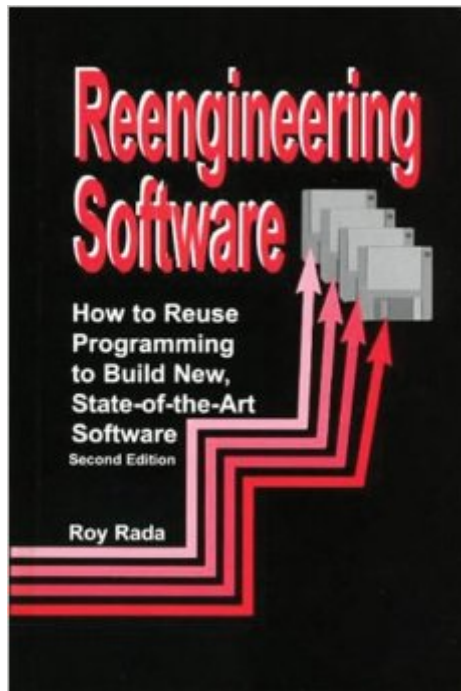


The book was found

# Reengineering Software: How To Reuse Programming To Build New State-of-the-art Software



## Synopsis

Key to saving vast amounts of time and money Addresses all the key principles and techniques Creating software of any kind is an enormously expensive proposition, whether for internal use or commercial application. The range of activities involved in engineering and creating software are mind-boggling in complexity. Yet every time new software is begun, most developers start from scratch without consideration of what might be reused or salvaged from existing programs. Reengineering Software addresses the state-of-the-art principles, approaches, support systems, underlying methodologies, and real case examples in reusing (and thus building on) previously existing software. The theme is that reengineering is fundamental to software development, but often under-appreciated and under-utilized. The key to harnessing software reuse, among others, is the Internet, which has stimulated development of software and information systems from which components can be reused and reengineered.

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Re-Engineering Software: How to Re-Use Programming to Build New, State-of-the-Art Software

Software Reuse Techniques: Adding Reuse to the System Development Process 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) Proceedings of the Fourth European Conference on Software Maintenance and Reengineering: Reengineering Week Zurich University of Zurich, Switzerland February 29-March 3-March 2, 2000 IntAR, Interventions Adaptive Reuse, Volume 03; Adaptive Reuse in Emerging Economies G is for Garden State: A New Jersey Alphabet (Discover America State by State) Practical Software Reuse (Wiley Series in Software Engineering Practice) Object-oriented software development: Engineering software for reuse Software Reuse: Advances in Software Reusability: 6th International Conference, ICSR-6 Vienna, Austria, June 27-29, 2000 Proceedings (Lecture Notes in Computer Science) Software Reuse: A Holistic Approach (Wiley Series in Software-Based Systems) Software Reuse: Guidelines and Methods (Software Science and Engineering) Reengineering Legacy Software Products Into Software Product Line Constraint-Based Design Recovery for Software Reengineering: Theory and Experiments (International Series in Software Engineering) F is for First State: A Delaware Alphabet (Discover America State by State) M is for Mountain State: A West Virginia Alphabet (Discover America State by State) Java: The Simple Guide to Learn Java Programming In No Time (Programming, Database, Java for dummies, coding books, java programming) (HTML, Javascript, Programming, Developers, Coding, CSS, PHP) (Volume 2) Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General)

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