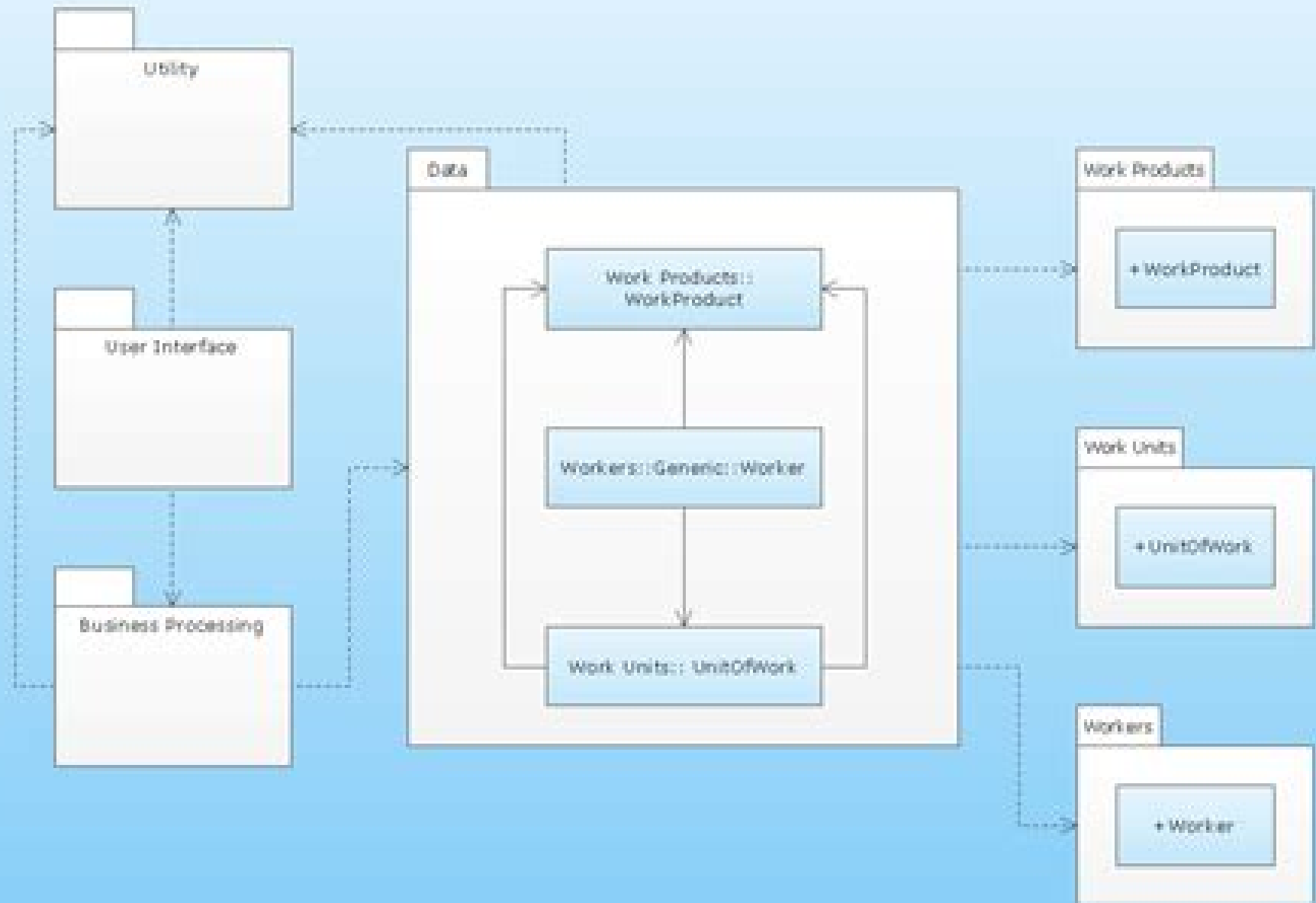


UML Package Diagram



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Agile Java Development with Spring, Hibernate and Eclipse Anil Hemrajani, 2006-05-09 Agile Java™ Development With Spring Hibernate and Eclipse is a book about robust technologies and effective methods which help bring simplicity back into the world of enterprise Java development The three key technologies covered in this book the Spring Framework Hibernate and Eclipse help reduce the complexity of enterprise Java development significantly Furthermore these technologies enable plain old Java objects POJOs to be deployed in light weight containers versus heavy handed remote objects that require heavy EJB containers This book also extensively covers technologies such as Ant JUnit JSP tag libraries and touches upon other areas such as logging GUI based debugging monitoring using JMX job scheduling emailing and more Also Extreme Programming XP Agile Model Driven Development AMDD and refactoring are methods that can expedite the software development projects by reducing the amount of up front requirements and design hence these methods are embedded throughout the book but with just enough details and examples to not sidetrack the focus of this book In addition this book contains well separated subjective material opinion sidebars comic illustrations tips and tricks all of which provide real world and practical perspectives on relevant topics Last but not least this book demonstrates the complete lifecycle by building and following a sample application chapter by chapter starting from conceptualization to production using the technology and processes covered in this book In summary by using the technologies and methods covered in this book the reader will be able to effectively develop enterprise class Java applications in an agile manner

Handbook of Object Technology Saba Zamir, 1998-12-18 The object oriented paradigm has become one of the dominant forces in the computing world According to a recent survey by the year 2000 more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field outlining emerging technologies latest advances current trends new specifications and ongoing research The handbook divides into 13 sections each containing chapters related to that specific discipline Up to date non abstract information provides the reader with practical useful knowledge directly applicable to the understanding and improvement of the reader's job or the area of interest related to this technology Handbook of Object Technology discusses the processes notation and tools for classical OO methodologies as well as information on future methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis design tools client server application development environments

Sams Teach Yourself UML in 24 Hours Joseph Schmuller, 2004 Learn UML the Unified Modeling Language to create diagrams describing the various aspects and uses of your application before you start coding to ensure that you have everything covered Millions of programmers in all languages have found UML to be an invaluable asset to their craft More than 50 000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours Expert author Joe

Schmuller takes you through 24 step by step lessons designed to ensure your understanding of UML diagrams and syntax This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object oriented and component based programming The CD ROM includes an electronic version of the book and Poseidon for UML Community Edition 2.2 a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately

The Making of Information Systems Karl E. Kurbel, 2008-04-24 Information systems IS are the backbone of any organization today supporting all major business processes This book deals with the question how do these systems come into existence It gives a comprehensive coverage of managerial methodological and technological aspects including Management decisions before and during IS development acquisition and implementation Project management Requirements engineering and design using UML Implementation testing and customization Software architecture and platforms Tool support CASE tools IDEs collaboration tools The book takes into account that for most organizations today inhouse development is only one of several options to obtain an IS A good deal of IS development has moved to software vendors be it domestic offshore or multinational software firms Since an increasing share of this work is done in Asia Eastern Europe Latin America and Africa the making of information systems is discussed within a global context

Architecting with RM-ODP Janis Putman, 2001 Preface To understand anything you should not try to understand everything Aristotle The whole is greater than the sum of the parts the part is greater than a fraction of the whole Aristotle Architecting is a challenging process of abstraction composition modularity and simplification to create an architecture specification An architecture specification captures the essence and definition of the system understanding parts and the relationships among the parts An architecture specification defines how a system solves a business problem within the scope of the business Putman Leave the beaten track occasionally and dive into the woods You will be certain to find something that you have never seen before Alexander Graham Bell There are large gaps in the theory and practice of software architecture and engineering Much is published about the representation of a software architecture such as the Unified Modeling Language UML but little is available about the specification for a software architecture Software engineering methods of domain engineering process modeling languages and well formed patterns of reasoning aid in the specification of an architecture The Reference Model of Open Distributed Processing RM-ODP defines the standard reference model for distributed software systems architectures based on object oriented techniques accepted at the international level RM-ODP is a standard adopted by the International Standards Organization ISO and the International Telecommunications Union ITU RM-ODP is embedded and used actively in mission critical systems industries such as in telecommunications in health care on Wall Street financial services industry in various Government systems Logistics in European Government Agencies such as UK Aviation control systems as a foundation for the Object Management Group OMG Object Management Architecture OMA for defining enterprise architectures and for defining software architectures The software systems architecture work that is emerging and is focused either at the

component level or at the systems level provides a key resource for architecting This is enhanced by the architecting techniques of RM ODP This book assembles these great ideas explains what they mean and shows how to use them for practical benefit along with real world case study examples By using the RM ODP specification constructs associated languages architecture patterns of reasoning semantic behavior specification and conformance testing abilities readers will be able to architect their specific systems based on the RM ODP specification foundations and specify architectures that work One of the purposes of this book is to provide the approach to using the RM ODP foundations in architecting and specifying a distributed processing system that addresses such key properties as interoperability dependability portability integration composability scalability transparency behavior specification quality of service policy management federation and conformance validation Another purpose of this book is to explain the underlying foundations for creating an architectural specification These foundations come not only from RM ODP but also from the current work in software systems architecture Another purpose is to guide the reader to understand the importance and benefits of creating an architecture specification for an enterprise Yet another purpose is to provide the reader with the principles to construct software systems architecture at both introductory and in depth levels By applying the proven techniques of RM ODP for what makes a good architecture readers will be able to build their own tailored architectures and clearly represent them in UML or some other tool with an understanding of the underlying principles Practitioners of RM ODP have found that the standard is extremely beneficial in guiding architecture definition and providing standard terminology principles for distributed object applications and infrastructures from an enterprise perspective Outstanding Features This book is intended to provide valuable insight into successful architecture specification by describing an unprecedented foundation to accomplish this task describing the use of the foundation explaining the relationships of the concepts of architecting explaining the relationships of the concepts of distributed processing and identifying the right methods and possible tools for architecting All material for the book has been derived from actual experiences A medical case study is used throughout the book in ever increasing detailed specification This medical case study is based on actual experience of the author In addition many metamodels are provided to represent the concepts of RM ODP All of these metamodels are contributions from the author This is information that readers can use and apply in their architecting today RM ODP provides a reference framework grammars methods of abstraction and composition and separation of concerns to achieve an architecture specification of the system RM ODP provides a framework for this separation using viewpoints as well as separating out certain decisions e g product decisions until later Further the reference model provides a set of definitions which always aids in communicating with others There is little in the literature about RM ODP or architecture specification and certainly not a book dedicated as a tutorial of these subjects Now there is In summary this book offers the following How to manage the architecting process in the lifecycle of a system How to solve many architecture reuse and cost effectiveness problems How to create a business specification How to understand and use

the concepts of distributed processing in an architecture How to architect effectively How to specify an architecture How to understand and specify semantic behavior and nonfunctional properties of a system the ilities How to provide the right level of detail in an architecture specification How to ensure the implementation conforms to the architecture specification How to use RM ODP effectively How to use popular tools such as UML to describe an architecture A definitive tutorial of RM ODP Audience This book is designed for Those in the Distributed Software Systems Architecture community who are interested in a methodology for using proven architecture principles Professional software architects who are looking for new ideas about architecting a system Within this book the reader will find discussions of the techniques for architecting for creating an architecture specification and RM ODP s relationship to other architecture frameworks Program managers interested in how to create a cost effective architecture within their enterprise that focuses on the needs of the enterprise and solves an enterprise problem They will learn how do to do this through an overview of RM ODP the program benefits for using it and where RM ODP fits in the system lifecycle process Systems engineers interested in the lifecycle approach to enterprise architecture specification Experienced engineers interested in expanding their understanding of how to create a valid architecture specification and gain an understanding of the distributed processing system concepts why certain constructions are valid and why some are not what is to be specified and how and some new ideas and approaches to architecting a system The reader will be able to develop a collection of useful distributed processing architecting techniques that expand upon the current software systems architecture capabilities Developers interested in the practice of architecture specification and aligning current technology to achieve a workable system while allowing evolutionary changes in technology solutions Researchers interested in solutions and aids for furthering the research work in architecture specification Individuals in the software community who are generally interested in the application of an architecture method Readers will find examples of the applications of RM ODP and specific analysis techniques The expected audience will be novice and mid level program managers software engineers those in the IEEE DoD research communities consortia and general architecture readers This book can be used as a textbook and reference book for studies in the methods of architecture for graduate studies in software architecture specification for training information about software architecture and RM ODP for further education of consultants integration specialists and acquisition managers who need to approve and fund such work and for researchers who are expanding the discipline of software architecture The inclusion of RM ODP will bring to the U S principally the outstanding work that was accomplished by the international standards working group In brief the RM ODP principles form a solution set and foundation for all software architecting endeavors It is the formalized framework for this topic and at the International Standard IS level of acceptance It forms a solution set and foundation for reuse of design patterns to provide cost effective software architecture It is the process for this topic but has never before been described in a book Many program managers who typically set the stage as to the methodology of choice for a project

software engineers and researchers in academia and in DARPA are unaware of the power and solutions provided by the standard or the process of identifying and instantiating reuse of all the expensive assets of architecture Many do not realize that there is a language for specifying software intensive distributed processing and that language is precisely and rigorously defined in RM ODP for reuse Those debating definitions for architecture system interface and others can reuse the internationally agreed upon definitions Finally with the inclusion of RM ODP and its relationship to other architecture frameworks it is expected that many software engineers will benefit from reading this work since it will be the first time these subjects are discussed in print

How to Use This Book This book is divided into four parts aimed at increasing levels of detail Part One provides an overview of the field of software architecture an RM ODP primer for managers and an RM ODP primer for architects Part Two provides an in depth study of RM ODP and how to use it Areas of importance and utility from RM ODP are highlighted Ambiguity in RM ODP is highlighted Warnings in the use of RM ODP are highlighted Part Three provides a discussion of the principal architecture patterns of use arranged by topic Several of these patterns of use come from emerging work under the initiative of RM ODP as well as lessons learned from the practice of RM ODP These patterns of reasoning used by the architect are founded on the principals of RM ODP as discussed in Part Two of the book Part Four concludes with relating RM ODP to other architecture methods It also provides emerging technologies to further the patterns of reasoning for use in architecting and a set of architecting heuristics The information contained in this book is organized in a manner that provides clear insight into the world of distributed software intensive processing architecture for designers and developers who are familiar with information systems technology but want to know more about how to build a good architecture Starting with a tutorial about software architecture and then a tutorial about the standard for software architecture the reader need not be an expert in the area of international standards RM ODP software architecture or specific technologies The book goes on to address the needs of the variety of readers for which it is intended Each chapter in the book provides an overview of the subject of the chapter as well as a summary For those who wish a broad brush exposure to RM ODP the primers of Part One provide this as well as the overviews and summaries in each chapter of interest As each chapter progresses in Parts Two and Three more and more in depth detail is provided The readings of these chapters are aimed at those who wish to know the technical details of a topic There are two case studies used throughout the book at various levels of detail The primary case study is a Hospital enterprise based upon the author s experience with the medical profession A secondary case study is an airline reservation system also based upon the author s experience These case studies are used to describe the concepts of RM ODP and to show how they might be used

Pattern-oriented Analysis and Design Sherif M. Yacoub, Hany Hussein Ammar, 2004 Exploit the significant power of design patterns and make better design decisions with the proven POAD methodology Improve software quality and reliability while reducing costs and maintenance efforts Practical case studies and illustrative examples help the reader manage the complexity of software

development **The VLSI Handbook** Wai-Kai Chen, 2018-10-03 For the new millenium Wai Kai Chen introduced a monumental reference for the design analysis and prediction of VLSI circuits The VLSI Handbook Still a valuable tool for dealing with the most dynamic field in engineering this second edition includes 13 sections comprising nearly 100 chapters focused on the key concepts models and equations Written by a stellar international panel of expert contributors this handbook is a reliable comprehensive resource for real answers to practical problems It emphasizes fundamental theory underlying professional applications and also reflects key areas of industrial and research focus WHAT S IN THE SECOND EDITION Sections on Low power electronics and design VLSI signal processing Chapters on CMOS fabrication Content addressable memory Compound semiconductor RF circuits High speed circuit design principles SiGe HBT technology Bipolar junction transistor amplifiers Performance modeling and analysis using SystemC Design languages expanded from two chapters to twelve Testing of digital systems Structured for convenient navigation and loaded with practical solutions The VLSI Handbook Second Edition remains the first choice for answers to the problems and challenges faced daily in engineering practice **Guide to Web Application and Platform Architectures** Stefan Jablonski, Ilia Petrov, Christian Meiler, Udo Mayer, 2013-03-09 New concepts and technologies are being introduced continuously for application development in the World Wide Web Selecting the right implementation strategies and tools when building a Web application has become a tedious task requiring in depth knowledge and significant experience from both software developers and software managers The mission of this book is to guide the reader through the opaque jungle of Web technologies Based on their long industrial and academic experience Stefan Jablonski and his coauthors provide a framework architecture for Web applications which helps choose the best strategy for a given project The authors classify common technologies and standards like NET CORBA J2EE DCOM WSDL and many more with respect to platform architectural layer and application package and guide the reader through a three phase development process consisting of preparation design and technology selection steps The whole approach is exemplified using a real world case the architectural design of an order entry management system **FUNDAMENTALS OF SOFTWARE ENGINEERING, FIFTH EDITION** MALL, RAJIB, 2018-09-01 This book is structured to trace the advancements made and landmarks achieved in software engineering The text not only incorporates latest and enhanced software engineering techniques and practices but also shows how these techniques are applied into the practical software assignments The chapters are incorporated with illustrative examples to add an analytical insight on the subject The book is logically organised to cover expanded and revised treatment of all software process activities KEY FEATURES Large number of worked out examples and practice problems Chapter end exercises and solutions to selected problems to check students comprehension on the subject Solutions manual available for instructors who are confirmed adopters of the text PowerPoint slides available online at www.phindia.com rajibmall to provide integrated learning to the students NEW TO THE FIFTH EDITION Several rewritten sections in almost every chapter to increase

readability New topics on latest developments such as agile development using SCRUM MC DC testing quality models etc A large number of additional multiple choice questions and review questions in all the chapters help students to understand the important concepts TARGET AUDIENCE BE B Tech CS and IT BCA MCA M Sc CS MBA

Model-Based Testing Essentials - Guide to the ISTQB Certified Model-Based Tester Anne Kramer, Bruno Legeard, 2016-03-29 Provides a practical and comprehensive introduction to the key aspects of model based testing as taught in the ISTQB Model Based Tester Foundation Level Certification Syllabus This book covers the essentials of Model Based Testing MBT needed to pass the ISTQB Foundation Level Model Based Tester Certification The text begins with an introduction to MBT covering both the benefits and the limitations of MBT The authors review the various approaches to model based testing explaining the fundamental processes in MBT the different modeling languages used common good modeling practices and the typical mistakes and pitfalls The book explains the specifics of MBT test implementation the dependencies on modeling and test generation activities and the steps required to automate the generated test cases The text discusses the introduction of MBT in a company presenting metrics to measure success and good practices to apply Provides case studies illustrating different approaches to Model Based Testing Includes in text exercises to encourage readers to practice modeling and test generation activities Contains appendices with solutions to the in text exercises a short quiz to test readers along with additional information Model Based Testing Essentials Guide to the ISTQB Certified Model Based Tester Foundation Level is written primarily for participants of the ISTQB Certification software engineers test engineers software developers and anybody else involved in software quality assurance This book can also be used for anyone who wants a deeper understanding of software testing and of the use of models for test generation

Systems Engineering of Software-Enabled Systems Richard E. Fairley, 2019-08-06 A comprehensive review of the life cycle processes methods and techniques used to develop and modify software enabled systems Systems Engineering of Software Enabled Systems offers an authoritative review of the most current methods and techniques that can improve the links between systems engineering and software engineering The author a noted expert on the topic offers an introduction to systems engineering and software engineering and presents the issues caused by the differences between the two during development process The book reviews the traditional approaches used by systems engineers and software engineers and explores how they differ The book presents an approach to developing software enabled systems that integrates the incremental approach used by systems engineers and the iterative approach used by software engineers This unique approach is based on developing system capabilities that will provide the features behaviors and quality attributes needed by stakeholders based on model based system architecture In addition the author covers the management activities that a systems engineer or software engineer must engage in to manage and lead the technical work to be done This important book Offers an approach to improving the process of working with systems engineers and software engineers Contains information on the planning and estimating measuring and controlling managing

risk and organizing and leading systems engineering teams Includes a discussion of the key points of each chapter and exercises for review Suggests numerous references that provide additional readings for development of software enabled physical systems Provides two case studies as running examples throughout the text Written for advanced undergraduates graduate students and practitioners Systems Engineering of Software Enabled Systems offers a comprehensive resource to the traditional and current techniques that can improve the links between systems engineering and software engineering

A Practical Guide to Testing Object-oriented Software John D. McGregor, David A. Sykes, 2001 David A Sykes is a member of Wofford College's faculty

A Practical Guide to SysML Sanford Friedenthal, Alan Moore, Rick Steiner, 2009-08-25 A Practical Guide to SysML The Systems Modeling Language is a comprehensive guide to SysML for systems and software engineers It provides an advanced and practical resource for modeling systems with SysML The source describes the modeling language and offers information about employing SysML in transitioning an organization or project to model based systems engineering The book also presents various examples to help readers understand the OMG Systems Modeling Professional OCSMP Certification Program The text is organized into four parts The first part provides an overview of systems engineering It explains the model based approach by comparing it with the document based approach and providing the modeling principles The overview of SysML is also discussed The second part of the book covers a comprehensive description of the language It discusses the main concepts of model organization parametrics blocks use cases interactions requirements allocations and profiles The third part presents examples that illustrate how SysML supports different model based procedures The last part discusses how to transition and deploy SysML into an organization or project It explains the integration of SysML into a systems development environment Furthermore it describes the category of data that are exchanged between a SysML tool and other types of tools and the types of exchange mechanisms that can be used It also covers the criteria that must be considered when selecting a SysML Software and systems engineers programmers IT practitioners experts and non experts will find this book useful The authoritative guide for understanding and applying SysML Authored by the foremost experts on the language Language description examples and quick reference guide included

Automotive Software Architectures Mirosław Staron, 2017-06-26 This book introduces the concept of software architecture as one of the cornerstones of software in modern cars Following a historical overview of the evolution of software in modern cars and a discussion of the main challenges driving that evolution Chapter 2 describes the main architectural styles of automotive software and their use in cars software In Chapter 3 readers will find a description of the software development processes used to develop software on the car manufacturers side Chapter 4 then introduces AUTOSAR an important standard in automotive software Chapter 5 goes beyond simple architecture and describes the detailed design process for automotive software using Simulink helping readers to understand how detailed design links to high level design Next Chapter 6 presents a method for assessing the quality of the architecture ATAM Architecture Trade off

Analysis Method and provides a sample assessment while Chapter 7 presents an alternative way of assessing the architecture namely by using quantitative measures and indicators Subsequently Chapter 8 dives deeper into one of the specific properties discussed in Chapter 6 safety and details an important standard in that area the ISO IEC 26262 norm Lastly Chapter 9 presents a set of future trends that are currently emerging and have the potential to shape automotive software engineering in the coming years This book explores the concept of software architecture for modern cars and is intended for both beginning and advanced software designers It mainly aims at two different groups of audience professionals working with automotive software who need to understand concepts related to automotive architectures and students of software engineering or related fields who need to understand the specifics of automotive software to be able to construct cars or their components Accordingly the book also contains a wealth of real world examples illustrating the concepts discussed and requires no prior background in the automotive domain

Real-Time Software Design for Embedded Systems Hassan Gomaa,2016-05-26 Organized as an introduction followed by several self contained chapters this tutorial takes the reader from use cases to complete architectures for real time embedded systems using SysML UML and MARTE and shows how to apply the COMET RTE design method to real world problems

Software Engineering with UML Bhuvan Unhelkar,2017-12-14 This book presents the analysis design documentation and quality of software solutions based on the OMG UML v2 5 Notably it covers 14 different modelling constructs including use case diagrams activity diagrams business level class diagrams corresponding interaction diagrams and state machine diagrams It presents the use of UML in creating a Model of the Problem Space MOPS Model of the Solution Space MOSS and Model of the Architectural Space MOAS The book touches important areas of contemporary software engineering ranging from how a software engineer needs to invariably work in an Agile development environment through to the techniques to model a Cloud based solution

Application Development and Design: Concepts, Methodologies, Tools, and Applications Management Association, Information Resources,2017-08-11 Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life These applications can be utilized across different technological platforms Application Development and Design Concepts Methodologies Tools and Applications is a comprehensive reference source for the latest scholarly material on trends techniques and uses of various technology applications and examines the benefits and challenges of these computational developments Highlighting a range of pertinent topics such as software design mobile applications and web applications this multi volume book is ideally designed for researchers academics engineers professionals students and practitioners interested in emerging technology applications

Testing Object-oriented Systems Robert Binder,2000 More than ever mission critical and business critical applications depend on object oriented OO software Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality Testing Object Oriented Systems Models Patterns and Tools is an authoritative guide to designing

and automating test suites for OO applications This comprehensive book explains why testing must be model based and provides in depth coverage of techniques to develop testable models from state machines combinational logic and the Unified Modeling Language UML It introduces the test design pattern and presents 37 patterns that explain how to design responsibility based test suites how to tailor integration and regression testing for OO code how to test reusable components and frameworks and how to develop highly effective test suites from use cases Effective testing must be automated and must leverage object technology The author describes how to design and code specification based assertions to offset testability losses due to inheritance and polymorphism Fifteen micro patterns present oracle strategies practical solutions for one of the hardest problems in test design Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework The author provides thorough coverage of testing issues such as The bug hazards of OO programming and differences from testing procedural code How to design responsibility based tests for classes clusters and subsystems using class invariants interface data flow models hierarchic state machines class associations and scenario analysis How to support reuse by effective testing of abstract classes generic classes components and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post test state of an object How to automate testing with assertions OO test drivers stubs and test frameworks Real world experience world class best practices and the latest research in object oriented testing are included Practical examples illustrate test design and test automation for Ada 95 C Eiffel Java Objective C and Smalltalk The UML is used throughout but the test design patterns apply to systems developed with any OO language or methodology 0201809389B04062001 [Springer Handbook of Geographic Information](#) Wolfgang Kresse,David M. Danko,2012-02-21 Computer science provides a powerful tool that was virtually unknown three generations ago Some of the classical fields of knowledge are geodesy surveying cartography and geography Electronics have revolutionized geodetic methods Cartography has faced the dominance of the computer that results in simplified cartographic products All three fields make use of basic components such as the Internet and databases The Springer Handbook of Geographic Information is organized in three parts Basics Geographic Information and Applications Some parts of the basics belong to the larger field of computer science However the reader gets a comprehensive view on geographic information because the topics selected from computer science have a close relation to geographic information The Springer Handbook of Geographic Information is written for scientists at universities and industry as well as advanced and PhD students **Conceptual Modeling - ER 2002** Stefano Spaccapietra,Salvatore March,Yahiko Kambayashi,2003-06-30 For more than 20 years the series of Conceptual Modeling ER conferences has provided a forum for research communities and practitioners to present and change research results and practical experiences in the elds of database design and conceptual modeling Throughout the years the scope of these conferences has

extended from database design and specific topics of that area to more universal or refined conceptual modeling organizing originally weak or ill structured information or knowledge in more cultured ways by applying various kinds of principles abstract models and theories for different purposes At the same time many technically oriented approaches have been developed which aim to facilitate the implementation of rather advanced conceptual models Conceptual modeling is based on the process of conceptualization and it is the core of system structuring as well as justification for information systems development It supports and facilitates the understanding explanation prediction and reasoning on information and knowledge and their manipulation in the systems in addition to understanding and designing the functions of the systems The conceptualization process aims at constructing concepts relevant for the knowledge and information system in question Concepts in the human mind and concept descriptions in computerized information systems are quite different things by nature but both should be taken into account in conceptual modeling Usually concept descriptions are properly observed but concepts in the human mind and their properties are often neglected quite carelessly

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