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Simulation and Design Das UML-Benutzerhandbuch Models
and Designs for Experiments with Mixtures Systems Modeling
in Engineering Design Simplicity Causal Models in
Experimental Designs Eco-generative Design for Early Stages

of Architecture Simulation-based Lean Six-Sigma and Design for Six-Sigma The Engineering Design of Systems

Optimal Design for Nonlinear Response Models discusses the theory and applications of model-based experimental design with a strong emphasis on biopharmaceutical studies. The book draws on the authors' many years of experience in academia and the pharmaceutical industry. While the focus is on nonlinear models, the book begins with an explanation of This book can be first considered as a complete synthesis of the EcCoGen ANR project (2011-2012), involving researchers from different French labs (including MAP) and domains, breaking major difficulties of the real-time generative design in the early stages of a pre-architectural project. Then the scope becomes larger, and the authors introduce major prospects following recent advances on natural and artificial evolution. Since process variation and chip performance uncertainties have become more pronounced as technologies scale down into the nanometer regime, accurate and efficient modeling or characterization of variations from the device to the architecture level have become imperative for the successful design of VLSI chips. This book provides readers with tools for variation-aware design methodologies and computer-aided design (CAD) of VLSI systems, in the presence of process variations at the nanometer scale. It presents the latest developments for modeling and analysis, with a focus on statistical interconnect modeling, statistical parasitic extractions, statistical full-chip leakage and dynamic power analysis considering spatial correlations, statistical analysis and modeling for large global interconnects and analog/mixed-

signal circuits. Provides readers with timely, systematic and comprehensive treatments of statistical modeling and analysis of VLSI systems with a focus on interconnects, on-chip power grids and clock networks, and analog/mixed-signal circuits; Helps chip designers understand the potential and limitations of their design tools, improving their design productivity; Presents analysis of each algorithm with practical applications in the context of real circuit design; Includes numerical examples for the quantitative analysis and evaluation of algorithms presented. Provides readers with timely, systematic and comprehensive treatments of statistical modeling and analysis of VLSI systems with a focus on interconnects, on-chip power grids and clock networks, and analog/mixed-signal circuits; Helps chip designers understand the potential and limitations of their design tools, improving their design productivity; Presents analysis of each algorithm with practical applications in the context of real circuit design; Includes numerical examples for the quantitative analysis and evaluation of algorithms presented. In dieser - lang erwarteten - Überarbeitung zur Version 2.0 der umfassenden Einführung in UML bieten die Entwickler der Sprache - Grady Brooch, James Rumbaugh, Ivar Jacobsen - eine Einführung, die sich mit den Kernpunkten befasst. Ausgehend von einer Übersicht über UML wird die Sprache anhand der Vorstellung bestimmter Konzepte und Schreibweisen in jedem Kapitel Schritt für Schritt erläutert. Das Buch sorgt einerseits für einen umfassenden Überblick über alle Diagrammtypen sowie Elemente von UML in der zweiten Version und stellt andererseits den nötigen Praxisbezug her, um UML 2.0 effektiv für eigene Projekte einzusetzen. Die tief greifenden Erläuterungen und die an

Beispielen orientierte Herangehensweise der Autoren, sorgen für ein schnelles Verständnis des komplexen Themas. Ein Geheimnis in Ehren kann dir nicht mal der Adel verwehren – ein neuer Fall für Lady Georgie Endlich geht die Cosy-Krimi-Reihe von Bestsellerautorin Rhys Bowen weiter London, 1933: Lady Victoria Georgiana Charlotte Eugenie, kurz Lady Georgie, wird von der Queen mit einem geheimen Auftrag nach Nizza geschickt. Dort soll sie ohne große Aufmerksamkeit zu erwecken die unbezahlbare Schnupftabakdose der Queen wiederfinden. Vor Ort trifft Georgie auf alte Bekannte und neue Freunde, denn niemand Geringeres als Coco Chanel bittet sie um Hilfe. Doch Lady Georgie wäre nicht Lady Georgie, würde nicht plötzlich alles schief gehen, was schiefgehen kann. Als dann auch noch ein Mord geschieht und Georgies Schwarm Darcy in Begleitung einer Fremden gesichtet wird, ist das Chaos perfekt ... Erste Leserstimmen „es gibt wieder den gleichen feinen Humor wie in den anderen Bänden“ „unter Einbeziehung von historischen Tatsachen und Gerüchten ist einen äußerst spannender und unterhaltsamer Krimi entstanden“ „der Schreibstil ist leicht zu lesen, man kann es in einem Rutsch durchschmökern“ „Rhys Brown hat es wieder geschafft, mich mit ihrem interessanten Schreibstil in eine märchenhafte Krimiwelt zu entführen“ „der Roman besitzt eine dichte Atmosphäre und die Spannung besteht aus den Höhen und Tiefen der sympathischen Prota Lady Georgie“ Weitere Titel dieser Reihe Die königliche Spionin (ISBN: 9783960878117) Adel verpflichtet ... zum Mord (ISBN: 9783960878124) Königliche Verschwörung (ISBN: 9783960878131) Adel unter Verdacht (ISBN: 9783960878148) The basics of desktop. Creating 3D objects. Manipulating 3D

objects. Creating simple 3D models. Designing surfaces. Interactive technology is increasingly integrated with physical objects that do not have a traditional keyboard and mouse style of interaction, and many do not even have a display. These objects require new approaches to interaction design, referred to as post-WIMP (Windows, Icons, Menus, and Pointer) or as embodied interaction design. This book provides an overview of the design opportunities and issues associated with two embodied interaction modalities that allow us to leave the traditional keyboard behind: tangible and gesture interaction. We explore the issues in designing for this new age of interaction by highlighting the significance and contexts for these modalities. We explore the design of tangible interaction with a reconceptualization of the traditional keyboard as a Tangible Keyboard, and the design of interactive three-dimensional (3D) models as Tangible Models. We explore the design of gesture interaction through the design of gesture-based commands for a walk-up-and-use information display, and through the design of a gesture-based dialogue for the willful marionette. We conclude with design principles for tangible and gesture interaction and a call for research on the cognitive effects of these modalities.

Willkommen in der New Economy, der Welt der digitalen Wirtschaft. Informationen sind leichter zugänglich als je zuvor. Die Vernetzung wird dichter, und digitale Kommunikation ist aus den Unternehmen nicht mehr wegzudenken. Die Begeisterung für die Technologie hat jedoch ihren Preis: Die Zahl der Sicherheitsrisiken nimmt ständig zu. Die neuen Gefahren, die mit dem E-Business verknüpft sind, müssen den Unternehmen weltweit aber erst klar werden. Dieses Buch ist ein erster Schritt in diese

Richtung. Bruce Schneier, anerkannter Experte im Bereich Kryptographie, erklärt, was Unternehmen über IT-Sicherheit wissen müssen, um zu überleben und wettbewerbsfähig zu bleiben. Er deckt das gesamte System auf, von den Ursachen der Sicherheitslücken bis hin zu den Motiven, die hinter böswilligen Attacken stehen. Schneier zeigt Sicherheitstechnologien und deren Möglichkeiten, aber auch deren Grenzen auf. Fundiert und anschaulich zugleich behandelt dieser praktische Leitfaden: - Die digitalen Bedrohungen und Angriffe, die es zu kennen gilt - Die derzeit verfügbaren Sicherheitsprodukte und -prozesse - Die Technologien, die in den nächsten Jahren interessant werden könnten - Die Grenzen der Technik - Das Vorgehen, um Sicherheitsmängel an einem Produkt offenzulegen - Die Möglichkeiten, existierende Risiken in einem Unternehmen festzustellen - Die Implementierung einer wirksamen Sicherheitspolitik

Schneiers Darstellung der digitalen Welt und unserer vernetzten Gesellschaft ist pragmatisch, interessant und humorvoll. Und sie ermöglicht es dem Leser, die vernetzte Welt zu verstehen und sich gegen ihre Bedrohungen zu wappnen. Hier finden Sie die Unterstützung eines Experten, die Sie für die Entscheidungsfindung im Bereich IT-Sicherheit brauchen. One of the most significant challenges in the development of embedded and cyber-physical systems is the gap between the disciplines of software and control engineering. In a marketplace, where rapid innovation is essential, engineers from both disciplines need to be able to explore system designs collaboratively, allocating responsibilities to software and physical elements, and analyzing trade-offs between them. To this end, this book

presents a framework that allows the very different kinds of design models – discrete-event (DE) models of software and continuous time (CT) models of the physical environment – to be analyzed and simulated jointly, based on common scenarios. The individual chapters provide introductions to both sides of this co-simulation technology, and give a step-by-step guide to the methodology for designing and analyzing co-models. They are grouped into three parts: Part I introduces the technical basis for collaborative modeling and simulation with the Crescendo technology. Part II continues with different methodological guidelines for creating co-models and analyzing them in different ways using case studies. Part III then delves into more advanced topics and looks into the potential future of this technology in the area of cyber-physical systems. Finally various appendices provide summaries of the VDM and 20-sim technologies, a number of valuable design patterns applicable for co-models, and an acronym list along with indices and references to other literature. By combining descriptions of the underlying theory with records of real engineers' experience in using the framework on a series of case studies the book appeals to scientists and practitioners alike. It is complemented by tools, examples, videos, and other material on www.crescendotool.org. Scientists/researchers and graduate students working in embedded and cyber-physical systems will learn the semantic foundations for collaborative modeling and simulation, as well as the current capabilities and limitations of methods and tools in this field. Practitioners will be able to develop an appreciation of the capabilities of the co-modeling techniques, to assess the benefits of more collaborative approaches to modeling and simulation, and will

benefit from the included guidelines and modeling patterns. Engineering Modeling and Design is a comprehensive systems engineering text that focuses on systematic principles for designing systems. Concurrent engineering, which requires that from the very start of a project all players (e.g., engineering, maintenance, marketing, customers) are involved as all facets of the system life cycle are considered, is skillfully illustrated through the use of two major case studies. The text describes how a product design proceeds parallel to the process design, explains key duties of systems engineers throughout the product life cycle, and examines the process of system design in terms of life cycle requirements. Projects and problems are presented throughout the text. A homework solutions/instructor's manual is available from the publisher upon request. Engineering Modeling and Design is an excellent text for engineering design courses in industry and upper division courses on concurrent engineering or total quality management. Weniger ist mehr, sagt man oft. Doch allzu häufig gilt auch: Einfach ist verdammt schwer. Dieses erhellende kleine Buch präsentiert die zehn Gesetze der Einfachheit für Wirtschaft, Technologie, Design und Alltag. "Simplicity" ist der Rettungsanker in einem Meer immer komplexerer Prozesse und zunehmend unüberschaubarer Funktionalitäten. Es ist nicht verwunderlich, dass viele Menschen heutzutage gegen eine Technologie rebellieren, die ihnen zu kompliziert geworden ist, ob es sich um DVD-Recorder mit verwirrend vielfältigen Funktionen handelt oder um Software mit 75-MB-"Read me"-Anleitungen. Doch es gibt Gegenentwürfe: So hat das klare, extrem reduzierte Design des iPod den Welterfolg dieses kleinen Geräts begründet.

Manchmal geraten wir allerdings in das "Simplicity"-Paradox: Wir möchten etwas, das einfach zu verstehen und leicht zu benutzen ist, aber dennoch soll es alle denkbaren hochkomplexen Aufgaben erfüllen. In diesem erfrischend kurzen und pointierten Buch stellt uns John Maeda zehn Gesetze vor, mit denen sich Einfachheit und Komplexität in Einklang bringen lassen – Leitlinien, wie wir aus Weniger Mehr machen können. Der Professor am renommierten Media Lab des Massachusetts Institute of Technology (MIT) und weltweit gefragte Grafikdesigner erkundet die Frage, wie wir das Konzept der "Verbesserung" so umdefinieren können, dass es nicht zwangsläufig Mehr bedeutet. Maedas erstes Gesetz heißt "Reduzieren", denn es ist nicht notwendigerweise hilfreich, neue technologische Features hinzuzufügen, bloss weil wir es könnten. Aber diejenigen Eigenschaften, die wir brauchen, sollten in einer vernünftigen Hierarchie organisiert sein (Gesetz 2), so dass die Nutzer nicht von Funktionen abgelenkt werden, die sie gar nicht brauchen. Maedas kompakter Führer zur „Simplicity“ im digitalen Zeitalter verdeutlicht, wie dieses Konzept zum Eckpfeiler von Organisationen und ihren Produkten werden kann – und warum es sich als treibende Kraft für Wirtschaft und Technologie erweisen wird. Wir können vieles vereinfachen, ohne Bedeutung und Nutzen einzubüßen. Und die Balance zwischen diesen Polen erreichen wir mit dem 10. Gesetz: "Einfachheit heißt, das Offensichtliche zu entfernen und das Bedeutsame hinzuzufügen." This book is the first to explain FinFET modeling for IC simulation and the industry standard - BSIM-CMG - describing the rush in demand for advancing the technology from planar to 3D architecture, as now enabled by the approved industry standard. The book

gives a strong foundation on the physics and operation of FinFET, details aspects of the BSIM-CMG model such as surface potential, charge and current calculations, and includes a dedicated chapter on parameter extraction procedures, providing a step-by-step approach for the efficient extraction of model parameters. With this book you will learn: Why you should use FinFET The physics and operation of FinFET Details of the FinFET standard model (BSIM-CMG) Parameter extraction in BSIM-CMG FinFET circuit design and simulation

Craft the Right Design Using UML Whether building a relational, object-relational, or object-oriented database, database developers are increasingly relying on an object-oriented design approach as the best way to meet user needs and performance criteria. This book teaches you how to use the Unified Modeling Language-the official standard of the Object Management Group-to develop and implement the best possible design for your database. Inside, the author leads you step by step through the design process, from requirements analysis to schema generation. You'll learn to express stakeholder needs in UML use cases and actor diagrams, to translate UML entities into database components, and to transform the resulting design into relational, object-relational, and object-oriented schemas for all major DBMS products.

Features Teaches you everything you need to know to design, build, and test databases using an OO model. Shows you how to use UML, the accepted standard for database design according to OO principles. Explains how to transform your design into a conceptual schema for relational, object-relational, and object-oriented DBMSs. Offers practical examples of design for Oracle, SQL Server, Sybase, Informix,

Object Design, POET, and other database management systems. Focuses heavily on re-using design patterns for maximum productivity and teaches you how to certify completed designs for re-use. This book presents the a scientific discussion of the state-of-the-art techniques and designs for modeling, testing and for the performance analysis of data converters. The focus is put on sustainable data conversion. Sustainability has become a public issue that industries and users can not ignore. Devising environmentally friendly solutions for data conversion designing, modeling and testing is nowadays a requirement that researchers and practitioners must consider in their activities. This book presents the outcome of the IWADC workshop 2011, held in Orvieto, Italy.

Wir leben im Zeitalter umwälzender neuer Geschäftsmodelle. Obwohl sie unsere Wirtschaftswelt über alle Branchengrenzen hinweg verändern, verstehen wir kaum, woher diese Kraft kommt. Business Model Generation präsentiert einfache, aber wirkungsvolle Tools, mit denen Sie innovative Geschäftsmodelle entwickeln, erneuern und in die Tat umsetzen können. Es ist so einfach, ein Spielveränderer zu sein! Business Model Generation: Das inspirierende Handbuch für Visionäre, Spielveränderer und Herausforderer, die Geschäftsmodelle verbessern oder völlig neu gestalten wollen.

Perspektivwechsel: Business Model Generation erlaubt den Einblick in die geheimnisumwitterten Innovationstechniken weltweiter Spitzenunternehmen. Erfahren Sie, wie Sie Geschäftsmodelle von Grund auf neu entwickeln und in die Tat umsetzen - oder alte Geschäftsmodelle aufpolieren. So verdrehen Sie der Konkurrenz den Kopf! von 470 Strategie-Experten entwickelt: Business Model Generation hält, was es

verspricht: 470 Autoren aus 45 Ländern verfassten, finanzierten und produzierten das Buch gemeinsam. Die enge Verknüpfung von Inhalt und visueller Gestaltung erleichtert das Eintauchen in den Kosmos der Geschäftsmodellinnovation. So gelingt der Sprung in neue Geschäftswelten! für Tatendurstige: Business Model Generation ist unverzichtbar für alle, die Schluss machen wollen mit ›business as usual«. Es ist wie geschaffen für Führungskräfte, Berater und Unternehmer, die neue und ungewöhnliche Wege der Wertschöpfung gehen möchten. Worauf warten Sie noch?

Photovoltaic Power System: Modelling, Design and Control is an essential reference with a practical approach to photovoltaic (PV) power system analysis and control. It systematically guides readers through PV system design, modelling, simulation, maximum power point tracking and control techniques making this invaluable resource to students and professionals progressing from different levels in PV power engineering. The development of this book follows the author's 15-year experience as an electrical engineer in the PV engineering sector and as an educator in academia. It provides the background knowledge of PV power system but will also inform research direction. Key features: Details modern converter topologies and a step-by-step modelling approach to simulate and control a complete PV power system. Introduces industrial standards, regulations, and electric codes for safety practice and research direction. Covers new classification of PV power systems in terms of the level of maximum power point tracking. Contains practical examples in designing grid-tied and standalone PV power systems. Matlab codes and Simulink models featured on a Wiley hosted book companion website.

From the most basic cutting and assembling methods to advanced painting, texturing, and finishing techniques, this invaluable guide covers every aspect of producing models for stage sets. Useful hints on producing a range of different models--including buildings and structures, organic elements such as trees and bushes, and furniture--are provided along with helpful illustrated step-by-step instructions. A number of modern computer-based design techniques are also included and accompanied by tips on using these techniques in combination with more traditional procedures to enhance finished products. This book addresses the challenging topic of modeling adaptive networks, which often manifest inherently complex behavior. Networks by themselves can usually be modeled using a neat, declarative, and conceptually transparent Network-Oriented Modeling approach. In contrast, adaptive networks are networks that change their structure; for example, connections in Mental Networks usually change due to learning, while connections in Social Networks change due to various social dynamics. For adaptive networks, separate procedural specifications are often added for the adaptation process. Accordingly, modelers have to deal with a less transparent, hybrid specification, part of which is often more at a programming level than at a modeling level. This book presents an overall Network-Oriented Modeling approach that makes designing adaptive network models much easier, because the adaptation process, too, is modeled in a neat, declarative, and conceptually transparent Network-Oriented Modeling manner, like the network itself. Thanks to this approach, no procedural, algorithmic, or programming skills are needed to design complex adaptive network models. A

dedicated software environment is available to run these adaptive network models from their high-level specifications. Moreover, because adaptive networks are described in a network format as well, the approach can simply be applied iteratively, so that higher-order adaptive networks in which network adaptation itself is adaptive (second-order adaptation), too can be modeled just as easily. For example, this can be applied to model metaplasticity in cognitive neuroscience, or second-order adaptation in biological and social contexts. The book illustrates the usefulness of this approach via numerous examples of complex (higher-order) adaptive network models for a wide variety of biological, mental, and social processes. The book is suitable for multidisciplinary Master's and Ph.D. students without assuming much prior knowledge, although also some elementary mathematical analysis is involved. Given the detailed information provided, it can be used as an introduction to Network-Oriented Modeling for adaptive networks. The material is ideally suited for teaching undergraduate and graduate students with multidisciplinary backgrounds or interests. Lecturers will find additional material such as slides, assignments, and software.

Daten stehen heute im Mittelpunkt vieler Herausforderungen im Systemdesign. Dabei sind komplexe Fragen wie Skalierbarkeit, Konsistenz, Zuverlässigkeit, Effizienz und Wartbarkeit zu klären. Darüber hinaus verfügen wir über eine überwältigende Vielfalt an Tools, einschließlich relationaler Datenbanken, NoSQL-Datenspeicher, Stream- und Batchprocessing und Message Broker. Aber was verbirgt sich hinter diesen Schlagworten? Und was ist die richtige Wahl für Ihre Anwendung? In diesem praktischen und umfassenden Leitfaden unterstützt Sie der

Autor Martin Kleppmann bei der Navigation durch dieses schwierige Terrain, indem er die Vor- und Nachteile verschiedener Technologien zur Verarbeitung und Speicherung von Daten aufzeigt. Software verändert sich ständig, die Grundprinzipien bleiben aber gleich. Mit diesem Buch lernen Softwareentwickler und -architekten, wie sie die Konzepte in der Praxis umsetzen und wie sie Daten in modernen Anwendungen optimal nutzen können. Inspizieren Sie die Systeme, die Sie bereits verwenden, und erfahren Sie, wie Sie sie effektiver nutzen können Treffen Sie fundierte Entscheidungen, indem Sie die Stärken und Schwächen verschiedener Tools kennenlernen Steuern Sie die notwendigen Kompromisse in Bezug auf Konsistenz, Skalierbarkeit, Fehlertoleranz und Komplexität Machen Sie sich vertraut mit dem Stand der Forschung zu verteilten Systemen, auf denen moderne Datenbanken aufbauen Werfen Sie einen Blick hinter die Kulissen der wichtigsten Onlinedienste und lernen Sie von deren Architekturen This is the first book to completely cover the whole body of knowledge of Six Sigma and Design for Six Sigma with Simulation Methods as outlined by the American Society for Quality. Both simulation and contemporary Six Sigma methods are explained in detail with practical examples that help understanding of the key features of the design methods. The systems approach to designing products and services as well as problem solving is integrated into the methods discussed. In real applications most experimental situations are influenced by a large number of different factors. In these settings the design of an experiment leads to challenging optimization problems, even if the underlying relationship can be described by a linear model. Based on

recent research, this book introduces the theory of optimum designs for complex models and develops general methods of reduction to marginal problems for large classes of models with relevant interaction structures. The newly updated guide to design process modeling techniques *Designing with Models, Third Edition* is the revised, step-by-step guide to basic and advanced design process modeling. This comprehensive text explains the process from start to finish, and has been expanded to include up-to-date information on digital modeling programs and rapid prototyping processes. The impact of this new wave of 3D modeling technology is examined through interviews and numerous examples from renowned architects. Along with many new student projects, this new Third Edition features information on cutting-edge digital imaging equipment and design software, as well as many new process models from celebrated professional projects. Architect Criss Mills acquaints architecture and design professionals with essential modeling terms, design processes, equipment, materials, and construction methods. Fully updated with nearly 200 new photos and twenty-six new projects from students and firms, *Designing with Models, Third Edition* walks readers through the basics of: Material and tool selection Construction techniques Determining scale Generating ideas Exploring design processes and alternatives Modifying design work directly on the model Developing design work through modeling scale Offering increased emphasis on transitioning from hand craft to digital craft, this thorough Third Edition also provides easy-to-follow guidelines for modeling with advanced tools and materials, demonstrating how to: Master the modeling of curvilinear components with planar material and casting

techniques Explore ideas with mixed media, such as wood, found objects, metal rods and screens, clay, and Plexiglas Work backwards from model information to produce 2D plan, section, and elevation drawings Record and communicate 3D design work Begin exploring the safe and effective use of power tools, such as belt sanders, table saws, drills, band saws, and welding equipment This is a companion volume to the Causal Models in the Social Sciences, the majority of articles concern panel designs involving repeated measurements while a smaller cluster involves discussions of how experimental designs may be improved by more explicit attention to causal models. All of the papers are concerned with complications that may occur in actual research designs--as compared with idealized ones that often become the basis of textbook discussions of design issues. In thinking about the revision of that volume, considerable literature has accumulated. As a result, this volume attempts to bridge the gap in time and substance to that earlier effort. Blalock examined articles that seemed to hold the most promise of expanding the variety of topics in research methods to the causal modeling approach, and addressing the design issues involved. The majority of these fell under the heading of panel designs involving repeated measurements; a smaller cluster involved discussions of how our understanding of experimental designs could be improved by paying explicit attention to causal models. Blalock presented five chapters bearing on experimental designs into Part I, since the issues with which they deal are more general than those that treat more specifically with the handling of change data. Although many readers may have more immediate interest in these latter

papers, which appear in Part II, Blalock thought it wise to encourage such readers to examine broader issues before plunging specifically into discussions of panel designs. H.M. Blalock, Jr. (1926-1991) was professor of sociology at the University of Washington, Seattle. He was recipient of the 1973 ASA Samuel Stouffer Prize, and was a Fellow of the American Statistical Association and the American Academy of Arts and Sciences, and is a member of the National Academy of Sciences. He was the 70th president of the American Sociological Association.

Unternehmer, Gründer und Teams stehen täglich vor der Herausforderung: Womit soll man zuerst anfangen, worauf sich am meisten fokussieren? Und wie viele Diskussionen und Meetings sind nötig, bevor man ganz sicher die garantiert richtige Lösung hat? Die Folge ist, dass allzu oft das Projekt auf der Stelle tritt und man überhaupt nicht vorwärtskommt. Dafür gibt es eine geniale Lösung: Sprint. Die ist ein einzigartiger, innovativer und narrensicherer Prozess, mit dem sich die härtesten Probleme in nur fünf Tagen lösen lassen – von Montag bis Freitag. Der Entwickler Jake Knapp entwarf diesen Prozess bei und für Google, wo er seither in allen Bereichen genutzt wird. Zusammen mit John Zeratsky und Braden Kowitz hat er darüber hinaus bereits mehr als 100 Sprints in Firmen aus unterschiedlichen Bereichen durchgeführt. Der Sprint-Prozess bietet praktische Hilfe für Unternehmen aller Größen, vom kleinen Start-up bis hin zum Fortune-100-Unternehmen. Die Methode ist auch für alle anderen bewährt, die vor einem großen Problem stehen, schnell eine Idee testen oder einfach eine Möglichkeit schnell ergreifen wollen. Over the last decade research into design processes utilizing ideas and models drawn from artificial

intelligence has resulted in a better understanding of design -- particularly routine design -- as a process. Indeed, most of the current research activity directly or indirectly deals only with routine design. Not surprisingly, many practicing designers state that the level of understanding represented by these models is only of mild interest because they fail to embody any ideas about creativity. This volume provides a set of chapters in the areas of modeling creativity and knowledge-based creative design that examines the potential role and form of computer-aided design which supports creativity. It aims to define the state-of-the-art of computational creativity in design as well as to identify research directions. Published at a time when the field of computational creativity in design is still immature, it should influence the directions of growth and assist the field in reaching maturity. Outlined in the paper are the elements of a theoretical framework that would be a first step toward structuring comprehensive analytic models applicable to the hardware design process. The long-range purpose would be to advance the state-of-the-art in analyzing the design process and, thus, subsequently make the process itself more efficient. The model could be adapted to many levels of design; major applications would be: (1) in designing for industry where the state-of-the-art is well established (e.g., automobiles, ships, etc.); (2) in refining existing military designs and conceptions (e.g., small changes on liquid ICBM's); and (3) in stimulating engineering creativity via the results of gross analyses on 'futuristic' designs (e.g., submersible aircraft). The design process is viewed in the abstract in the paper, and thus the discussion is not intended to cope fully with the day-to-day diverse influences that the design engineer encounters in

practice. It is contended, however, that there is analytic 'content' beyond these day-to-day stresses and strains, and that the latter can be superimposed upon the framework suggested here. *Designing with Models, Second Edition* is the revised, step-by-step guide to basic and advanced design process modeling. This comprehensive text explains the process from start to finish, and has been expanded to include up-to-date information on digital modeling programs and rapid prototyping processes. The impact of this new wave of 3D modeling technology is examined through interviews and numerous examples from renowned architects. Along with many new student projects, this new Second Edition features more than 800 high-quality photographs and fully illustrated in-depth case studies and the latest information on mastering the modeling of curvilinear components with planar material and casting techniques, exploring ideas with mixed media, working backwards from model information, recording and communicating 3D design work, exploring the safe and effective use of power tools, and more. New for the third edition, chapters on: Complete Exercise of the SE Process, System Science and Analytics and The Value of Systems Engineering

The book takes a model-based approach to key systems engineering design activities and introduces methods and models used in the real world. This book is divided into three major parts: (1) Introduction, Overview and Basic Knowledge, (2) Design and Integration Topics, (3) Supplemental Topics. The first part provides an introduction to the issues associated with the engineering of a system. The second part covers the critical material required to understand the major elements needed in the engineering design of any

system: requirements, architectures (functional, physical, and allocated), interfaces, and qualification. The final part reviews methods for data, process, and behavior modeling, decision analysis, system science and analytics, and the value of systems engineering. Chapter 1 has been rewritten to integrate the new chapters and updates were made throughout the original chapters. Provides an overview of modeling, modeling methods associated with SysML, and IDEF0 Includes a new Chapter 12 that provides a comprehensive review of the topics discussed in Chapters 6 through 11 via a simple system – an automated soda machine Features a new Chapter 15 that reviews General System Theory, systems science, natural systems, cybernetics, systems thinking, quantitative characterization of systems, system dynamics, constraint theory, and Fermi problems and guesstimation Includes a new Chapter 16 on the value of systems engineering with five primary value propositions: systems as a goal-seeking system, systems engineering as a communications interface, systems engineering to avert showstoppers, systems engineering to find and fix errors, and systems engineering as risk mitigation The Engineering Design of Systems: Models and Methods, Third Edition is designed to be an introductory reference for professionals as well as a textbook for senior undergraduate and graduate students in systems engineering. Bücher zur Produktentwicklung gibt es viele. Dennoch ist die Quote an Flops immens. Mit Alexander Osterwalders »Value Proposition Design« wäre das nicht passiert! Der Erfinder von »Business Model Generation« liefert die kreative Bauanleitung für innovative Produkte. Sein Ziel: Schluss mit sinnlosen Dingen, die keiner will. Mit Osterwalders bewährtem Canvas-Konzept

entsteht spielerisch die perfekte Passform zwischen Produkt und Kunde. Praxisorientiert zeigt das Buch, wie aus der Idee ein Must-have wird. Ein Onlineservice mit Tools, Tests und Fallstudien sowie die Schnittstelle zur Business-Model-Generation-Community ergänzen das Powerpaket. Der neue Osterwalder mit Haben-wollen-Effekt! Master techniques from top automotive designers and world-class game developers with this insider's guide to designing and modeling 3D vehicles. With techniques demonstrated in 3ds Max, Maya, XSI, and Photoshop, "3D Automotive Modeling" starts with a fantastic series of hot concept designs and continues by offering a full hands-on modeling tutorial for each. Some of the very best designers and modelers from across the globe take you through their processes step-by-step, giving you the tips, tricks, and short-cuts that true professionals use. "3D Automotive Modeling" features tutorials from Honda, Toyota, and Mercedes-Benz designers, as well as modelers from Sony Computer Entertainment, Lucas Arts, and Simbin-artists who have worked on some of the biggest games in the industry, including the MotorStorm series. You will get: insider tips from a team of noted professionals, led by author Andrew Gahan, part of the award-winning game team behind the PlayStation 3 smash hit series, MotorStorm; all tutorial files, models, textures, blueprints, and concept images on the associated web site; and, access to a vibrant forum on the web site where you can discuss and share your work and get feedback from the pros. This book delivers a concise introduction to the modeling and design of photonic devices. It describes the analysis of the light propagation in dielectric media, discusses heat diffusion and carrier transport, applies the presented

theory to develop fibre and semiconductor laser models, addresses the propagation of short optical pulses in optical fibres, puts all modeling into practical context with examples of devices currently in development or on the market, and provides hands-on guidance in the form of MATLAB(R) scripts, tips, and other downloadable content. With our appetites for data on the rise, it has become more important than ever to use UML (Unified Modeling Language) to capture and precisely represent all of these data requirements. Learn how to construct UML data models by working through a series of exercises and self-assessment tests. Beginners can learn the UML directly. Experienced modelers can leverage their understanding of existing database notations, as the book extensively compares the UML to traditional data modeling (Information Engineering).

1. Discover a new way of representing data requirements and communicating better with your business customers.
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6. Improve your ability to abstract – think about different ways of representation – as you construct data models.
7. Measure the quality of your data models.
8. Be able to create database designs (DDL code) starting from a UML data model.
9. Be able to write SQL database queries using a data model as a blueprint.
10. Know the differences among operational models, data warehouse models, enterprise models, and master models. They are all aspects of data

modeling. This book is concise and to the point. You will learn by induction through reading, practice, and feedback. "This book brings together the diverse and growing community of voices on ethics in gaming and begins to define the field, identify its primary challenges and questions, and establish the current state of the discipline"--Provided by publisher. Written with computer scientists and engineers in mind, this book brings queueing theory decisively back to computer science. The only security book to be chosen as a Dr. Dobbs Jolt Award Finalist since Bruce Schneier's *Secrets and Lies* and *Applied Cryptography*! Adam Shostack is responsible for security development lifecycle threat modeling at Microsoft and is one of a handful of threat modeling experts in the world. Now, he is sharing his considerable expertise into this unique book. With pages of specific actionable advice, he details how to build better security into the design of systems, software, or services from the outset. You'll explore various threat modeling approaches, find out how to test your designs against threats, and learn effective ways to address threats that have been validated at Microsoft and other top companies. Systems security managers, you'll find tools and a framework for structured thinking about what can go wrong. Software developers, you'll appreciate the jargon-free and accessible introduction to this essential skill. Security professionals, you'll learn to discern changing threats and discover the easiest ways to adopt a structured approach to threat modeling. Provides a unique how-to for security and software developers who need to design secure products and systems and test their designs Explains how to threat model and explores various threat modeling approaches, such as asset-centric, attacker-

centric and software-centric Provides effective approaches and techniques that have been proven at Microsoft and elsewhere Offers actionable how-to advice not tied to any specific software, operating system, or programming language Authored by a Microsoft professional who is one of the most prominent threat modeling experts in the world As more software is delivered on the Internet or operates on Internet-connected devices, the design of secure software is absolutely critical. Make sure you're ready with Threat Modeling: Designing for Security.

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