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## Access Free Software Engineering 7th Edition By Sommerville

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## Software Engineering : 7th Edition

### Software Engineering

**Addison-Wesley** This book discusses a comprehensive spectrum of software engineering techniques and shows how they can be applied in practical software projects. This edition features updated chapters on critical systems, project management and software requirements.

### Software Engineering

**Pearson Higher Ed** This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Intended for introductory and advanced courses in software engineering. The ninth edition of Software Engineering presents a broad perspective of software engineering, focusing on the processes and techniques fundamental to the creation of reliable, software systems. Increased coverage of agile methods and software reuse, along with coverage of 'traditional' plan-driven software engineering, gives readers the most up-to-date view of the field currently available. Practical case studies, a full set of easy-to-access supplements, and extensive web resources make teaching the course easier than ever. The book is now structured into four parts: 1: Introduction to Software Engineering 2: Dependability and Security 3: Advanced Software Engineering 4: Software Engineering Management

### Software Engineering, Global Edition

For courses in computer science and software engineering **The Fundamental Practice of Software Engineering** Software Engineering introduces students to the overwhelmingly important subject of software programming and development. In the past few years, computer systems have come to dominate not just our technological growth, but the foundations of our world's major industries. This text seeks to lay out the fundamental concepts of this huge and continually growing subject area in a clear and comprehensive manner. The Tenth Edition contains new information that highlights various technological updates of recent years, providing students with highly relevant and current information. Sommerville's experience in system dependability and systems engineering guides the text through a traditional plan-based approach that incorporates some novel agile methods. The text strives to teach the innovators of tomorrow how to create software that will make our world a better, safer, and more advanced place to live.

### Software Engineering

### A Practitioners Approach

For almost four decades, *Software Engineering: A Practitioner's Approach (SEPA)* has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

### Guide to the Software Engineering Body of Knowledge (Swebok(r))

#### Version 3.0

In the *Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide)*, the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).

### Software Engineering: A Practitioner's Approach

**McGraw-Hill Education** For almost three decades, Roger Pressman's *Software Engineering: A Practitioner's Approach* has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of *Software Engineering: A Practitioner's Approach* has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

### ARIS — Business Process Modeling

**Springer Science & Business Media** This book describes in detail how ARIS methods model and identify business processes by means of the UML (Unified Modeling Language), leading to an information model that serves as the basis for a systematic and intelligent development of application systems. Multiple real-world examples using SAP R/3 illustrate aspects of business process modeling including methods of knowledge management, implementation of workflow systems and standard software solutions, and the deployment of ARIS methods.

### Introduction to Software Engineering (Custom Edition)

This custom edition is published for the University of Southern Queensland.

### Ontology-Based Multi-Agent Systems

**Springer Science & Business Media** During the last two decades, the idea of Semantic Web has received a great deal of attention. An extensive body of knowledge has emerged to describe technologies that seek to help us create and use aspects of the Semantic Web. Ontology and agent-based technologies are understood to be the two important technologies here. A large number of articles and a number of books exist to describe the use individually of the two technologies and the design of systems that use each of these technologies individually, but little focus has been given on how one can design systems that carryout integrated use of the two different technologies. In this book we describe ontology and agent-based systems individually, and highlight advantages of integration of the two different and complementary technologies. We also present a methodology that will guide us in the design of the integrated ontology-based multi-agent systems and illustrate this methodology on two use cases from the health and software engineering domain. This book is organized as follows: • Chapter I, Current issues and the need for ontologies and agents, describes existing problems associated with uncontrollable information overload and explains how ontologies and agent-based systems can help address these issues. • Chapter II, Introduction to multi-agent systems, defines agents and their main characteristics and features including mobility, communications and collaboration between different agents. It also presents different types of agents on the basis of classifications done by different authors.

### Object-Oriented and Classical Software Engineering

**McGraw-Hill Science, Engineering & Mathematics** *Classical and Object-Oriented Software Engineering, 5/e* is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature

and includes an overview of extreme programming. The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

## Software Engineering

**Addison Wesley Publishing Company** "Software Engineering" presents a broad perspective on software systems engineering, concentrating on widely-used techniques for developing large-scale software systems. This best-selling book covers a wide spectrum of software processes from initial requirements elicitation through design and development to system evolution. It supports students taking undergraduate and graduate courses in software engineering. The sixth edition has been restructured and updated, important new topics have been added and obsolete material has been cut. Reuse now focuses on component-based development and patterns; object-oriented design has a process focus and uses the UML; the chapters on requirements have been split to cover the requirements themselves and requirements engineering process; cost estimation has been updated to include the COCOMO 2 model.

## Understanding Operating Systems

**Brooks/Cole Publishing Company** UNDERSTANDING OPERATING SYSTEMS provides a basic understanding of operating systems theory, a comparison of the major operating systems in use, and a description of the technical and operational tradeoffs inherent in each. The effective two-part organization covers the theory of operating systems, their historical roots, and their conceptual basis (which does not change substantially), culminating with how these theories are applied in the specifics of five operating systems (which evolve constantly). The authors explain this technical subject in a not-so-technical manner, providing enough detail to illustrate the complexities of stand-alone and networked operating systems. UNDERSTANDING OPERATING SYSTEMS is written in a clear, conversational style with concrete examples and illustrations that readers easily grasp.

## Software Engineering

**J. Ross Publishing** This book provides the software engineering fundamentals, principles and skills needed to develop and maintain high quality software products. It covers requirements specification, design, implementation, testing and management of software projects. It is aligned with the SWEBOOK, Software Engineering Undergraduate Curriculum Guidelines and ACM Joint Task Force Curricula on Computing.

## Systems Analysis and Design in a Changing World

**Cengage Learning** Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

## Loose Leaf for Software Engineering

**McGraw-Hill Education** For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of Software Engineering: A Practitioner's Approach has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

## Understanding Research Methods

### An Overview of the Essentials

**Taylor & Francis** A perennial bestseller since 1997, this updated tenth edition of Understanding Research Methods provides a detailed overview of all the important concepts traditionally covered in a research methods class. It covers the principles of both qualitative and quantitative research, and how to interpret statistics without computations, so is suitable for all students regardless of their math background. The book is organized so that each concept is treated independently and can be used in any order without resulting in gaps in knowledge—allowing it to be easily and precisely adapted to any course. It uses lively examples on contemporary topics to stimulate students' interest, and engages them by showing the relevance of research methods to their everyday lives. Numerous case studies and end-of-section exercises help students master the material and encourage classroom discussion. The text is divided into short, independent topic sections, making it easy for you to adapt the material to your own teaching needs and customize assignments to the aspect of qualitative or quantitative methods under study—helping to improve students' comprehension and retention of difficult concepts. Additional online PowerPoint slides and test bank questions make this a complete resource for introducing students to research methods. New to this edition: New topic section on design decisions in research Additional material on production of knowledge and research methods Significant development of material on ethical considerations in research Fresh and contemporary examples from a wide variety of real, published research Topic-specific exercises at the end of each section now include suggestions for further steps researchers can take as they build their research project.

## Software Engineering with Reusable Components

**Springer Science & Business Media** The book provides a clear understanding of what software reuse is, where the problems are, what benefits to expect, the activities, and its different forms. The reader is also given an overview of what software components are, different kinds of components and compositions, a taxonomy thereof, and examples of successful component reuse. An introduction to software engineering and software process models is also provided.

## Software Testing and Quality Assurance

### Theory and Practice

**John Wiley & Sons** A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

## Innovations in Computing Sciences and Software Engineering

**Springer Science & Business Media** Innovations in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Topics Covered: •Image and Pattern Recognition: Compression, Image processing, Signal Processing Architectures, Signal Processing for Communication, Signal Processing Implementation, Speech Compression, and Video Coding Architectures. •Languages and Systems: Algorithms, Databases, Embedded Systems and Applications, File Systems and I/O, Geographical Information Systems, Kernel and OS Structures, Knowledge Based Systems, Modeling and Simulation, Object Based Software Engineering, Programming Languages, and Programming Models and tools. •Parallel Processing: Distributed Scheduling, Multiprocessing, Real-time Systems, Simulation Modeling and Development, and Web Applications. •Signal and Image Processing: Content Based Video Retrieval, Character Recognition, Incremental Learning for Speech Recognition, Signal Processing Theory and Methods, and Vision-based Monitoring Systems. •Software and Systems: Activity-Based Software Estimation, Algorithms, Genetic Algorithms, Information Systems Security, Programming Languages, Software Protection Techniques, Software Protection Techniques, and User Interfaces. •Distributed Processing: Asynchronous Message Passing System, Heterogeneous Software Environments, Mobile Ad Hoc Networks, Resource Allocation, and Sensor Networks. •New trends in computing: Computers for People of Special Needs, Fuzzy Inference, Human Computer Interaction, Incremental Learning, Internet-based Computing Models, Machine Intelligence, Natural Language.

## Introduction to Software Testing

[Cambridge University Press](#) Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

## Extreme Programming and Agile Processes in Software Engineering

### 6th International Conference, XP 2005, Sheffield, UK, June 18-23, 2005, Proceedings

[Springer Science & Business Media](#) Extreme Programming has come a long way since its first use in the C3 project almost 10 years ago. Agile methods have found their way into the mainstream, and at the end of last year we saw the second edition of Kent Beck's book on Extreme Programming, containing a major refactoring of XP. This year, the 6th International Conference on Extreme Programming and Agile Processes in Software Engineering took place June 18-23 in Sheffield. As in the years before, XP 2005 provided a unique forum for industry and academic professionals to discuss their needs and ideas on Extreme Programming and agile methodologies. These proceedings reflect the activities during the conference which ranged from presentation of research papers, invited talks, posters and demonstrations, panels and activity sessions, to tutorials and workshops. Included are also papers from the Ph.D. and Master's Symposium which provided a forum for young researchers to present their results and to get feedback. As varied as the activities were the topics of the conference which covered the presentation of new and improved practices, empirical studies, experience reports and case studies, and last but not least the social aspects of agile methods. The papers and the activities went through a rigorous reviewing process. Each paper was reviewed by at least three Program Committee members and was discussed carefully among the Program Committee. Of 62 papers submitted, only 22 were accepted as full papers.

## Schaum's Outline of UML

[McGraw-Hill Education / Europe, Middle East and Africa](#) UML has established itself as the industry standard for modeling software systems. Schaum's Outline of UML, Second Edition, provides you with a step-by-step guide to the notation and use of UML, with a focus on the new UML 2.0 software. The book features: Complete explanations of UML modeling technique An exploration of the new UML 2.0 infrastructure Examples and exercises Two extended cases studies New review questions And more

## Object-oriented Software Engineering

### Practical Software Development Using UML and Java

[McGraw-Hill College](#) This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

## The Architecture of Computer Hardware, Systems Software, and Networking

### An Information Technology Approach

[John Wiley & Sons](#) The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

## Handbook of Research on Innovations in Systems and Software Engineering

[IGI Global](#) Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside the technological advancements of computer applications to develop efficient and precise databases of information. The Handbook of Research on Innovations in Systems and Software Engineering combines relevant research from all facets of computer programming to provide a comprehensive look at the challenges and changes in the field. With information spanning topics such as design models, cloud computing, and security, this handbook is an essential reference source for academicians, researchers, practitioners, and students interested in the development and design of improved and effective technologies.

## Software Engineering: For VTU, 8/e

[Pearson Education India](#)

## Handbook of Research on Software Engineering and Productivity Technologies:

### Implications of Globalization

### Implications of Globalization

[IGI Global](#) "This book provides integrated chapters on software engineering and enterprise systems focusing on parts integrating requirements engineering, software engineering, process and frameworks, productivity technologies, and enterprise systems"--Provided by publisher.

## Essentials of Software Engineering

[Jones & Bartlett Learning](#) Computer Architecture/Software Engineering

### Systems Analysis and Design

A guide to information systems development covers such topics as strategic planning, project planning, requirements modeling, object modeling, output and user interface design, data design, system architecture, security, communication tools, and financial analysis.

## Essentials of Software Engineering

[Jones & Bartlett Learning](#) Intended for a one-semester, introductory course, Essentials of Software Engineering is a user-friendly, comprehensive introduction to the core fundamental topics and methodologies of software development. The authors, building off their 25 years of experience, present the complete life cycle of a software system, from inception to release and through support. The text is broken into six distinct sections, covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, Essentials of Software Engineering is the ideal text for students entering the world of software development.

## Handbook of Research on Emerging Advancements and Technologies in Software

## Engineering

[IGI Global](#) Advanced approaches to software engineering and design are capable of solving complex computational problems and achieving standards of performance that were unheard of only decades ago. *Handbook of Research on Emerging Advancements and Technologies in Software Engineering* presents a comprehensive investigation of the most recent discoveries in software engineering research and practice, with studies in software design, development, implementation, testing, analysis, and evolution. Software designers, architects, and technologists, as well as students and educators, will find this book to be a vital and in-depth examination of the latest notable developments within the software engineering community.

### Software Engineering--ESEC '93

## 4th European Software Engineering Conference, Garmisch-Partenkirchen, Germany, September 13-17, 1993 : Proceedings

[Springer Verlag](#) "This volume contains the proceedings of the fourth European Software Engineering Conference. It contains 6 invited papers and 27 contributed papers selected from more than 135 submissions. The volume has a mixture of themes. Some, such as software engineering and computer supported collaborative work, are forward-looking and anticipate future developments; others, such as systems engineering, are more concerned with reports of practical industrial applications. Some topics, such as software reuse, reflect the fact that some of the concerns first raised in 1969 when software engineering was born remain unsolved problems. The contributed papers are organized under the following headings: requirements specification, environments, systems engineering, distributed software engineering, real-time systems, software engineering and computer supported collaborative work, software reuse, software process, and formal aspects of software engineering."--PUBLISHER'S WEBSITE.

## Artificial Intelligence Applications for Improved Software Engineering Development: New Prospects

### New Prospects

[IGI Global](#) "This book provides an overview of useful techniques in artificial intelligence for future software development along with critical assessment for further advancement"--Provided by publisher.

## The Complete Illustrated History of the First and Second World Wars

### An Authoritative Account of Two of the Deadliest Conflicts in Human History with Details of Decisive Encounters and Landmark Engagements

[Lorenz Books](#) This text begins by looking at the origins of World War I and then chronicles the war a year at a time. The second half of the book details the history of World War II, from the rise of Hitler and the persecution of the Jewish race to the attacks on Pearl Harbour and the dropping of atom bombs.

## REQUIREMENTS ENGINEERING: A GOOD PRACTICE GUIDE

[John Wiley & Sons Market\\_Desc:](#) Software Designers/Developers and Systems Analysts, Managers/Engineers of Organizational Process Improvement Programmers. Special Features: · Reputable and authoritative authors. · Written in a clear and easy to read format, packed full of jargon-free and unthreatening advice. · Structured as FAQs (questions and answers) - an ideal format for busy practitioners. · Cover quotes from leading software gurus. About The Book: Requirements Engineering is a new term for an old problem, in the past known as Systems Analysis (and also Knowledge Elicitation). Requirements constitute the earliest phase of the software development cycle. Requirements are precise statements that reflect the needs of customers and users of an intended computer system, e.g. a word processor must include a spell-checker, security access is to be given to authorized personnel only, updates to customer information must be made every 10 seconds. Requirements engineering is being recognized as increasingly important - no other aspect of software engineering has enjoyed as much growth in recent years. More and more organizations are either improving their requirements engineering process or thinking about doing so.

## Extreme Programming and Agile Processes in Software Engineering

### 7th International Conference, XP 2006, Oulu, Finland, June 17-22, 2006, Proceedings

[Springer](#) This book constitutes the refereed proceedings of the 7th International Conference on Extreme Programming and Agile Processes in Software Engineering, XP 2006, held in Oulu, Finland, June 2006. The book presents 16 revised full papers together with 6 experience papers, 12 poster papers and panel summaries, organized in topical sections on foundation and rationale for agile methods, effects of pair programming, quality in agile software development, and more.

## Engineering and Managing Software Requirements

[Springer Science & Business Media](#) Requirements engineering is the process by which the requirements for software systems are gathered, analyzed, documented, and managed throughout their complete lifecycle. Traditionally it has been concerned with technical goals for, functions of, and constraints on software systems. Aurum and Wohlin, however, argue that it is no longer appropriate for software systems professionals to focus only on functional and non-functional aspects of the intended system and to somehow assume that organizational context and needs are outside their remit. Instead, they call for a broader perspective in order to gain a better understanding of the interdependencies between enterprise stakeholders, processes, and software systems, which would in turn give rise to more appropriate techniques and higher-quality systems. Following an introductory chapter that provides an exploration of key issues in requirements engineering, the book is organized in three parts. Part 1 presents surveys of state-of-the-art requirements engineering process research along with critical assessments of existing models, frameworks and techniques. Part 2 addresses key areas in requirements engineering, such as market-driven requirements engineering, goal modeling, requirements ambiguity, and others. Part 3 concludes the book with articles that present empirical evidence and experiences from practices in industrial projects. Its broader perspective gives this book its distinct appeal and makes it of interest to both researchers and practitioners, not only in software engineering but also in other disciplines such as business process engineering and management science.

## Data Abstraction & Problem Solving with Java

### Walls and Mirrors

[Pearson College Division](#) Rev. ed. of: *Data abstraction and problem solving with Java* / Frank M. Carrano, Janet J. Prichard. 2007.

## Writing Effective Use Cases

[Pearson Education](#) This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.