

# Software Engineering By Puntambekar

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## **Transdisciplinary Lifecycle**

**Analysis of Systems** - R. Curran  
2015-07-15

Concurrent Engineering (CE) is based on the premise that different phases of a product's lifecycle should be conducted concurrently and initiated as early as possible within the Product Creation Process (PCP). It has become the substantive

basic methodology in many industries, including automotive, aerospace, machinery, shipbuilding, consumer goods, process industry and environmental engineering. CE aims to increase the efficiency of the PCP and reduce errors in later phases while incorporating considerations for full lifecycle and through-life operations. This

book presents the proceedings of the 22nd ISPE Inc. (International Society for Productivity Enhancement) International Conference on Concurrent Engineering (CE2015) entitled 'Transdisciplinary Lifecycle Analysis of Systems', and held in Delft, the Netherlands, in July 2015. It is the second in the series 'Advances in Transdisciplinary Engineering'. The book includes 63 peer reviewed papers and 2 keynote speeches arranged in 10 sections: keynote speeches; systems engineering; customization and variability management; production oriented design, maintenance and repair; design methods and knowledge-based engineering; multidisciplinary product management; sustainable product development; service oriented design; product lifecycle management; and trends in CE. Containing papers ranging from the theoretical and conceptual to the highly pragmatic, this book

will be of interest to all engineering professionals and practitioners; researchers, designers and educators.

*The Valuation of Digital Intangibles* - Roberto Moro-Visconti 2022-08-31

This book offers an updated primer on the valuation of digital intangibles, a trending class of immaterial assets. Startups like successful unicorns, as well as consolidated firms desperately working to re-engineer their business models, are now trying to go digital and to reap higher returns by exploiting new intangibles. This book is innovative in its design and concept since it tackles a frontier topic with an original methodology, combining academic rigor with practical insights. Evaluation issues are increasingly based on an analytical comprehension of augmented business models and virtual function analysis, nurtured by real-time big data.

The impact of digitalization on scalable business models is the main competitive advantage factor of the BigTechs and other Unicorns, representing a target for startups and the reengineering of traditional firms. The transition from the Internet to the metaverse represents the last frontier, showing how 3D virtual and augmented reality impacts social networking. The second edition of this book updates the contents of the first edition while comprehensively introduces these innovative topics--such as the metaverse, cloud storage, multi-sided digital platforms, ESG-compliance, and value co-creation patterns of digitized stakeholders--and demonstrates how best practices can be applied to specific asset appraisals, making it of interest to researchers, students, and practitioners alike.

**Artificial Intelligence in Education** - Gautam Biswas  
2011-06-16

This book constitutes the refereed proceedings of the 15th International Conference on Artificial Intelligence in Education, AIED 2011, held in Auckland, New Zealand in June/July 2011. The 49 revised full papers presented together with three invited talks and extended abstracts of poster presentations, young researchers contributions and interactive systems reports and workshop reports were carefully reviewed and selected from a total of 193 submissions. The papers report on technical advances in and cross-fertilization of approaches and ideas from the many topical areas that make up this highly interdisciplinary field of research and development including artificial intelligence, agent technology, computer science, cognitive and learning sciences, education, educational technology, game design, psychology, philosophy, sociology, anthropology and

linguistics.

Compiler Construction - William M. Waite 2012-12-06

Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, implementing them, and integrating them into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for

language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field . • It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable transitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoffs in design and implementation .

**Software Design and Development: Concepts, Methodologies, Tools, and**

**Applications** - Management

Association, Information

Resources 2013-07-31

Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems. This reference source is essential for researchers, engineers, practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems.

**Intelligent Computing &**

**Optimization** - Pandian Vasant

2018-09-27

This book includes innovative research work presented at ICO'2018, the 1st International Conference on Intelligent

Computing and Optimization,

held in Pattaya, Thailand on

October 4–5, 2018. The

conference presented topics

ranging from power quality,

reliability, security assurance,

cloud computing, smart cities,

renewable energy, agro-

engineering, smart vehicles,

deep learning, block chain,

power systems, AI, machine

learning, manufacturing systems,

and big-data analytics. This

volume focuses on subjects

related to innovative computing,

uncertainty management and

optimization approaches to real-

world problems in big-data, smart

cities, sustainability, meta-

heuristics, cyber-security, IoTs,

economics and finance,

renewable energy, energy and

electricity systems, and block

chain. Presenting cutting-edge

methodologies with real-world

application problems and their

solutions, the book is useful for

researchers, managers,

executives, students,

academicians, practicing scientists, and decision makers from all around the globe. It offers the academic and the applied communities a compendium and a research resource with significant insights and inspiration for innovative scientific education, investigation and collaboration, to overcome "hard problems" among the emerging challenges today and in the future.

**Technologies Shaping Instruction and Distance Education: New**

**Studies and Utilizations** - Syed, Mahbubur Rahman 2009-12-31

"This book covers the use of technology and the development of tools to support content exchange, delivery, collaboration and pedagogy used in distance education delivery"--Provided by publisher.

Service Fascination - Christian Zagel 2015-12-10

Christian Zagel presents a new way of innovating, measuring, and improving self-service

systems for retail environments in the context of Customer Experience Management. He shows that technology is used to evoke positive emotions during the shopping experience to not only satisfy the consumer, but also to stimulate fascination for brands and their products. The author's findings illustrate that a customer's experience with a brand is not only determined by the products themselves, but rather by a combination of multiple experiences. Whilst there has been a notable rise in the number of sales channels, the ability to differentiate from competitors is still strongest where the brands have most influence: The physical point of sale.

*Computer Engineering: Concepts, Methodologies, Tools and Applications* - Management Association, Information Resources 2011-12-31

"This reference is a broad, multi-volume collection of the best

recent works published under the umbrella of computer engineering, including perspectives on the fundamental aspects, tools and technologies, methods and design, applications, managerial impact, social/behavioral perspectives, critical issues, and emerging trends in the field"--Provided by publisher.

Handbook of Design in Educational Technology - Rosemary Luckin 2013-06-26

The Handbook of Design in Educational Technology provides up-to-date, comprehensive summaries and syntheses of recent research pertinent to the design of information and communication technologies to support learning. Readers can turn to this handbook for expert advice about each stage in the process of designing systems for use in educational settings; from theoretical foundations to the challenges of implementation, the process of evaluating the impact

of the design and the manner in which it might be further developed and disseminated. The volume is organized into the following four sections: Theory, Design, Implementation, and Evaluation. The more than forty chapters reflect the international and interdisciplinary nature of the educational technology design research field.

**Smart Engineering System Design** - 2001

**Fundamentals of Software Engineering** - Rajib Mall 2004-08

**Proceedings of 20th International Conference on Industrial Engineering and Engineering Management** - Ershi Qi 2013-12-16

The International Conference on Industrial Engineering and Engineering Management is sponsored by the Chinese Industrial Engineering Institution, CMES, which is the only national-level academic

society for Industrial Engineering. The conference is held annually as the major event in this arena. Being the largest and the most authoritative international academic conference held in China, it provides an academic platform for experts and entrepreneurs in the areas of international industrial engineering and management to exchange their research findings. Many experts in various fields from China and around the world gather together at the conference to review, exchange, summarize and promote their achievements in the fields of industrial engineering and engineering management. For example, some experts pay special attention to the current state of the application of related techniques in China as well as their future prospects, such as green product design, quality control and management, supply chain and logistics management to address the need for, amongst other

things low-carbon, energy-saving and emission-reduction. They also offer opinions on the outlook for the development of related techniques. The proceedings offers impressive methods and concrete applications for experts from colleges and universities, research institutions and enterprises who are engaged in theoretical research into industrial engineering and engineering management and its applications. As all the papers are of great value from both an academic and a practical point of view, they also provide research data for international scholars who are investigating Chinese style enterprises and engineering management.

*Trends and Applications in Information Systems and Technologies* - Álvaro Rocha  
2021-03-28

This book is composed of a selection of articles from The 2021 World Conference on Information Systems and



Technologies (WorldCIST'21), held online between 30 and 31 of March and 1 and 2 of April 2021 at Hangra de Heroismo, Terceira Island, Azores, Portugal.

WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern information systems and technologies research, together with their technological development and applications. The main topics covered are: A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I)

Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; N) Technologies for Biomedical Applications.

### **Handbook of Design in**

### **Educational Technology -**

Rosemary Luckin 2013-06-26

The Handbook of Design in Educational Technology provides up-to-date, comprehensive summaries and syntheses of recent research pertinent to the design of information and communication technologies to support learning. Readers can turn to this handbook for expert advice about each stage in the process of designing systems for use in educational settings; from theoretical foundations to the challenges of implementation, the process of evaluating the impact of the design and the manner in which it might be further

developed and disseminated. The volume is organized into the following four sections: Theory, Design, Implementation, and Evaluation. The more than forty chapters reflect the international and interdisciplinary nature of the educational technology design research field.

### **COMPUTER ORGANIZATION AND DESIGN - P. PAL**

CHAUDHURI 2008-04-15

The merging of computer and communication technologies with consumer electronics has opened up new vistas for a wide variety of designs of computing systems for diverse application areas. This revised and updated third edition on Computer Organization and Design strives to make the students keep pace with the changes, both in technology and pedagogy in the fast growing discipline of computer science and engineering. The basic principles of how the intended behaviour of complex functions can be realized with the

interconnected network of digital blocks are explained in an easy-to-understand style.

### **WHAT IS NEW TO THIS EDITION :**

Includes a new chapter on Computer Networking, Internet, and Wireless Networks.

Introduces topics such as wireless input-output devices, RAID technology built around disk arrays, USB, SCSI, etc. Key

Features Provides a large number of design problems and their solutions in each chapter.

Presents state-of-the-art memory technology which includes EEPROM and Flash Memory apart from Main Storage, Cache, Virtual Memory, Associative Memory, Magnetic Bubble, and Charged Couple Device. Shows how the basic data types and data structures are supported in hardware. Besides students, practising engineers should find reading this design-oriented text both useful and rewarding.

**Analysis and Design of Algorithms - Anuradha A.**

Puntambekar 2020-12-01

This well-organized textbook provides the design techniques of algorithms in a simple and straight forward manner. The book begins with a description of the fundamental concepts such as algorithm, functions and relations, vectors and matrices. Then it focuses on efficiency analysis of algorithms. In this unit, the technique of computing time complexity of the algorithm is discussed along with illustrative examples. Gradually, the text discusses various algorithmic strategies such as divide and conquer, dynamic programming, Greedy algorithm, backtracking and branch and bound. Finally the string matching algorithms and introduction to NP completeness is discussed. Each algorithmic strategy is explained in stepwise manner, followed by examples and pseudo code. Thus this book helps the reader to learn the analysis and design of algorithms

in the most lucid way.

### **Information Communication**

**Technologies: Concepts, Methodologies, Tools, and Applications** - Van Slyke, Craig  
2008-04-30

The rapid development of information communication technologies (ICTs) is having a profound impact across numerous aspects of social, economic, and cultural activity worldwide, and keeping pace with the associated effects, implications, opportunities, and pitfalls has been challenging to researchers in diverse realms ranging from education to competitive intelligence.

**Software Engineering** - Roger S. Pressman 2019-09-09

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.

*High Level Models and Methodologies for Information Systems* - Pedro Isaias 2014-09-24

In this book the authors introduce and explain many methods and models for the development of Information Systems (IS). It was written in large part to aid designers in designing successful devices/systems to match user needs in the field. Chief among these are website development, usability evaluation, quality evaluation and success assessment. The book provides great detail in order to assist readers' comprehension and understanding of both novel and refined methodologies by presenting, describing, explaining and illustrating their basics and working mechanics. Furthermore, this book presents many traditional methods and methodologies in an effort to make up a comprehensive

volume on High Level Models and Methodologies for Information Systems. The target audience for this book is anyone interested in conducting research in IS planning and development. The book represents a main source of theory and practice of IS methods and methodologies applied to these realities. The book will appeal to a range of professions that are involved in planning and building the information systems, for example information technologists, information systems developers, as well as Web designers and developers—both researchers and practitioners; as a consequence, this book represents a genuinely multi-disciplinary approach to the field of IS methods and methodologies.

Enterprise Big Data Engineering, Analytics, and Management - Atzmueller, Martin 2016-06-01

The significance of big data can be observed in any decision-making process as it is often used

for forecasting and predictive analytics. Additionally, big data can be used to build a holistic view of an enterprise through a collection and analysis of large data sets retrospectively. As the data deluge deepens, new methods for analyzing, comprehending, and making use of big data become necessary. *Enterprise Big Data Engineering, Analytics, and Management* presents novel methodologies and practical approaches to engineering, managing, and analyzing large-scale data sets with a focus on enterprise applications and implementation. Featuring essential big data concepts including data mining, artificial intelligence, and information extraction, this publication provides a platform for retargeting the current research available in the field. Data analysts, IT professionals, researchers, and graduate-level students will find the timely research presented in this

publication essential to furthering their knowledge in the field.

*Object Oriented and Multicore Programming* - Anuradha A.

Puntambekar 2020-12-01

This book covers the object oriented programming aspects using C++ programming. It focuses on developing the applications both at basic and moderate level. In this book there are number of illustrative programming examples that help the students to understand the concepts. Starting from introduction to object oriented programming, handling of control statements using C++, arrays, objects and classes, this book moves gradually towards the concept of overloading, inheritance, Exception handling, and I/O operations. In the later part of this book, concept of multicore programming is discussed. This chapter also focuses on the operating system's role in multicore programming. Then in the next subsequent

unit, the concept of processes, interface classes and predicates is discussed. Lastly, the creation and handling of threads, thread scheduling and priorities are illustrated with the help of simple and easy to understand programs. Then there is a discussion on how the communication and synchronization of concurrent tasks take place. This book doesn't just provide a collection of ready-made programs but teaching you the basics of object oriented programming through C++ and multicore programming quickly and painlessly.

**Software Engineering** - 2011

Integration Challenges for Analytics, Business Intelligence, and Data Mining - Azevedo, Ana 2020-12-11

As technology continues to advance, it is critical for businesses to implement systems that can support the transformation of data into

information that is crucial for the success of the company. Without the integration of data (both structured and unstructured) mining in business intelligence systems, invaluable knowledge is lost. However, there are currently many different models and approaches that must be explored to determine the best method of integration.

Integration Challenges for Analytics, Business Intelligence, and Data Mining is a relevant academic book that provides empirical research findings on increasing the understanding of using data mining in the context of business intelligence and analytics systems. Covering topics that include big data, artificial intelligence, and decision making, this book is an ideal reference source for professionals working in the areas of data mining, business intelligence, and analytics; data scientists; IT specialists; managers; researchers; academicians; practitioners; and

graduate students.

*Numerical Methods & Optimization* - Anup Goel  
2021-01-01

Numerical method is a mathematical tool designed to solve numerical problems. The implementation of a numerical method with an appropriate convergence check in a programming language is called a numerical algorithm. Numerical analysis is the study of algorithms that use numerical approximation for the problems of mathematical analysis. Numerical analysis naturally finds application in all fields of engineering and the physical sciences. Numerical methods are used to approach the solution of the problem and the use of computer improves the accuracy of the solution and working speed. Optimization is the process of finding the conditions that give the maximum or minimum value of a function. For optimization purpose, linear programming

technique helps the management in decision making process. This technique is used in almost every functional area of business. This book include flowcharts and programs for various numerical methods by using MATLAB language. My hope is that this book, through its careful explanations of concepts, practical examples and figures bridges the gap between knowledge and proper application of that knowledge.

**Internet Programming** -  
Anuradha A. Puntambekar  
2020-12-01

This textbook provides comprehensive introduction to scripting languages that are used for creating web based applications. The book is divided into five different sections. In the first section the book introduces web site basics, HTTP, HTML5 and CSS3. The second and third section is based on client side and server side scripting. In these sections, the client side scripting

such as JavaScript, DHTML and JSON is introduced. The server side programming includes Servlet programming and JSP. In this section Java Database Connectivity is introduced and Simple Web Applications based on database connectivity have been developed. The fourth section deals with PHP and XML. The last section includes introduction to AJAX and Web Services. A database driven web service is developed and explained in step by step manner. At the end of the book some sample programs based on various scripting languages are given. The book helps the reader to learn the internet programming in the most lucid way. Various programming examples discussed in this book will motivate the students to learn the subject.

#### Requirements Engineering -

Didar Zowghi 2014-04-23

This book constitutes the proceedings of the first Asia Pacific Requirements

Engineering Symposium, APRES 2014, held in Auckland, New Zealand, in April 2014. The 16 papers presented were carefully reviewed and selected from 30 submissions. The focus of the papers is on the following topics: novel ideas, methods, tools, and techniques for improving and enhancing Requirement Engineering products and processes.

#### **Programming and Problem Solving using Python -**

Anuradha A. Puntambekar

2020-12-01

This textbook is designed to learn python programming from scratch. At the beginning of the book general problem solving concepts such as types of problems, difficulties in problem solving, and problem solving aspects are discussed. From this book, you will start learning the Python programming by knowing about the variables, constants, keywords, data types, indentation and various



programming constructs. The most commonly used types such as Lists, Tuples, dictionaries are also discussed with necessary examples and illustrations. The book includes the concepts of functions, lambda functions, modules and strings. In the later part of this book the concept of object oriented programming using Python is discussed in detail. Finally how to handle files and directories using Python is discussed. At the end of book some sample programs in Python are given that are based on the programming constructs. Python will be most demanded language after Java in future. So learning Python is need for today's software professionals. This book serves the purpose of teaching Python programming in the simplest and easiest manner.

*C and Data Structures -*

Venkateswarlu N.B. & Prasad E.V.

A Snap Shot Oriented Treatise with Live Engineering

Examples. Each chapter is is supplemented with concept oriented questions with answers and explanations. Some practical life problems from Education, business are included.

**Computer Support for Collaborative Learning** - Gerry Stahl 2002

Proceedings of: CSCL 2002 meeting in Boulder, Colorado, January 7-11, 2002.

**Emerging Innovations in Agile Software Development** - Ghani, Imran 2016-01-26

Agile is a relatively recent methodology used in the development process of a project. Therefore, it is important to share new emerging knowledge with researchers and professionals interested in adopting an agile mindset. Emerging Innovations in Agile Software Development focuses on the use of agile methodologies to manage, design, develop, test and maintain software projects. Emphasizing research-based solutions for

contemporary software development, this publication is designed for use by software developers, researchers, and graduate-level students in software engineering and project management programs.

Compiler Design - Anuradha A. Puntambekar 2011

International Handbook of Computer-Supported Collaborative Learning - Ulrike Cress 2021-10-08

CSCL has in the past 15 years (and often in conjunction with Springer) grown into a thriving and active community. Yet, lacking is a comprehensive CSCL handbook that displays the range of research being done in this area. This handbook will provide an overview of the diverse aspects of the field, allowing newcomers to develop a sense of the entirety of CSCL research and for existing community members to become more deeply aware of work outside their

direct area. The handbook will also serve as a ready reference for foundational concepts, methods, and approaches in the field. The chapters are written in such a way that each of them can be used in a stand-alone fashion while also serving as introductory readings in relevant study courses or in teacher education. While some CSCL-relevant topics are addressed in the International Handbook of the Learning Sciences and the International Handbook of Collaborative Learning, these books do not aim to present an integrated and comprehensive view of CSCL. The International Handbook of Computer-Supported Collaborative Learning covers all relevant topics in CSCL, particularly recent developments in the field, such as the rise of computational approaches and learning analytics. *Information Communication Technologies for Enhanced Education and Learning:*

*Advanced Applications and Developments* - Tomei,

Lawrence A. 2008-12-31

"This book offers an examination of technology-based design, development, and collaborative tools for the classroom"--Provided by publisher.

**Software Engineering** - A. A.

Puntambekar 2007

**Software Engineering And Quality Assurance** -

A.A.Puntambekar 2010

Modern Optimization Methods for Science, Engineering and Technology - G. R. Sinha 2019

Achieving a better solution or improving the performance of existing system design is an ongoing a process for which scientists, engineers, mathematicians and researchers have been striving for many years. Ever increasingly practical and robust methods have been developed, and every new generation of computers with

their increased power and speed allows for the development and wider application of new types of solutions. This book defines the fundamentals, background and theoretical concepts of optimization principles in a comprehensive manner along with their potential applications and implementation strategies. It encompasses linear programming, multivariable methods for risk assessment, nonlinear methods, ant colony optimization, particle swarm optimization, multi-criterion and topology optimization, learning classifier, case studies on six sigma, performance measures and evaluation, multi-objective optimization problems, machine learning approaches, genetic algorithms and quality of service optimizations. The book will be very useful for wide spectrum of target readers including students and researchers in academia and industry.

**Data Structures** - Anuradha A.

Puntambekar 2020-12-01

The book has been developed to provide comprehensive and consistent coverage of both the concepts of data structures as well as implementation of these concepts using C programming.

The book utilizes a systematic approach wherein each data structure is explained using examples followed by its implementation using a programming language. It begins with the introduction to data types. In this, an overview of various types of data structures is given and asymptotic notations, best case, worst case and average case time complexity is discussed. The book then focuses on the linear data structures such as arrays, stacks, queues and linked lists. In these units each concept is followed by its implementation and logic explanation part. The book then covers the non-linear data structures such as trees and graphs. These data structures are very well explained with the

help of illustrative diagrams, examples and implementations.

The text book then covers two important topics - hashing and file structures. While explaining the hashing - various hashing methods, and collision handling techniques are explained with necessary illustrations and examples. File structures are demonstrated by implementing sequential, index sequential and random file organization. Finally searching and sorting algorithms, their implementation and time complexities are discussed. The sorting and searching methods are illustrated systematically with the help of examples. The explanation in this book is in a very simple language along with clear and concise form which will help the students to have clear-cut understanding of the subject.

**Data Structures Using C++** - D. S. Malik 2009-07-31

Now in its second edition, D.S.

Malik brings his proven approach

to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

*Intelligent Computing and Optimization* - Pandian Vasant  
2019-10-26

This book presents the outcomes

of the second edition of the International Conference on Intelligent Computing and Optimization (ICO) – ICO 2019, which took place on October 3–4, 2019, in Koh Samui, Thailand. Bringing together research scholars, experts, and investigators from around the globe, the conference provided a platform to share novel research findings, recent advances and innovative applications in the field. Discussing the need for smart disciplinary processes embedded into interdisciplinary collaborations in the context of meeting the growing global populations' requirements, such as food and health care, the book highlights the role of intelligent computation and optimization as key technologies in decision-making processes and in providing cutting edge solutions to real-world problems.