



Software Engineering: Grundlagen, Menschen, Prozesse, Techniken (German Edition)

Jochen Ludewig, Horst Lichter

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Das Buch vermittelt die Grundlagen, Erfahrungen und Techniken, die den Kern des Software Engineerings bilden. Es ist als Material zu einer Vorlesung über Software Engineering konzipiert, aber auch sehr gut zum Selbststudium für Praktiker geeignet. Der Inhalt des Buches ist in fünf Teile gegliedert: Grundlagen, Menschen und Prozesse, Daueraufgaben im Softwareprojekt, Techniken der Softwarebearbeitung sowie Verwaltung und Erhaltung der Software. Auch auf die Ausbildung zukünftiger Software-Ingenieure wird eingegangen.

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