

Embedded Systems Question Papers

The increased complexity of embedded systems coupled with quick design cycles to accommodate faster time-to-market requires increased system design productivity that involves both model-based design and tool-supported methodologies. Formal methods are mathematically-based techniques and provide a clean framework in which to express requirements and models of the systems, taking into account discrete, stochastic and continuous (timed or hybrid) parameters with increasingly efficient tools. This book deals with these formal methods applied to communicating embedded systems by presenting the related industrial challenges and the issues of modeling, model-checking, diagnosis and control synthesis, and by describing the main associated automated tools.

Mechanical Engineering And Control Systems - Proceedings Of The 2016 International Conference On Mechanical Engineering And Control System (Mecs2016) World Scientific

CHES 2009, the 11th workshop on Cryptographic Hardware and Embedded Systems, was held in Lausanne, Switzerland, September 6–9, 2009. The workshop was sponsored by the International Association for Cryptologic Research (IACR). The workshop attracted a record number of 148 submissions from 29 countries, of which the Program Committee selected 29 for publication in the workshop proceedings, resulting in an acceptance rate of 19.6%, the lowest in the history of CHES. The review process followed strict standards: each paper received at least four reviews, and some as many as eight reviews. Members of the Program Committee were restricted to co-authoring at most two submissions, and their papers were evaluated by an extended number of reviewers. The Program Committee included 53 members representing 20 countries and 7 continents. These members were carefully selected to represent academia, industry, and government, as well as to include world-class experts in various research fields of interest to CHES. The Program Committee was supported by 148 external reviewers. The total number of people contributing to the review process, including Program Committee members, external reviewers, and Program Co-chairs, exceeded 200. The papers collected in this volume represent cutting-edge worldwide research in the rapidly growing and evolving area of cryptographic engineering.

This book includes selected papers of the 6th IFIP WG 10.2 International Workshop on Software Technologies for Future Embedded and Ubiquitous Systems, SEUS 2008, held on Capri, Italy, in October 2008. The 38 revised full papers presented were carefully reviewed and selected. The papers are organized in topical sections on model-driven development; middleware; real time; quality of service and performance; applications; pervasive and mobile systems: wireless embedded systems; synthesis, verification and protection.

This book constitutes the refereed proceedings of the First Conference on Cybersecurity of Industrial Control Systems, CyberICS 2015, and the First Workshop on the Security of Cyber Physical Systems, WOS-CPS 2015, held in Vienna, Austria, in September 2015 in conjunction with ESORICS 2015, the 20th annual European Symposium on Research in Computer Security. The 6 revised full papers and 2 short papers of CyberICS 2015 presented together with 3 revised full papers of WOS-CPS 2015 were carefully reviewed and selected from 28 initial submissions. CyberICS 2015 focuses on topics covering ICSs, including cyber protection and cyber defense of SCADA systems, plant control systems, engineering workstations, substation equipment, programmable logic controllers, PLCs, and other industrial control system. WOS-CPS 2015 deals with the Security of Cyber Physical Systems, that exist everywhere around us, and range in size, complexity and criticality, from embedded systems used in smart vehicles, to SCADA systems in smart grids to control systems in water distribution systems, to smart transportation systems etc.

During the past few years there has been an dramatic upsurge in research and development, implementations of new technologies, and deployments of actual solutions and technologies in the diverse application areas of embedded systems. These areas include automotive electronics, industrial automated systems, and building automation and control. Comprising 48 chapters and the contributions of 74 leading experts from industry and academia, the Embedded Systems Handbook, Second Edition presents a comprehensive view of embedded systems: their design, verification, networking, and applications. The contributors, directly involved in the creation and evolution of the ideas and technologies presented, offer tutorials, research surveys, and technology overviews, exploring new developments, deployments, and trends. To accommodate the tremendous growth in the field, the handbook is now divided into two volumes. New in This Edition: Processors for embedded systems Processor-centric architecture description languages Networked embedded systems in the automotive and industrial automation fields Wireless embedded systems Embedded Systems Design and Verification Volume I of the handbook is divided into three sections. It begins with a brief introduction to embedded systems design and verification. The book then provides a comprehensive overview of embedded processors and various aspects of system-on-chip and FPGA, as well as solutions to design challenges. The final section explores power-aware embedded computing, design issues specific to secure embedded systems, and web services for embedded devices. Networked Embedded Systems Volume II focuses on selected application areas of networked embedded systems. It covers automotive field, industrial automation, building automation, and wireless sensor networks. This volume highlights implementations in fast-evolving areas which have not received proper coverage in other publications. Reflecting the unique functional requirements of different application areas, the contributors discuss inter-node communication aspects in the context of specific applications of networked embedded systems.

This book contains the final reports of 19 workshops held during the 20th European Conference on Object-Oriented Programming, ECOOP 2006, held in Nantes, France in July 2006. The 19 reports cover the entire range of object technology and related topics, presenting a coherent and highly representative snapshot of the major trends in the field.

Embedded systems are nearly ubiquitous, and books on individual topics or components of embedded systems are equally abundant. Unfortunately, for those designers who thirst for knowledge of the big picture of embedded systems there is not a drop to drink. Until now. The Embedded Systems Handbook is an oasis of information, offering a mix of basic a

This year has witness major changes in the field of academics; where CBSE's reduced syllabus was a pleasant surprise while the introduction of 2 Term exam pattern was little uncertain for students, parents and teachers as well. Now more than ever the Sample Papers have become paramount importance of subjects with the recent changes prescribed by the board. Give final punch to preparation for CBSE Term 1 examination with the all new edition of 'Sample Question Papers' that is designed as per CBSE Sample Paper that are issued on 02 Sept, 2021 for 2021 – 22 academic session. Encouraging with the motto of 'Keep Practicing, Keep Scoring', here's presenting Sample Question Paper – Computer Applications for Class 10th that consists of: 1.

10 Sample Papers along with OMR Sheet for quick revision of topics. 2. One Day Revision Notes to recall the concepts a day before exam 3. The Qualifiers – Chapterwise sets of MCQs to check preparation level of each chapter 4. Latest CBSE Sample Paper along with detailed answers are provided for better understanding of subject. TOC One Day Revision, The Qualifiers, CBSE Qualifiers, Latest CBSE Sample Paper, Sample Paper (1- 10).

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

These are the proceedings of CHES 2002, the Fourth Workshop on Cryptographic Hardware and Embedded Systems. After the first two CHES Workshops held in Massachusetts, and the third held in Europe, this is the first Workshop on the West Coast of the United States. There was a record number of submissions this year and in response the technical program was extended to 3 days. As is evident by the papers in these proceedings, there have been again many excellent submissions. Selecting the papers for this year's CHES was not an easy task, and we regret that we could not accept many contributions due to the limited availability of time. There were 101 submissions this year, of which 39 were selected for presentation. We continue to observe a steady increase over previous years: 42 submissions at CHES '99, 51 at CHES 2000, and 66 at CHES 2001. We interpret this as a continuing need for a workshop series that combines theory and practice for integrating strong security features into modern communications and computer applications. In addition to the submitted contributions, Jean-Jacques Quisquater (UCL, Belgium), Sanjay Sarma (MIT, USA) and a panel of experts on hardware random number generation gave invited talks. As in the previous years, the focus of the Workshop is on all aspects of cryptographic hardware and embedded system security. Of special interest were contributions that describe new methods for efficient hardware implementations and high-speed software for embedded systems, e.g., smart cards, microprocessors, DSPs, etc. CHES also continues to be an important forum for new theoretical and practical findings in the important and growing field of side-channel attacks.

Cyber-physical systems (CPS) involve deeply integrated, tightly coupled computational and physical components. These systems, spanning multiple scientific and technological domains, are highly complex and pose several fundamental challenges. They are also critically important to society's advancement and security. The design and deployment of the adaptable, reliable CPS of tomorrow requires the development of a basic science foundation, synergistically drawing on various branches of engineering, mathematics, computer science, and domain specific knowledge. This book brings together 19 invited papers presented at the Workshop on Control of Cyber-Physical Systems, hosted by the Department of Electrical & Computer Engineering at The Johns Hopkins University in March 2013. It highlights the central role of control theory and systems thinking in developing the theory of CPS, in addressing the challenges of cyber-trust and cyber-security, and in advancing emerging cyber-physical applications ranging from smart grids to smart buildings, cars and robotic systems.

"Robust Speech Recognition in Embedded Systems and PC Applications reviews the problems of robust speech recognition, summarizes the current state of the art of robust speech recognition, provides perspective on the state of the art, and reviews the complementary technologies (i.e., dialog and user interface) necessary to build an application."

This book constitutes the thoroughly refereed post-proceedings of the International Dagstuhl-Seminar on Architecting Systems with Trustworthy Components, held in Dagstuhl Castle, Germany, in December 2004. Presents 10 revised full papers together with 5 invited papers contributed by outstanding researchers. Discusses core problems in measurement and normalization of non-functional properties, modular reasoning over non-functional properties, capture of component requirements in interfaces and protocols, interference and synergy of top-down and bottom-up aspects, and more.

This book constitutes the thoroughly refereed post-proceedings of the 13th International Monterey Workshop on Composition of Embedded Systems: Scientific and Industrial Issues, held in Paris, France, in October 2006. The 12 revised full papers presented were carefully selected during two rounds of reviewing and improvement from numerous submissions. The workshop discussed a range of challenges in embedded systems design that require further major advances in technology.

Psychology Previous Question Papers NET JRF UGC CBSE Net Jrf previous year solved papers, net jrf paper 1 and paper 2, net jrf paper – I and paper-II, teaching and research aptitude paper -1, paper – I, net jrf exam guide manual books, net jrf previous year questions mcq

Since its first volume in 1960, *Advances in Computers* has presented detailed coverage of innovations in computer hardware, software, theory, design, and applications. It has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow. As a result, many articles have become standard references that continue to be of significant, lasting value in this rapidly expanding field. In-depth surveys and tutorials on new computer technology Well-known authors and researchers in the field Extensive bibliographies with most chapters Many of the volumes are devoted to single themes or subfields of computer science Design and Analysis of Distributed Embedded Systems is organized similar to the conference. Chapters 1 and 2 deal with specification methods and their analysis while Chapter 6 concentrates on timing and performance analysis. Chapter 3 describes approaches to system verification at different levels of abstraction. Chapter 4 deals with fault tolerance and detection. Middleware and software reuse aspects are treated in Chapter 5. Chapters 7 and 8 concentrate on the distribution related topics such as partitioning, scheduling and communication. The book closes with a chapter on design methods and frameworks.

This book constitutes the proceedings of the 19th International Conference on Computer Information Systems and Industrial Management Applications, CISIM 2020, held in Bialystok, Poland, in October 2020. Due to the COVID-19 pandemic the conference has been postponed to October 2020. The 40 full papers presented together with 5 abstracts of keynotes were carefully reviewed and selected from 62 submissions. The main topics covered by the chapters in this book are biometrics, security systems, multimedia, classification and clustering, industrial management. Besides these, the reader will find interesting papers on computer information systems as applied to wireless networks, computer graphics, and intelligent systems. The papers are organized in the following topical sections: biometrics and pattern recognition applications; computer information systems and security; industrial management and other applications; machine learning and high performance computing; modelling and optimization.

In two editions spanning more than a decade, *The Electrical Engineering Handbook* stands as the definitive reference to the multidisciplinary field of electrical engineering. Our knowledge continues to grow, and so does the Handbook. For the third edition, it has expanded into a set of six books carefully focused on a specialized area or field of study. Each book represents a concise yet definitive collection of key concepts, models, and equations in its respective domain, thoughtfully gathered for convenient access. *Systems, Controls, Embedded Systems, Energy, and Machines* explores in detail the fields of energy devices, machines, and systems as well as control systems. It provides all of the fundamental concepts needed for thorough, in-depth understanding of each area and devotes special attention to the emerging area of embedded systems. Each article includes defining terms, references, and sources of further information. Encompassing the work of the world's foremost experts in their respective specialties, *Systems, Controls, Embedded Systems, Energy, and Machines* features the latest

developments, the broadest scope of coverage, and new material on human-computer interaction.

Innovations in software engineering have ushered in an era of wired technology. We are constantly surrounded by the products of this revolution. With this book, the author has created a resourceful cache of latest information for aspiring software engineers, preparing them for a productive industry experience. Elaboration on concepts of software development and engineering, the book gives an insightful view of the fundamentals of system design, coding and documentation, software metrics, management and cost estimation. Based upon the updated university curriculum, this book is a student-friendly work that explains difficult concepts with neat illustrations and examples. Topic wise discussions on system testing and computer-aided software engineering go a long way in equipping budding software engineers with the right knowledge and expertise. This is a great book for self-based learning and for competitive examinations. It comes with a glossary of technical terms. Key Features • Lucid, well-explained concepts with solved examples • Complete coverage of the updated university syllabus • Chapter-end summaries and questions for quick review • Relevant illustrations for better understanding and retention • Glossary of technical terms • Solution to previous years' university papers

The volume includes a set of selected papers extended and revised from the 2011 International Conference on Mechanical Engineering and Technology, held on London, UK, November 24-25, 2011. Mechanical engineering technology is the application of physical principles and current technological developments to the creation of useful machinery and operation design. Technologies such as solid models may be used as the basis for finite element analysis (FEA) and / or computational fluid dynamics (CFD) of the design. Through the application of computer-aided manufacturing (CAM), the models may also be used directly by software to create "instructions" for the manufacture of objects represented by the models, through computer numerically controlled (CNC) machining or other automated processes, without the need for intermediate drawings. This volume covers the subject areas of mechanical engineering and technology, and also covers interdisciplinary subject areas of computers, communications, control and automation. We hope that researchers, graduate students and other interested readers benefit scientifically from the book and also find it stimulating in the process.

This book is composed by the papers accepted for presentation and discussion at The 2019 International Conference on Information Technology & Systems (ICITS'20), held at the Universidad Distrital Francisco José de Caldas, in Bogotá, Colombia, on 5th to 7th February 2020. ICIST is a global forum for researchers and practitioners to present and discuss recent findings and innovations, current trends, professional experiences and challenges of modern information technology and systems research, together with their technological development and applications. The main topics covered are: information and knowledge management; organizational models and information systems; software and systems modelling; software systems, architectures, applications and tools; multimedia systems and applications; computer networks, mobility and pervasive systems; intelligent and decision support systems; big data analytics and applications; human-computer interaction; ethics, computers & security; health informatics; information technologies in education.

This book constitutes the thoroughly refereed postproceedings of the First International Conference on Embedded Software and Systems, ICES 2004, held in Hangzhou, China in December 2004. The 80 revised full papers presented together with the abstracts of 4 keynote speeches and 4 invited talks were thoroughly reviewed and selected from almost 400 submissions. The papers are organized in topical sections on distributed embedded computing, embedded systems, embedded hardware and architecture, middleware for embedded computing, mobile systems, transducer network, embedded operating system, power-aware computing, real-time system, embedded system verification and testing, and software tools for embedded systems.

Rugged Embedded Systems: Computing in Harsh Environments describes how to design reliable embedded systems for harsh environments, including architectural approaches, cross-stack hardware/software techniques, and emerging challenges and opportunities. A "harsh environment" presents inherent characteristics, such as extreme temperature and radiation levels, very low power and energy budgets, strict fault tolerance and security constraints, etc. that challenge the computer system in its design and operation. To guarantee proper execution (correct, safe, and low-power) in such scenarios, this contributed work discusses multiple layers that involve firmware, operating systems, and applications, as well as power management units and communication interfaces. This book also incorporates use cases in the domains of unmanned vehicles (advanced cars and micro aerial robots) and space exploration as examples of computing designs for harsh environments. Provides a deep understanding of embedded systems for harsh environments by experts involved in state-of-the-art autonomous vehicle-related projects Covers the most important challenges (fault tolerance, power efficiency, and cost effectiveness) faced when developing rugged embedded systems Includes case studies exploring embedded computing for autonomous vehicle systems (advanced cars and micro aerial robots) and space exploration

Modern embedded systems deploy several hardware accelerators, in a heterogeneous manner, to deliver high-performance computing. Among such devices, graphics processing units (GPUs) have earned a prominent position by virtue of their immense computing power. However, a system design that relies on sheer throughput of GPUs is often incapable of satisfying the strict power- and time-related constraints faced by the embedded systems. This thesis presents several system-level software techniques to optimize the design of GPU-based embedded systems under various graphics and non-graphics applications. As compared to the conventional application-level optimizations, the system-wide view of our proposed techniques brings about several advantages: First, it allows for fully incorporating the limitations and requirements of the various system parts in the design process. Second, it can unveil optimization opportunities through exposing the information flow between the processing components. Third, the techniques are generally applicable to a wide range of applications with similar characteristics. In addition, multiple system-level techniques can be combined together or with application-level techniques to further improve the performance. We begin by studying some of the unique attributes of GPU-based embedded systems and discussing several factors that distinguish the design of these systems from that of the conventional high-end GPU-based systems. We then proceed to develop two techniques that address an important challenge in the design of GPU-based embedded systems from different perspectives. The challenge arises from the fact that GPUs require a large amount of workload to be present at runtime in order to deliver a high throughput. However, for some embedded applications, collecting large batches of input data requires an unacceptable waiting time, prompting a trade-off between throughput and latency. We also develop an optimization technique for GPU-based applications to address the memory bottleneck issue by utilizing the GPU L2 cache to shorten data access time. Moreover, in the area of graphics applications, and in particular with a focus on mobile games, we propose a power management scheme to reduce the GPU power consumption by dynamically adjusting the display resolution, while considering the user's visual perception at various resolutions. We also discuss the collective impact of the proposed techniques in tackling the design challenges of emerging complex systems. The proposed techniques are assessed by real-life experimentations on GPU-based hardware platforms, which demonstrate the superior performance of our approaches as compared to the state-of-the-art techniques.

This book constitutes the proceedings of the 13th International Workshop on Cryptographic Hardware and Embedded Systems, CHES 2011, held in Nara, Japan, from September 28 until October 1, 2011. The 32 papers presented together with 1 invited talk were carefully reviewed and selected from 119 submissions. The papers are organized in topical sections named: FPGA implementation; AES; elliptic curve cryptosystems; lattices; side channel attacks; fault attacks; lightweight symmetric algorithms, PUFs; public-key cryptosystems; and hash functions.

Crack the Microprocessor and Microcontroller Interview Description Book gives you a complete idea about the Microcontroller and Microprocessor. It starts from a very basic concept like a number system, then explains the digital circuit. This book is a complete set of

interview questions and answers with plenty of screenshots. Book takes you on a journey to Microprocessor 8085, Peripheral Devices and Interfacing, AVR ATmega32, Interfacing of Input/Output Device. Book also covers the descriptive questions, multiple-choice questions along with answers which are asked during an interview. Key features An ample number of diagrams are used to illustrate the subject matter for easy understanding Set of review questions with answers are added at the end for better understanding Includes basic to advanced interview questions on 8085, 8086, 89C51, PIC and AVR, interfacing of input & output devices It will help to enhance the programming skills of the reader What will you learn Basics to an advanced interview question for microprocessor 8085 & 8086 and microcontroller 89C51, PIC and AVR. Question on interfacing of input & output devices. Who this book is for Engineering students pursuing a course in electrical and electronics, electronics and communication, computer science and information technology who wish to learn about Microprocessor, Microcontroller and crack an interview. Table of Contents 1. Number Systems 2. Digital Circuit 3. Microprocessor 8085 4. Peripheral Devices and Interfacing 5. AVR ATmega32 6. Interfacing of Input/Output Device 7. Exercise 8. Descriptive Type Questions 9. Multiple Choice Questions

Embedded systems and real-time computing can be useful tools for a variety of applications. Further research developments in this field can assist in promoting the future development of these technologies for various applications. Advancing Embedded Systems and Real-Time Communications with Emerging Technologies discusses embedded systems, communication system engineering, and real-time systems in an integrated manner. This research book includes advancements in the fields of computer science, computer engineering, and telecommunication engineering in regard to how they are used in embedded and real-time systems for communications purposes. With its practical and theoretical research, this book is an essential reference for academicians, students, researchers, practitioners, and IT professionals.

Technological advances have led to wide deployment and use of embedded systems in an increasing range of applications, from mobile phones to car, plane and spacecraft and from digital id's to military systems in the field. Many of these applications place significant security requirements and have led to significant research activity in the area of security and embedded systems, due to the limited resources of conventional embedded systems. This emerging research area is of great importance to a large number of public and private organizations, due to their desire to deploy secure embedded systems in the field. This publication brings together one of the first international efforts to emphasize the importance of this emerging technical field and provides presentations of leading researchers in the field. Its objectives are to present the technologies and open problems of the emerging area of security and embedded systems, to present the latest research results in all aspects of security in embedded systems, and, finally, to provide a roadmap of the technology for the future. Considering the main directions of research in the field, three main areas are discussed: (i) foundations of security and embedded systems, (ii) secure embedded computing systems and (iii) telecommunications and network services.

This book constitutes the proceedings of the 16th International Workshop on Cryptographic Hardware and Embedded Systems, CHES 2014, held in Busan, South Korea, in September 2014. The 33 full papers included in this volume were carefully reviewed and selected from 127 submissions. They are organized in topical sections named: side-channel attacks; new attacks and constructions; countermeasures; algorithm specific SCA; ECC implementations; implementations; hardware implementations of symmetric cryptosystems; PUFs; and RNGs and SCA issues in hardware.

This book is a printed edition of the Special Issue "Real-Time Embedded Systems" that was published in Electronics

The topic of "Model-Based Engineering of Real-Time Embedded Systems" brings together a challenging problem domain (real-time embedded systems) and a solution domain (model-based engineering). It is also at the forefront of integrated software and systems engineering, as software in this problem domain is an essential tool for system implementation and integration. Today, real-time embedded software plays a crucial role in most advanced technical systems such as airplanes, mobile phones, and cars, and has become the main driver and enabler for innovation. Development, evolution, verification, configuration, and maintenance of embedded and distributed software nowadays are often serious challenges as drastic increases in complexity can be observed in practice. Model-based engineering in general, and model-based software development in particular, advocates the notion of using models throughout the development and life-cycle of an engineered system. Model-based software engineering reinforces this notion by promoting models not only as the tool of abstraction, but also as the tool for verification, implementation, testing, and maintenance. The application of such model-based engineering techniques to embedded real-time systems appears to be a good candidate to tackle some of the problems arising in the problem domain.

The 2nd Annual 2016 International Conference on Mechanical Engineering and Control System (MECS2016) was successfully held in Wuhan, China in 2016. The MECS2016 is one of the leading international conferences for presenting novel and fundamental advances in the fields of Mechanical Engineering and Control System attended by more than 80 participants from China, South Korea, Taiwan, Japan, Malaysia, and Saudi Arabia. The MECS2016 program includes 4 keynote speeches, 98 oral and poster presentations, covering a wide spectrum of topics from mechanics engineering, control engineering and technology, to automation and mechatronics. However, after reviewed and careful consideration, only 70 articles are included in this proceedings.

Owing to the rapid developments and growth in the telecommunications industry, the need to develop relevant skills in this field are in high demand. Wireless technology helps to exchange the information between portable devices situated globally. In order to fulfil the demands of this developing field, a unified approach between fundamental concepts and advanced topics is required. The book bridges the gap with a focus on key concepts along with the latest developments including turbo coding, smart antennas, multiple input multiple output (MIMO) system, and software defined radio. It also underpins the design requirements of wireless systems and provides comprehensive coverage of the cellular system and its generations: 3G and 4G (Long Term Evolution). With numerous solved examples, numerical questions, open book exam questions, and illustrations, undergraduates and graduate students will find this to be a readable and highly useful text.

A number of different system concepts have become apparent in the broader context of embedded systems over the past few years. Whilst there are some differences between these, this book argues that in fact there is much they share in common, particularly the important notions of control, heterogeneity, wireless communication, dynamics/ad hoc nature and cost. The first part of the book covers cooperating object applications and the currently available application scenarios, such as control and automation, healthcare, and security and surveillance. The second part discusses paradigms for algorithms and interactions. The third part covers various types of vertical system functions, including data aggregation,

resource management and time synchronization. The fourth part outlines system architecture and programming models, outlining all currently available architectural models and middleware approaches that can be used to abstract the complexity of cooperating object technology. Finally, the book concludes with a discussion of the trends guiding current research and gives suggestions as to possible future developments and how various shortcomings in the technology can be overcome.

The 18 revised full papers presented in this book together with an introductory survey were carefully reviewed and constitute the documentation of the Second International Workshop on Self-adaptive Software, IWSAS 2001, held in Balatonfüred, Hungary in May 2001. Self-adaptive software evaluates its own behavior and changes it when the evaluation indicates that the software does not accomplish what it is intended to do or when better functionality or better performance is possible. The self-adaptive approach in software engineering builds on well known dynamic features familiar to Lisp or Java programmes and aims at improving the robustness of software systems by gradually adding new features of self-adaption or autonomy.

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