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Software Engineering at Google Quest For Zero-Point Energy The Essentials of Modern Software Engineering Programming .NET Components Municipal Engineering and the Sanitary Record Shipbuilding & Marine Engineering International The Mechanical Engineer Engineering Elephants Understanding Engineering Mathematics Professional Engineer Engineering News-record The Essentials of Modern Software Engineering LSC Creative Problem Solving and Engineering Design (with FREE CD ROM) Cryogenic Engineering and Technologies Building Secure and Reliable Systems Notes on Technical Sketching and Free Hand Lettering for Engineering Students Engineering News International Steam Engineer Mechanical World and Engineering Record Free Space Optical Systems Engineering The Engineer Site Reliability Engineering Practical Engineer EE, Evaluation Engineering Engineering & Contracting Advanced CAD Modeling The Electrical Engineer N.W. Ayer & Son's American Newspaper Annual and Directory Traffic Engineering Handbook Rethinking Productivity in Software Engineering The Journal of the Institution of Structural Engineers Fast Track to Waste-Free Manufacturing The Site Reliability Workbook Engineer and Contract Broadcast Engineering Reprint and Circular Series of the National Research Council Popular Science Proceedings of the National Academy of Sciences of the United States of America Engineering and Contracting Civil Engineering in Japan

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better. The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use The first course in software engineering is the most critical. Education must start from an understanding of the heart of software development, from familiar ground that is common to all software development endeavors. This book is an in-depth introduction to software engineering that uses a systematic, universal kernel to teach the essential elements of all software engineering methods. This kernel, Essence, is a vocabulary for defining methods and practices. Essence was envisioned and originally created by Ivar Jacobson and his colleagues, developed by Software Engineering Method and Theory (SEMAT) and approved by The Object Management Group (OMG) as a standard in 2014. Essence is a practice-independent framework for thinking and reasoning about the practices we have and the practices we need. Essence establishes a shared and standard understanding of what is at the heart of software development. Essence is agnostic to any particular method, lifecycle independent, programming language independent, concise, scalable, extensible, and formally specified. Essence frees the practices from their method prisons. The first part of the book describes Essence, the essential elements to work with, the essential things to do and the essential competencies you need when developing software. The other three parts describe more and more advanced use cases of Essence. Using real but manageable examples, it covers the fundamentals of Essence and the innovative use of serious games to support software engineering. It also explains how current practices such as user stories, use cases, Scrum, and micro-services can be described using Essence, and illustrates how their activities can be represented using the Essence notions of cards and checklists. The fourth part of the book offers a vision how Essence can be scaled to support large, complex systems engineering. Essence is supported by an ecosystem developed and maintained by a community of experienced people worldwide. From this ecosystem, professors and students can select what they need and create their own way of working, thus learning how to create ONE way of working that matches the particular situation and needs. Manufacturing in the United States is currently undergoing a major transition, yet large numbers of manufacturers simply do not recognize what it is all about. Many still operate under out dated manufacturing practices and do not see that the enemy is not the competition, but rather their own system of production. Batch, or mass manufacturing is still the preferred system of production for most U.S.-based industry. But to survive, let alone become globally competitive, companies will have to put aside their old mass manufacturing paradigms and completely change their entire production system. WFM will give you step-by-step directions to making rapid, lasting changes. Davis has created 4 new drivers of WFM and has linked them so you know what order to do them in and when it is time to move to the next driver. He covers nearly every aspect of the lean revolution and provides essential tools and techniques you will need to implement WFM. He also addresses the critical management issues that will arise in any plant that is striving to be world class. Drawing from more than 30 years of manufacturing experience, John Davis gives you tools and techniques for eliminating anything that cannot be clearly established as value added. WFM is not a theory. It is a proven process, and one the author has successfully implemented. He shares with you from his own experiences in guiding manufacturers through this process. Davis fully details the journey of a factory that moved from mass to waste-free manufacturing in a matter of 24 months. This factory was nationally recognized by wall street analysts as an effective manufacturing model. You get to sit in on their meetings and learn from their triumphs and failures. So hold on to your hat, because you are about to learn how to do what most in the field of world class manufacturing tell you isn't possible: to rapidly deploy WFM and change the system of production. Filled with checklists, an ongoing case study and, most important, strategies that will work, Fast Track to Waste-Free Manufacturing: Straight Talk from a Plant Manager will provide you with the principles and methodology for WFM and a road map for its implementation. All you need is the will, the focus, and a sense of urgency about the future of U.S. manufacturing. If you are a plant manager, foreman, supervisor, or executive who wants to quickly transform your factory into a world class manufacturer, Mr. Davis' WFM methodology is "must reading." A 296 minute abridged version of this book is also available on four compact discs or audio cassettes from Productivity Press. The purpose of this book is to enable engineers and technologists to be more innovative in conceptual design. Depending on the degree of emphasis placed on process (creative problem solving) or product (a rigorous yet innovative design project outcome) this text can be used for a variety of different ways: introductory courses (freshmen), multidisciplinary courses and team projects, senior capstone design; workshops for engineers and managers in industry and business. Free TEACHING MANUAL available at www.engineering-creativity.com Get the most out of this foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, Rethinking Productivity in Software Engineering, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of

literature in the book to effectively pursue new research directions. What You'll Learn Review the definitions and dimensions of software productivity See how time management is having the opposite of the intended effect Develop valuable dashboards Understand the impact of sensors on productivity Avoid software development waste Work with human-centered methods to measure productivity Look at the intersection of neuroscience and productivity Manage interruptions and context-switching Who Book Is For Industry developers and those responsible for seminar-style courses that include a segment on software developer productivity. Chapters are written for a generalist audience, without excessive use of technical terminology. Get a complete look into modern traffic engineering solutions Traffic Engineering Handbook, Seventh Edition is a newly revised text that builds upon the reputation as the go-to source of essential traffic engineering solutions that this book has maintained for the past 70 years. The updated content reflects changes in key industry standards, and shines a spotlight on the needs of all users, the design of context-sensitive roadways, and the development of more sustainable transportation solutions. Additionally, this resource features a new organizational structure that promotes a more functionally-driven, multimodal approach to planning, designing, and implementing transportation solutions. A branch of civil engineering, traffic engineering concerns the safe and efficient movement of people and goods along roadways. Traffic flow, road geometry, sidewalks, crosswalks, cycle facilities, shared lane markings, traffic signs, traffic lights, and more—all of these elements must be considered when designing public and private sector transportation solutions. Explore the fundamental concepts of traffic engineering as they relate to operation, design, and management Access updated content that reflects changes in key industry-leading resources, such as the Highway Capacity Manual (HCM), Manual on Uniform Traffic Control Devices (MUTCD), AASHTO Policy on Geometric Design, Highway Safety Manual (HSM), and Americans with Disabilities Act Understand the current state of the traffic engineering field Leverage revised information that homes in on the key topics most relevant to traffic engineering in today's world, such as context-sensitive roadways and sustainable transportation solutions Traffic Engineering Handbook, Seventh Edition is an essential text for public and private sector transportation practitioners, transportation decision makers, public officials, and even upper-level undergraduate and graduate students who are studying transportation engineering. Cryogen-free cryogenics is leading a revolution in research and industry by its significant advantages over traditional liquid helium systems. This is the first overview for the field, covering the key technologies, conceptual design, fabrication, operation, performance, and applications of these systems. The contents cover important topics such as the operating principles of 4K cryocoolers, enabling technologies (including vibration reduction) for cryogen free systems, the cryogen-free superconducting magnet, and cryogen-free systems that reach mK. It highlights the wide range of applications in materials science, quantum physics, astronomy and space science, medical sciences and etc. Key features: Introduce technologies and practical know-how employed for cryogen-free systems of using 4 K cryocoolers to replace liquid helium; Address state of the arts of cryogen-free superconducting magnets, sub-kelvin refrigeration systems of He-3 sorption cooler, adiabatic demagnetization refrigerator (ADR) and dilution refrigerators (DR). Discuss applications of cryogen-free systems in modern instruments and equipment. Gets you quickly up to speed with the theoretical and practical aspects of free space optical systems engineering design and analysis One of today's fastest growing system design and analysis disciplines is free space optical systems engineering for communications and remote sensing applications. It is concerned with creating a light signal with certain characteristics, how this signal is affected and changed by the medium it traverses, how these effects can be mitigated both pre- and post-detection, and if after detection, it can be differentiated from noise under a certain standard, e.g., receiver operating characteristic. Free space optical systems engineering is a complex process to design against and analyze. While there are several good introductory texts devoted to key aspects of optics—such as lens design, lasers, detectors, fiber and free space, optical communications, and remote sensing—until now, there were none offering comprehensive coverage of the basics needed for optical systems engineering. If you're an upper-division undergraduate, or first-year graduate student, looking to acquire a practical understanding of electro-optical engineering basics, this book is intended for you. Topics and tools are covered that will prepare you for graduate research and engineering in either an academic or commercial environment. If you are an engineer or scientist considering making the move into the opportunity rich field of optics, this all-in-one guide brings you up to speed with everything you need to know to hit the ground running, leveraging your experience and expertise acquired previously in alternate fields. Following an overview of the mathematical fundamentals, this book provides a concise, yet thorough coverage of, among other crucial topics: Maxwell Equations, Geometrical Optics, Fourier Optics, Partial Coherence theory Linear algebra, Basic probability theory, Statistics, Detection and Estimation theory, Replacement Model detection theory, LADAR/LIDAR detection theory, optical communications theory Critical aspects of atmospheric propagation in real environments, including commonly used models for characterizing beam, and spherical and plane wave propagation through free space, turbulent and particulate channels Lasers, blackbodies/graybodies sources and photodetectors (e.g., PIN, ADP, PMT) and their inherent internal noise sources The book provides clear, detailed discussions of the basics for free space optical systems design and analysis, along with a wealth of worked examples and practice problems—found throughout the book and on a companion website. Their intent is to help you test and hone your skill set and assess your comprehension of this important area. Free Space Optical Systems Engineering is an indispensable introduction for students and professionals alike. The Proceedings of the National Academy of Sciences (PNAS) publishes research reports, commentaries, reviews, colloquium papers, and actions of the Academy. PNAS is a multidisciplinary journal that covers the biological, physical, and social sciences. The book discusses the theoretical fundamentals of CAD graphics to enhance readers' understanding of surface modeling and free-form design by demonstrating how to use mathematical equations to define curves and surfaces in CAD modelers. Additionally, it explains and describes the main approaches to creating CAD models out of 3D scans of physical objects. All CAD approaches are demonstrated with guided examples and supported with comprehensive engineering explanations. Furthermore, each approach includes exercises for independent consolidation of advanced CAD skills. This book is intended for engineers and designers who are already familiar with the basics of modern CAD tools, e.g. feature based and solid based modeling in 3D space, and would like to improve and expand their knowledge and experience. It is also an easy-to-use guide and excellent teaching and research aid for academics and practitioners alike. Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively The first course in software engineering is the most critical. Education must start from an understanding of the heart of software development, from familiar ground that is common to all software development endeavors. This book is an in-depth introduction to software engineering that uses a systematic, universal kernel to teach the essential elements of all software engineering methods. This kernel, Essence, is a vocabulary for defining methods and practices. Essence was envisioned and originally created by Ivar Jacobson and his colleagues, developed by Software Engineering Method and Theory (SEMAT) and approved by The Object Management Group (OMG) as a standard in 2014. Essence is a practice-independent framework for thinking and reasoning about the practices we have and the practices we need. Essence establishes a shared and standard understanding of what is at the heart of software development. 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scaled to support large, complex systems engineering. Essence is supported by an ecosystem developed and maintained by a community of experienced people worldwide. From this ecosystem, professors and students can select what they need and create their own way of working, thus learning how to create ONE way of working that matches the particular situation and needs. Kids learn about everyday projects created by engineers. King expands, with diagrams, on how free energy and anti-gravity are possible. The theories of zero point energy maintain there are tremendous fluctuations of electrical field energy embedded within the fabric of space. King explains the following topics: Tapping the Zero-Point Energy as an Energy Source; Fundamentals of a Zero-Point Energy Technology; Vacuum Energy Vortices; The Super Tube; Charge Clusters: The Basis of Zero-Point Energy Inventions; Vortex Filaments, Torsion Fields and the Zero-Point Energy; Transforming the Planet with a Zero-Point Energy Experiment; Dual Vortex Forms: The Key to a Large Zero-Point Energy Coherence. Packed with diagrams, patents and photos. With power shortages now a daily reality in many parts of the world, this book offers a fresh approach very rarely mentioned in the mainstream media. In 2016, Google's Site Reliability Engineering book ignited an industry discussion on what it means to run production services today—and why reliability considerations are fundamental to service design. Now, Google engineers who worked on that bestseller introduce The Site Reliability Workbook, a hands-on companion that uses concrete examples to show you how to put SRE principles and practices to work in your environment. This new workbook not only combines practical examples from Google's experiences, but also provides case studies from Google's Cloud Platform customers who underwent this journey. Evernote, The Home Depot, The New York Times, and other companies outline hard-won experiences of what worked for them and what didn't. Dive into this workbook and learn how to flesh out your own SRE practice, no matter what size your company is. You'll learn: How to run reliable services in environments you don't completely control—like cloud Practical applications of how to create, monitor, and run your services via Service Level Objectives How to convert existing ops teams to SRE—including how to dig out of operational overload Methods for starting SRE from either greenfield or brownfield 'Programming .NET Components', second edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components. Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions Studying engineering, whether it is mechanical, electrical or civil relies heavily on an understanding of mathematics. This new textbook clearly demonstrates the relevance of mathematical principles and shows how to apply them to solve real-life engineering problems. It deliberately starts at an elementary level so that students who are starting from a low knowledge base will be able to quickly get up to the level required. Students who have not studied mathematics for some time will find this an excellent refresher. Each chapter starts with the basics before gently increasing in complexity. A full outline of essential definitions, formulae, laws and procedures are introduced before real world situations, practicals and problem solving demonstrate how the theory is applied. Focusing on learning through practice, it contains examples, supported by 1,600 worked problems and 3,000 further problems contained within exercises throughout the text. In addition, 34 revision tests are included at regular intervals. An interactive companion website is also provided containing 2,750 further problems with worked solutions and instructor materials

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