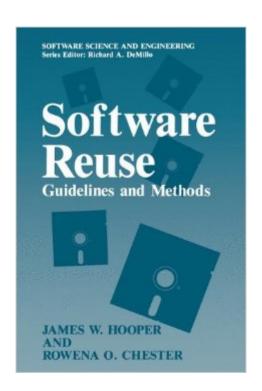
The book was found

Software Reuse: Guidelines And Methods (Software Science And Engineering)





Synopsis

Observers in the present usually have an advantage when it comes to interpreting events of the past. In the case of software reuse, howA- ever, it is unclear why an idea that has gained such universal accepÂ- tance was the source of swirling controversy when it began to be taken seriously by the software engineering community in the mid-1980's. From a purely conceptual point of view, the reuse of software deÂ- signs and components promises nearly risk-free benefits to the develÂoper. Virtually every model of software cost and development effort predicts first-order dependencies on either products size or the numÂ- ber of steps carried out in development. Reduce the amount of new product to be developed and the cost of producing the product deÂcreases. Remove development steps, and total effort is reduced. By reusing previously developed engineering products the amount of new product and the number of development steps can be reduced. In this way, reuse clearly has a major influence on reducing total development cost and effort. This, of course, raises the issue of from whence the reused products arise. There has to be a prior investment in creating "libraries of reuse products before reuse can be successfuL . . " How can organizations with a "bottom line" orientation be enticed into contributing to a reuse venture? Fortunately, the economics of reuse I resembles many other financial investment situations . -- This text refers to the Paperback edition.

Book Information

Series: Software Science and Engineering

Hardcover: 196 pages

Publisher: Springer; 1 edition (May 31, 1991)

Language: English

ISBN-10: 0306439182

ISBN-13: 978-0306439186

Product Dimensions: 0.8 x 6.5 x 9.5 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #12,677,282 in Books (See Top 100 in Books) #95 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Reuse #7902 in Books > Textbooks > Computer Science > Software Design & Engineering #16446 in Books

> Textbooks > Computer Science > Programming Languages

Download to continue reading...

Software Reuse: Guidelines and Methods (Software Science and Engineering) Software Reuse for Dynamic Systems in the Cloud and Beyond: 14th International Conference on Software Reuse, ICSR 2015, Miami, FL, USA, January 4-6, ... (Lecture Notes in Computer Science) Safe and Secure Software Reuse: 13th International Conference on Software Reuse, ICSR 2013, Pisa, Italy, June 18-20, 2013, Proceedings (Lecture Notes in Computer Science) Reuse of Off-the-Shelf Components: 9th International Conference on Software Reuse, ICSR 2006, Torino, Italy, June 12-15, 2006, Proceedings (Lecture Notes in Computer Science) Software Reuse Techniques: Adding Reuse to the System Development Process Practical Software Reuse (Wiley Series in Software Engineering Practice) Object-oriented software development: Engineering software for reuse Software Reuse: Methods, Techniques, and Tools: 8th International Conference, ICSR 2004, Madrid, Spain, July 5-9, 2004, Proceedings (Lecture Notes in Computer Science) Software Reuse: Advances in Software Reusability: 6th International Conference, ICSR-6 Vienna, Austria, June 27-29, 2000 Proceedings (Lecture Notes in Computer Science) Johns Hopkins Nursing Evidence Based Practice Model and Guidelines (Second Edition) (Dearholt, John Hopkins Nursing Evidence-Based Practice Model and Guidelines (previous) Graphic Artist's Guild Handbook of Pricing and Ethical Guidelines (Graphic Artists Guild Handbook: Pricing & Ethical Guidelines) Software Reuse, Second Edition: Methods, Models, Costs IntAR, Interventions Adaptive Reuse, Volume 03; Adaptive Reuse in Emerging Economies Reuse-Based Software Engineering: Techniques, Organizations, and Controls Non-Functional Requirements in Software Engineering (International Series in Software Engineering) Reengineering Software: How to Reuse Programming to Build New State-of-the-art Software Software Reuse: A Holistic Approach (Wiley Series in Software-Based Systems) Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) The Content Strategy Toolkit: Methods, Guidelines, and Templates for Getting Content Right (Voices That Matter) Building Maintainable Software, C# Edition: Ten Guidelines for Future-Proof Code

Dmca