online newspapers, e-learning courses).This book introduces a novel and systematic approach, Product Lines for Digital Information Products (PLANT), which focuses on the creation of variants of such products within a product line, and which extends concepts from the area of software product lines.

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