517 (ISBN 0-8186-0517-0): Tutorial—Local Network Technology, edited by William Stallings, November 1983—350 pp. Few other innovations in data processing and data communications have been so widely discussed and eagerly anticipated before reaching maturity as that of local networks. Intended for a broad range of individuals interested in local networks, this tutorial explores the key issues in the field under broadly defined categories of technology and architecture, network types, and design approaches. Focusing on common principles underlying the design and implementation of all local networks, the tutorial gives the reader sufficient background to judge and compare local network products while describing such elements as critical design considerations and alternative approaches to meeting user requirements, what to look for in the way of network services and performance, and trade-offs to consider.

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516 (ISBN 0-8186-8516-0): Tutorial—JSP and JSD: The Jackson Approach to Software Development, by John Cameron, November 1983—400 pp. The aim of this tutorial monograph is to describe the Jackson structured programming methodology of program design and the Jackson method of system design. Known widely throughout Europe, JSP and JSD methodologies address the technical aspects of most development and maintenance life cycles for a large class of systems, including data processing, embedded, and real-time systems. Divided into six chapters, this book is intended for individuals technically involved in the development of software, as well as for managers technically responsible for software development. The wide use of case studies and examples will make this book of particular interest to academics presenting a course on systematic methods of analysis and design.

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514 (ISBN 0-8186-0514-0): Tutorial—Software Design Techniques (4th Edition), edited by Peter Freeman and Anthony I. Wasserman, November 1983—700 pp. Now in its fourth edition, this popular tutorial and best seller has been revised and expanded to reflect the latest developments and ideas in the field. Intended for both beginning and experienced designers, analysts, and managers needing a broad introduction to software engineering methods, this tutorial reflects the rapid changes that have occurred in such areas as software specification and design by incorporating new materials found to be of exceptional interest to a wide variety of audiences. Nearly half the articles in this book did not appear in the third edition, published three years ago. For continuity and use in professional and university courses, the tutorial retains the structure of previous editions.

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Recent publications . . .

477: Proceedings—13th International Symposium on Fault-Tolerant Computing, June 28-30, 1983—490 pp. This year’s symposium, held in Milan, Italy, presented 76 papers from contributors in 16 countries. Topics included fault-tolerant multiprocessor systems, real-time control applications, scheduling problems, experimental and software reliability evaluation, on-line monitoring, self-testing, fault location and error correction, and interconnection networks.

Nonmembers—$50.00 Members—$25.00

447: Proceedings—20th Design Automation Conference, June 27-29, 1983—815 pp. DAC’s 20th anniversary gathering acknowledged the many changes in the computer industry—especially the advances in software, algorithms, databases, and hardware. DAC 83 brought together practitioners and theoreticians from industry, government, and academia to discuss the underlying concepts and use of CAD/CAM tools and systems. Topics discussed in over 135 papers include simulation aids, testing for LSI-MOS, VLSI placement, and the human factor in color CAD systems.

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