Reengineering Software: How to Reuse Programming to Build New State-of-the-art Software

Roy Rada

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Reengineering Software: How to Reuse Programming to Build New State-of-the-art Software Roy Rada
· Key to saving vast amounts of time and money
· Addresses all the key principles and techniques

Creating software of any kind is an enormously expensive proposition, whether for internal use or commercial application. The range of activities involved in engineering and creating software are mind-boggling in complexity. Yet every time new software is begun, most developers start from scratch without consideration of what might be reused or salvaged from existing programs. Reengineering Software addresses the state-of-the-art principles, approaches, support systems, underlying methodologies, and real case examples in reusing (and thus building on) previously existing software.

The theme is that reengineering is fundamental to software development, but often under-appreciated and under-utilized. The key to harnessing software reuse, among others, is the Internet, which has stimulated development of software and information systems from which components can be reused and reengineered.

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