

Contents

Foreword	7
About the Authors	10
1. Formal Modelling Techniques	13
1.1 Transformation of the Use Case Model into the BORM Model	13
1.2 Guideline Knowledge Representation Model (GLIKREM)	27
1.3 Modelling of Information Systems Using Method of Gradual Transformation	45
1.4 Information and Knowledge Formalisation Using Advanced Mathematical Logic	55
1.5 Analytical and Modelling Tools in Geographical Modelling	65
2. Knowledge and Information Transfer: Models of Communication	72
3. Implementing Information and Knowledge Systems	76
3.1 Relational Knowledge Base and Optimization of Their Source Code	76
3.2 Data Normalization of the Conceptual Data Model Based on UML	84
3.3 The C.C Language	92
4. User Interfaces Design	97
4.1 Introduction	97
4.2 Main Terms and Concepts	97
4.3 Comparison of the GUI and the CLI	101
4.4 Front-End and Back-End	104
4.5 Automatic Generation of the GUI	105
4.6 Upgrading Command Line	105
4.7 Formal Model of the General User Interface	106
5. Monitoring Performance of Agile Software Development Process	111
5.1 Introduction	111
5.2 Overview of Scrum Concepts and Terminology	112
5.3 Scrum Roles	112
5.4 Process Description	114
5.5 Definition of Metrics	114
5.6 Stakeholder 1: IT Management	115
5.7 Stakeholder 2: Team Members	119
5.8 Stakeholder 3: Customers	120
5.9 Collection of Metrics	121

5.10 Summary 122

6. IT Product Quality Measurement and Evaluation 123

6.1 Introduction 123

6.2 Background 124

6.3 The general Quality Concept 126

6.4 The Specific Claims for Quality of ICT Systems and Software
Products 127

6.5 ISO/IEC Quality Model 131

6.6 Software Product Quality Characteristics 134

6.7 System Quality in Use Characteristics 138

6.8 ISO/IEC Data Quality Model 140

6.9 Measurement Theory Foundations 143

6.10 Information Products and Processes Measures 148

6.11 The Present State of the SQuaRE Project 152

6.12 Expert Quality Assessment 153

6.13 Future Trends 163

6.14 Summary 164

References 166

Index of Terms 178