

TUD Hauptseminar «Autonomic Computing»

Prof. Dr. Frank J. Furrer



«Autonomic Computing»

**Today:** Seminar Day 2 [13-JUL-16]

Hauptseminar Website:

<http://st.inf.tu-dresden.de/teaching/hs/auco16>

## Content:

1. Introduction (F.J. Furrer)
2. Presentations and Feedback (all)
3. Soft Skills (Tutorial)
4. Summary & Final Words (F.J. Furrer)

## Timing 13.7.2016

**Changed**

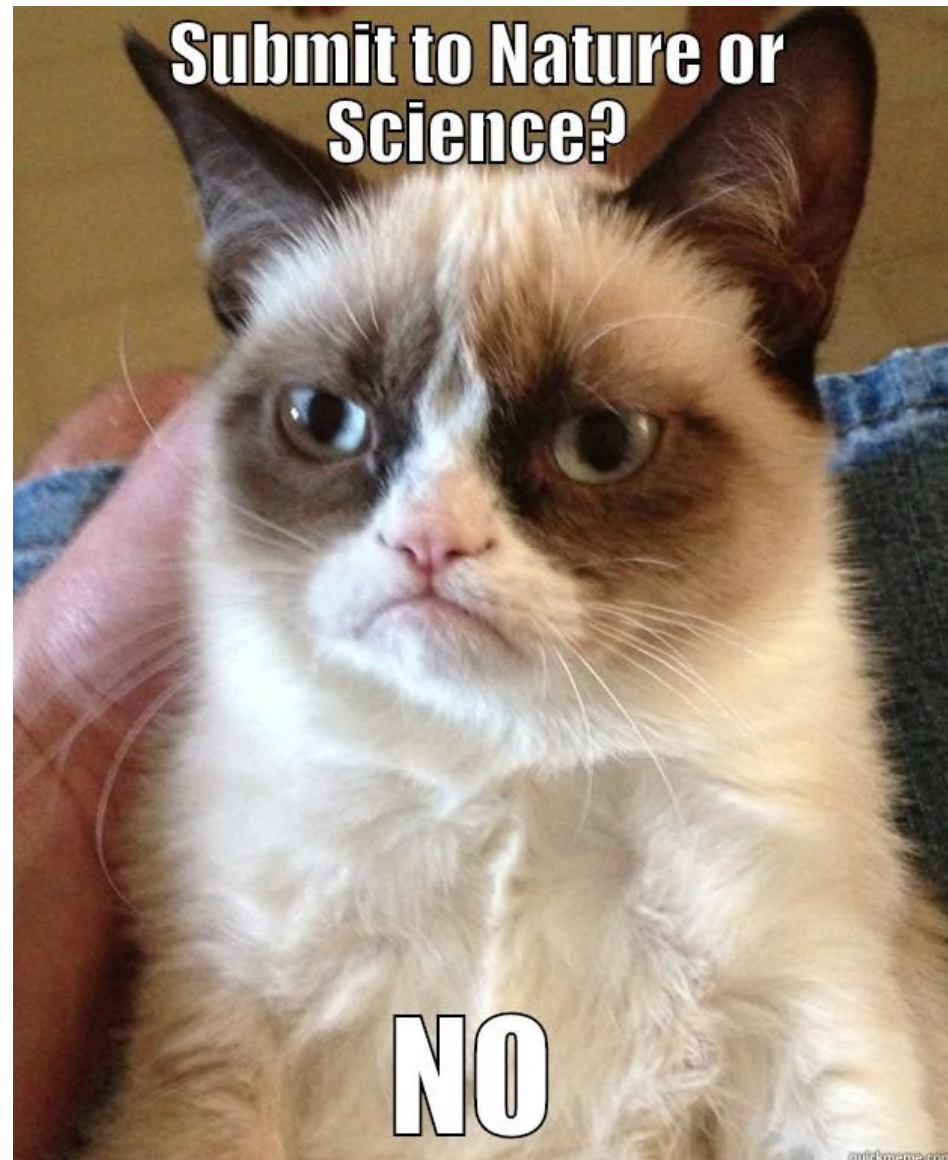
Name	Presentation	Feedback
Furrer, Frank J.: <i>Introduction</i>	09:20 – 09:40	
Reusch, Anja	09:40 – 09:55	09:55 – 10:05
Bauer, Ilja	10:05 – 10:20	10:20 – 10:30
Hanspach, Felix	10:30 – 10:45	10:45 – 10:55
Break	10:55 – 11:15	
Engelmohr, Jan	11:15 – 11:30	11:30 – 11:40
Kandler, Marc	11:40 – 11:55	11:55 – 12:05
Furrer, Frank J.: <i>Final Comments</i>	12:05 – 12:30	
Final Discussion	12:30 – 12:40	

## Content:

Introduction (F.J. Furrer)

State of the Papers  
(2<sup>nd</sup> Round)

**Are the papers ready  
for SCIENCE or  
NATURE?**



<http://www.nextscientist.com>

## Good:

- Topics chosen and delineation
- Storylines
- Content
- Structure
- Personal contributions

## Not yet satisfactory:

- Title
- State of the art (Existing work)
- Research (Literature)
- Visibility of personal contributions
- Conclusions (recommendations, ...)
- Number of figures (!)



<http://rebeccamancy.net/?p=468>

Main Reason:

<http://1.bp.blogspot.com>



Time investment  
• Not sufficient

3 CREDITS  
= 90 hours work  
Seminar: 10 hours  
⇒ **80 hours**

Planning  
Work schedule



Title:

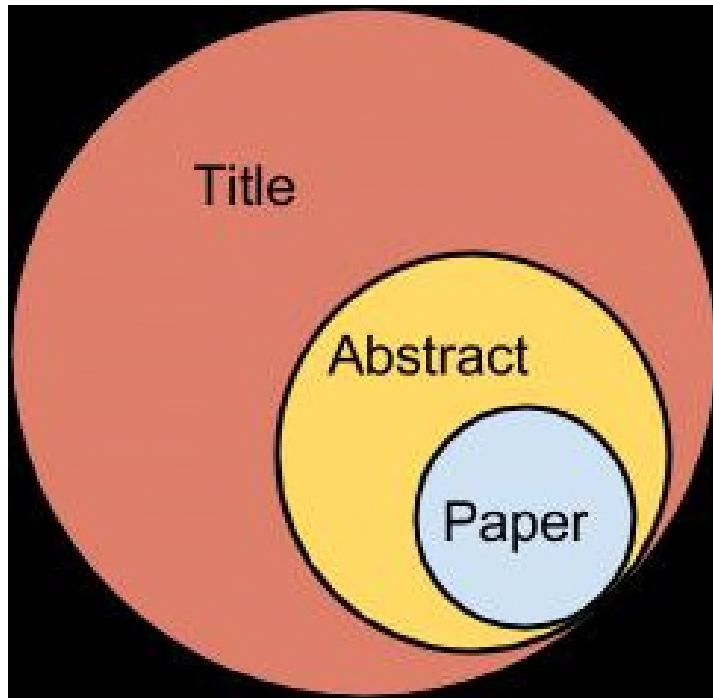
Answer the following questions:

1) Do the *keywords* in your title adequately represent the *content* of your paper?

2) What is the *promise* in the title to your *reader*?

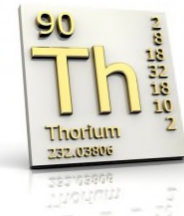
3) Does the paper *deliver* the promise?

<http://blogs.nature.com/naturejobs/2014/11/03>



**Title:**

«THORIUM – The Green Energy Source of the Future»



## State of the Art:

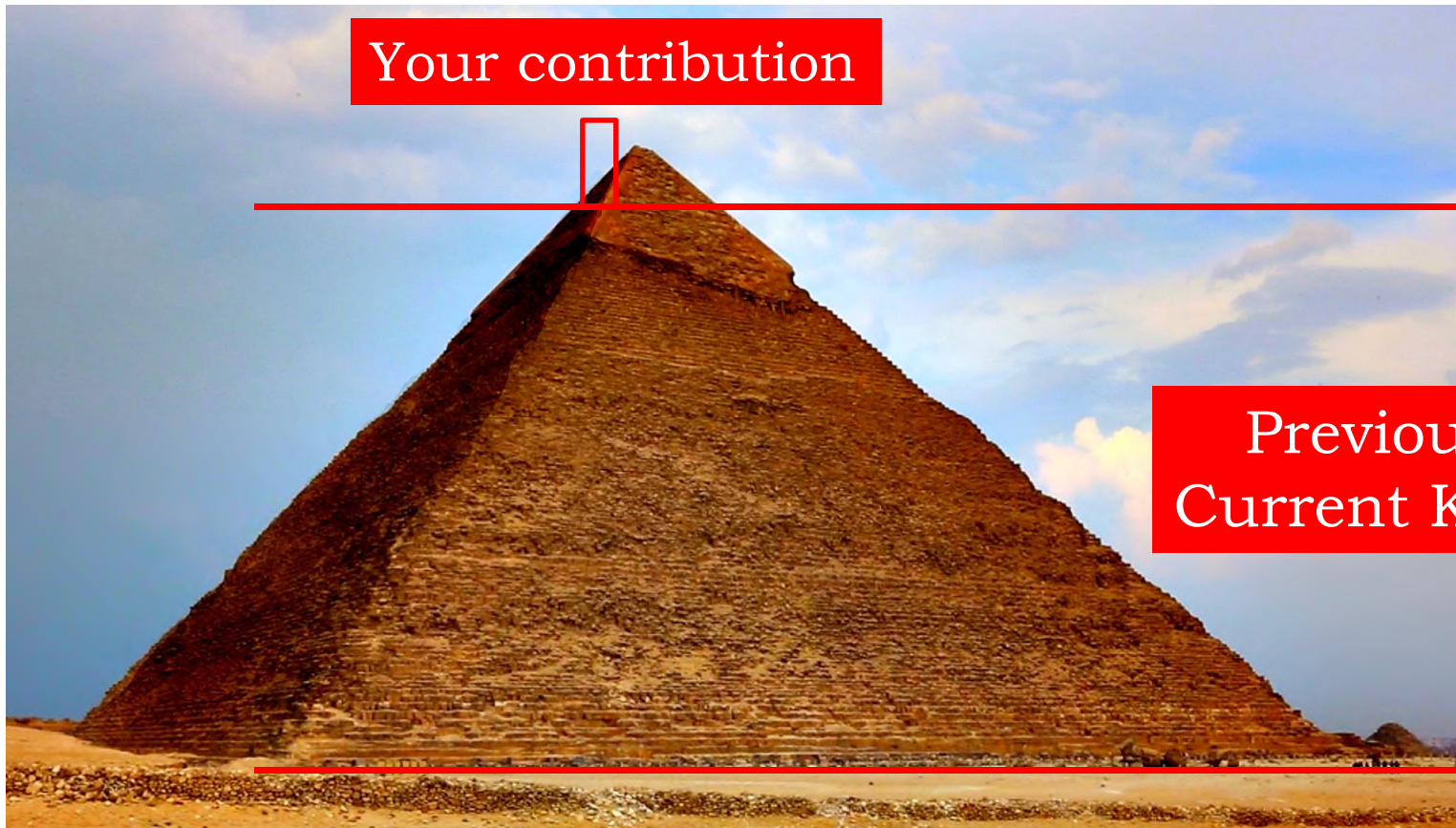
The state of the art (SoA) must be:

- **described** – *correct, current, competent*
- **attributed** – *fair, complete, traceable*

Your contribution

Previous Work  
Current Knowledge

<https://i.ytimg.com>



## State of the Art:

The state of the art (SoA) must be:

- **described** – *correct, current, competent*
- **attributed** – *fair, complete, traceable*

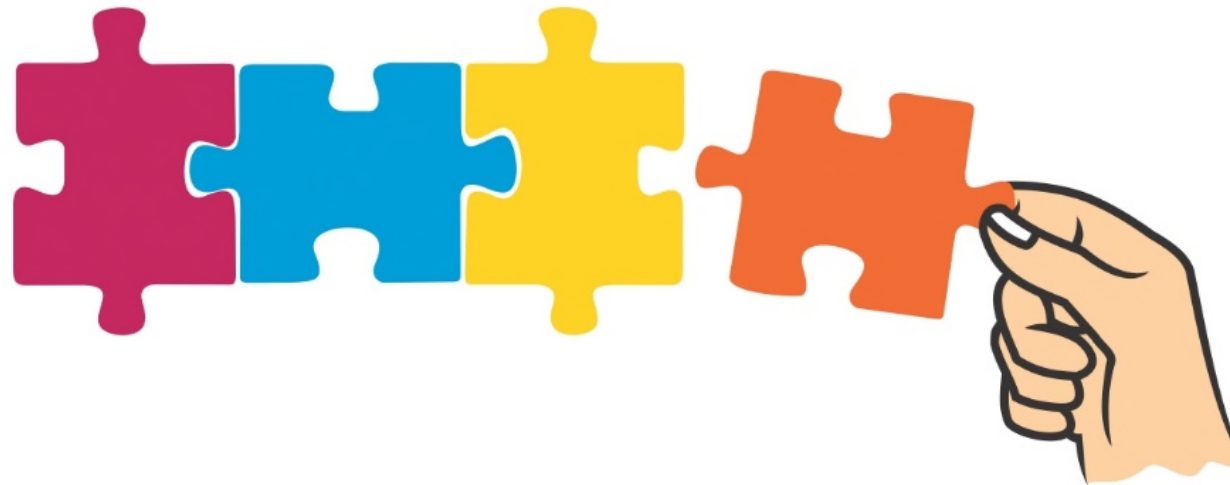


## Why?

- Demonstrate your knowledge of the field
- (Academic) Fairness
- Continuity

SoA Research  $\approx$  30% of the time-effort for a paper

Visibility of the personal contribution  
= *Value* of the paper



This paper has shown ....  
This paper has demonstrated ....  
We have contributed ....  
The new conclusion ....

## Conclusions/Recommendations



<http://mehr-motivation.com>

Your work must animate/motivate the community to go on

The next steps ....  
The important open questions ....  
The next topic of research ....



# Figures

## Ursachen der Irrationalitäten

Suchen wir die tieferen Ursachen dieser gigantischen Verschwendung, der betäubenden Irrationalität, dieser offenbar unaufhaltsamen Abenteurerei. Es gibt mehrere:

Zunächst ist ein Hang zur „Gigantomanie“ zu entdecken, die offensichtlich Politiker und Vorstände beseelt: Alle Bahnanlagen der ganzen Stadt kommen unter die Erde, eine Art Manhattan wird möglich, Stuttgart wird „Metropole“. München und Frankfurt, alle anderen Städte, denen dies auch angetragen wurde, lehnten es ab – nur Stuttgart, sich Bundesweit diskriminiert fühlend, stieg ein. Nun, wo die Zerstörung Platz greift, merken die Bürger, dass sie Opfer werden, Opfer von – so formulierte es Benedikt Weibel, der ehemalige Vorstand der Schweizer Bundesbahnen – Geltungssucht und Größenwahn!

Ein zweites Ursachentfeld liegt in der DB: es wurde und wird geschickt verborgen: Die DB Planer wussten und wissen, dass das Konzept und dessen Ziele sich gar nicht verwirklichen lassen. Wenn der Bahnbetrieb zu Bauzeiten weiter gehen muss, ist nur eine schmale Baugrube längs des Bahnhofgebäudes möglich, die nur 8 (statt derzeit 17) Gleise erlaubt und beengte Bahnsteige mit schmalen Treppen bedingt. Damit sind die Sicherheit und die Leistungsfähigkeit sowie der Komfort der heutigen Anlagen nicht erreichbar. Wegen vorhandener S-Bahn- und U-Bahn-Tunnel muss der Tiefbahnhof mit Gefälle gebaut werden, was gegen deutsche und internationale Sicherheitsbestimmungen verstößt. Wegen der Tieflagen und der beengten Zu- und Abgänge ist der Brand- und Katastrophenschutz gemäß der Versammlungsstätten-Verordnung nicht erreichbar. Warum wurde dies zunächst verschwiegen und erst spät von Mitarbeitern an die Öffentlichkeit gebracht („121 Risiken“, publiziert im Magazin „stern“)? Die DB kontierte zunächst mit irreführender Propaganda, verschleierte Gutachten und behauptete unzutreffende Kosten. Seitdem mehr und mehr Experten die Falschbehauptungen der DB kritisieren und sogar Strafanzeigen erstatteten, schweigt sie zu den meisten Verwürfen.

Damit ist ein viertes Ursachentfeld für die aktuelle Lage evident: Die DB AG und ihre Gremien haben unüberwindbare Mauern des Schweigens errichtet und pflegen konsequente Ignoranz gegenüber der Fachwelt der Fachpresse, den anerkannten Experten, dem kritisch gewordenen Publikum und sogar gegenüber dem Bundesrechnungshof und dem wissenschaftlichen Dienst des Deutschen Bundestags. Selbst wohlmeinende Schreiben und Vorschläge werden einfach ignoriert, offensichtlich in der Hoffnung, dass sich Vorschläge, Kritiken und Klagen von selbst erledigen, wenn erst einmal die „Umwkehrbarkeit“ mit maximalen Zerstörungen erreicht ist. Dies erscheint wohl auch deshalb erfolgversprechend, weil in den vergangenen Jahren die Medien dieser Ignoranz weitgehend folgten und kritiklos auch den unglaubwürdigsten Statements der DB folgten. Es gibt nur wenige Ausnahmen, vor allem in Berichten des Magazins „stern“. Aber auch in der ZEIT konnte man jüngst über den geplanten Bahnhof lesen: „weil er ein Symbol der Macht ist... Es geht um Merkel und Grube, um Ehre und Eitelkeiten...“

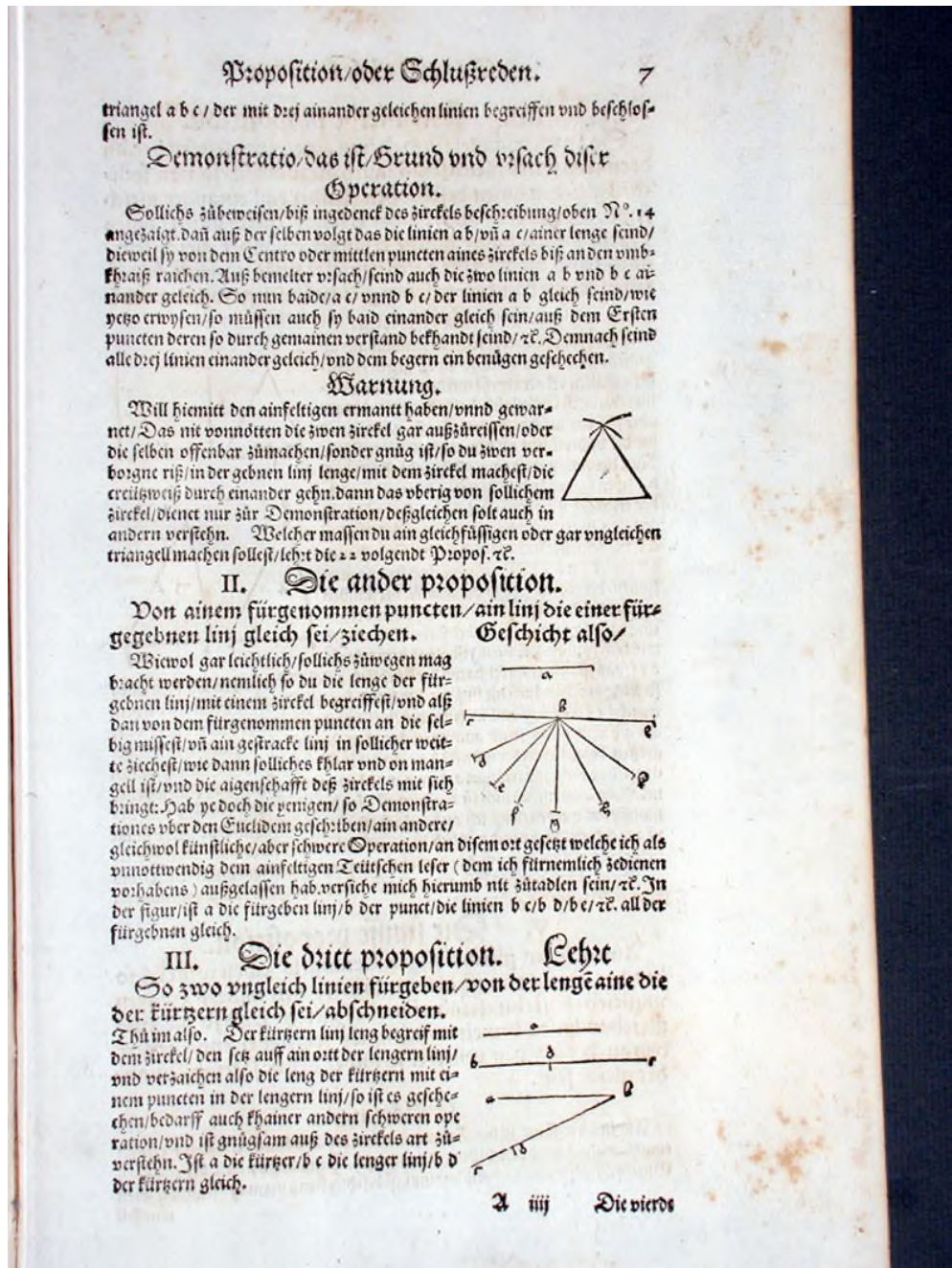
Neben dem Hang zur „Gigantomanie“, die offensichtlich die Promotoren bewegt, kann als weitere Ursache der Reiz des vielen Geldes gesehen werden, ausgelöst durch die Vision, dass Milliarden Euro Steuergelder in diese Stadt fließen sollen – zum eigenen Vorteil und zu Lasten anderer! Hotels und Gaststätten, Vermieter, die tausende Gastrbeiter für die Tunnelbaustellen beherbergen, Handwerker und Bauunternehmer glauben zu profitieren. Gerade dafür scheinen die Schwaben anfällig: Wirkt hier die Freude eigener Vorteilsnahme, ja vielleicht sogar „Habsucht“, das unablässige Bestreben nach mehr Hab' und Gut – egal wie viel man schon besitzt?

3

13.7.2016

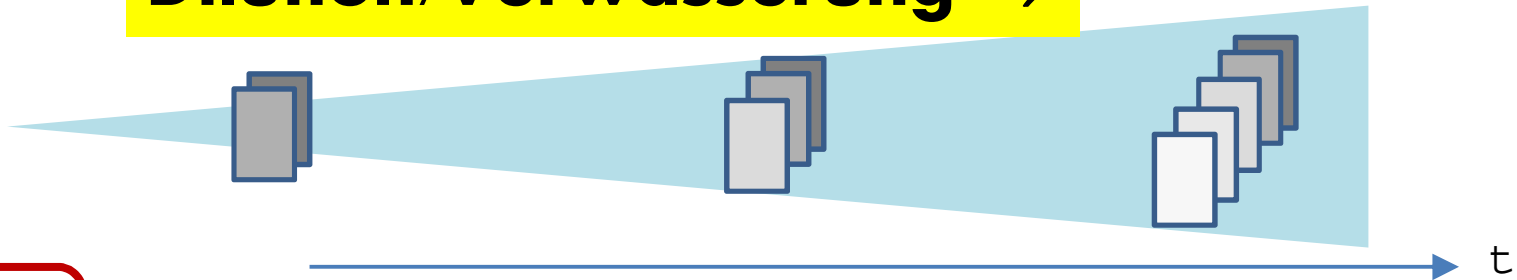
<http://www.stiegfried-busch.de>

<http://www.ub.unibas.ch>



Focus:

**Dilution/Verwässerung ⇒**



Key statements	Where and how communicated in the paper	Clarity & impact satisfactory?
<u>Primary</u> key statement:	✓	✓
<u>1<sup>st</sup> secondary</u> key statement:	✓	✓
<u>2<sup>nd</sup> secondary</u> key statement:	?	
<u>3<sup>rd</sup> secondary</u> key statement:	✓	?
... is more adequate?		


# Final Check



Focus:

**Dilution/Verwässerung ⇒**



<div style="border: 2px solid red; border-radius: 15px; padding: 5px; display: inline-block;"> <b>Concept (Begriff)</b> </div>	<b>Really necessary for the storyline of the paper?</b>	
<u>Concept (Begriff) 1:</u>	<div style="border: 2px solid black; padding: 10px;"> <h1 style="margin: 0;">Final Check</h1>  </div>	
<u>Concept (Begriff) 2:</u>		✓
<u>Concept (Begriff) 3:</u>		✓
<u>Concept (Begriff) 4:</u>		?
... etc.		✓



State of the Reviews  
(2<sup>nd</sup> Round)

**General Comments**



## Peer Reviews:

### Good:

- Fairness
- Comments
- Relevance



<http://rebeccamancy.net/?p=468>

### Not yet satisfactory:

- Involvement
- Depth
- Questions



## Content:

Presentations and Feedback (all)

## Timing 13.7.2016

**Changed**

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Bauer, Ilja	10:05 – 10:20	10:20 – 10:30
Hanspach, Felix	10:30 – 10:45	10:45 – 10:55
Break	10:55 – 11:15	
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Kandler, Marc	11:40 – 11:55	11:55 – 12:05
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Final Discussion	12:30 – 12:40	

## Procedure

Presentation  
(15 mins)



Audience  
Feedback  
(10 mins)

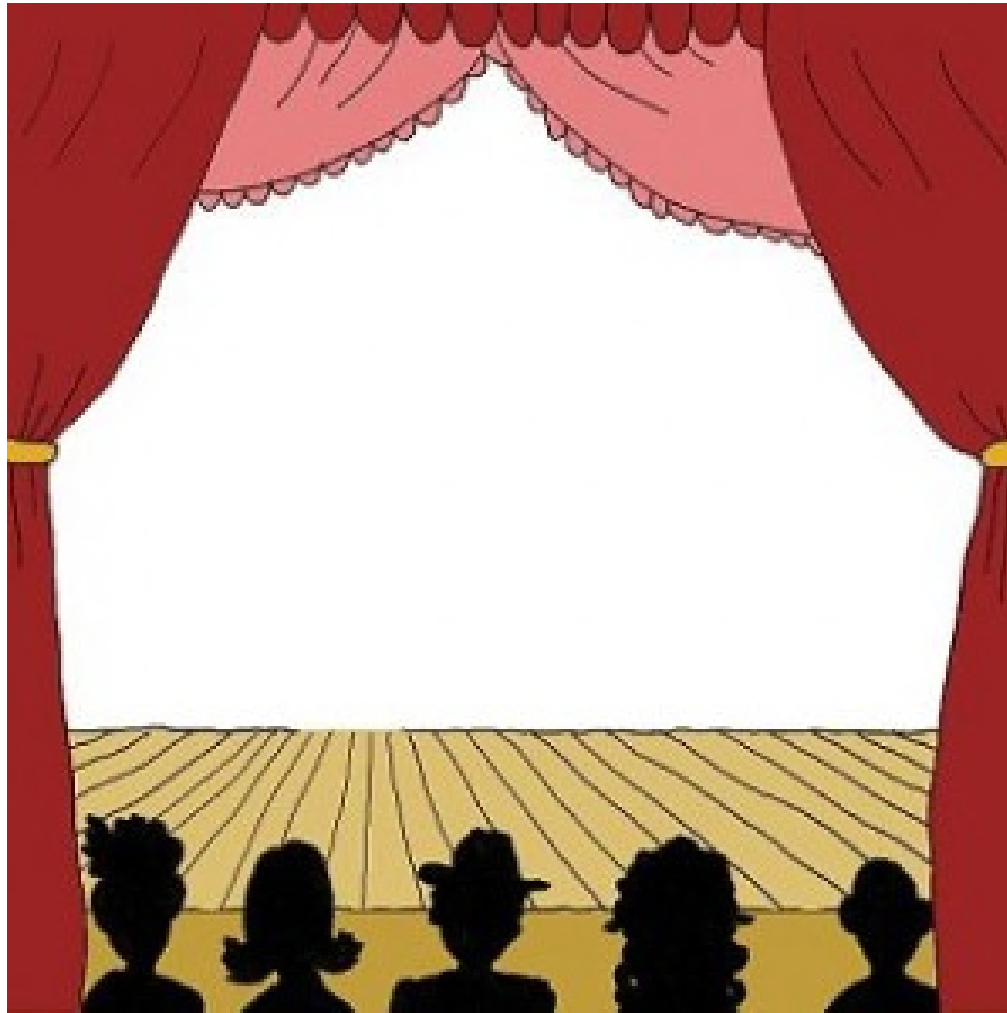
**FEEDBACK:** Each participant:

1. One positive comment
2. One improvement comment

<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	Excellent <input type="checkbox"/> Good <input type="checkbox"/> Improvable <input type="checkbox"/>
<b>Illustrations Pictures</b>	<ul style="list-style-type: none"> <li>• Fitting/Adequate</li> <li>• Granularity</li> <li>• Power of Expression</li> <li>• Support of Speaker</li> </ul>	Excellent <input type="checkbox"/> Good <input type="checkbox"/> Improvable <input type="checkbox"/>
<b>Animation</b>	<ul style="list-style-type: none"> <li>• Focussed (emphasizing the message of the slide)</li> <li>• Speed</li> <li>• Unnecessary effects</li> <li>• Timing</li> </ul>	Excellent <input type="checkbox"/> Good <input type="checkbox"/> Improvable <input type="checkbox"/>
<b>Density</b>	<ul style="list-style-type: none"> <li>• Too dense (per slide or per time unit)</li> <li>• Too slow (more material per slide or per time unit)</li> <li>• Balance of slides</li> <li>• Bullet point lists</li> </ul>	Excellent <input type="checkbox"/> Good <input type="checkbox"/> Improvable <input type="checkbox"/>
<b>Delivery</b>	<ul style="list-style-type: none"> <li>• Personal style</li> <li>• Interaction with the audience</li> <li>• Complementary speech/illustrations</li> </ul>	Excellent <input type="checkbox"/> Good <input type="checkbox"/> Improvable <input type="checkbox"/>

<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	<p>Excellent <input type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>	
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<b>Density</b>	<ul style="list-style-type: none"> <li>• Too high</li> <li>• Too low</li> <li>• Balance of slides</li> <li>• Bullet point lists</li> </ul>	<p>Excellent <input type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>	
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<http://www.ioannamartin.tv/inspiration/will-you-ever-meet-your-ideal-client/>



... the stage is yours for the second round!

	<b>Name</b>	<b>Presentation</b>	<b>Feedback</b>	
	Anja Reusch	09:40 – 09:55	09:55 – 10:05	
<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Illustrations Pictures</b>	<ul style="list-style-type: none"> <li>• Fitting/Adequate</li> <li>• Granularity</li> <li>• Power of Expression</li> <li>• Support of Speaker</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Animation</b>	<ul style="list-style-type: none"> <li>• Focussed (message of the slide)</li> <li>• Speed</li> <li>• Unnecessary effects</li> <li>• Timing</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Density</b>	<ul style="list-style-type: none"> <li>• Too high</li> <li>• Too low</li> <li>• Balance of slides</li> <li>• Bullet point lists</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Delivery</b>	<ul style="list-style-type: none"> <li>• Personal style</li> <li>• Interaction with the audience</li> <li>• Complementary speech/illustrations</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		



	<b>Name</b>	<b>Presentation</b>	<b>Feedback</b>	
	Ilja Bauer	10:05 -10:20	10:20 – 10:30	
<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Illustrations Pictures</b>	<ul style="list-style-type: none"> <li>• Fitting/Adequate</li> <li>• Granularity</li> <li>• Power of Expression</li> <li>• Support of Speaker</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Animation</b>	<ul style="list-style-type: none"> <li>• Focussed (message of the slide)</li> <li>• Speed</li> <li>• Unnecessary effects</li> <li>• Timing</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Density</b>	<ul style="list-style-type: none"> <li>• Too high</li> <li>• Too low</li> <li>• Balance of slides</li> <li>• Bullet point lists</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
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	<b>Name</b>	<b>Presentation</b>	<b>Feedback</b>	
	Felix Hanspach	10:30 – 10:45	10:45 – 10:55	
<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
<b>Illustrations Pictures</b>	<ul style="list-style-type: none"> <li>• Fitting/Adequate</li> <li>• Granularity</li> <li>• Power of Expression</li> <li>• Support of Speaker</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		
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<b>Delivery</b>	<ul style="list-style-type: none"> <li>• Personal style</li> <li>• Interaction with the audience</li> <li>• Complementary speech/illustrations</li> </ul>	<p>Excellent <input checked="" type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>		

Name	Presentation	Feedback
Jan Engelmohr	11:15 – 11:30	11:30 – 11:40

<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	<p>Excellent <input type="checkbox"/></p> <p>Good <input checked="" type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>
<b>Illustrations Pictures</b>	<ul style="list-style-type: none"> <li>• Fitting/Adequate</li> <li>• Granularity</li> <li>• Power of Expression</li> <li>• Support of Speaker</li> </ul>	<p>Excellent <input type="checkbox"/></p> <p>Good <input type="checkbox"/></p> <p>Improvable <input checked="" type="checkbox"/></p>
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<b>Density</b>	<ul style="list-style-type: none"> <li>• Too high</li> <li>• Too low</li> <li>• Balance of slides</li> <li>• Bullet point lists</li> </ul>	<p>Excellent <input type="checkbox"/></p> <p>Good <input checked="" type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>
<b>Delivery</b>	<ul style="list-style-type: none"> <li>• Personal style</li> <li>• Interaction with the audience</li> <li>• Complementary speech/illustrations</li> </ul>	<p>Excellent <input type="checkbox"/></p> <p>Good <input checked="" type="checkbox"/></p> <p>Improvable <input type="checkbox"/></p>

	<b>Name</b>	<b>Presentation</b>	<b>Feedback</b>	
	Marc Kandler	11:40 – 11:55	11:55 – 12:05	
<b>Storyline</b>	<ul style="list-style-type: none"> <li>• Logical</li> <li>• Consistent</li> <li>• Attractive</li> <li>• Clear</li> </ul>	<p><b>Excellent</b> <input checked="" type="checkbox"/></p> <p><b>Good</b> <input type="checkbox"/></p> <p><b>Improvable</b> <input type="checkbox"/></p>		
<b>Illustrations Pictures</b>	<ul style="list-style-type: none"> <li>• Fitting/Adequate</li> <li>• Granularity</li> <li>• Power of Expression</li> <li>• Support of Speaker</li> </ul>	<p><b>Excellent</b> <input checked="" type="checkbox"/></p> <p><b>Good</b> <input type="checkbox"/></p> <p><b>Improvable</b> <input type="checkbox"/></p>		
<b>Animation</b>	<ul style="list-style-type: none"> <li>• Focussed (message of the slide)</li> <li>• Speed</li> <li>• Unnecessary effects</li> <li>• Timing</li> </ul>	<p><b>Excellent</b> <input checked="" type="checkbox"/></p> <p><b>Good</b> <input type="checkbox"/></p> <p><b>Improvable</b> <input type="checkbox"/></p>		
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<http://piperreport.com>



## Content:

Soft Skills (Tutorial)

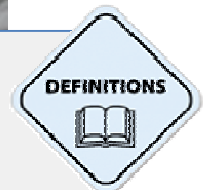
<https://equip2merge.files.wordpress.com>



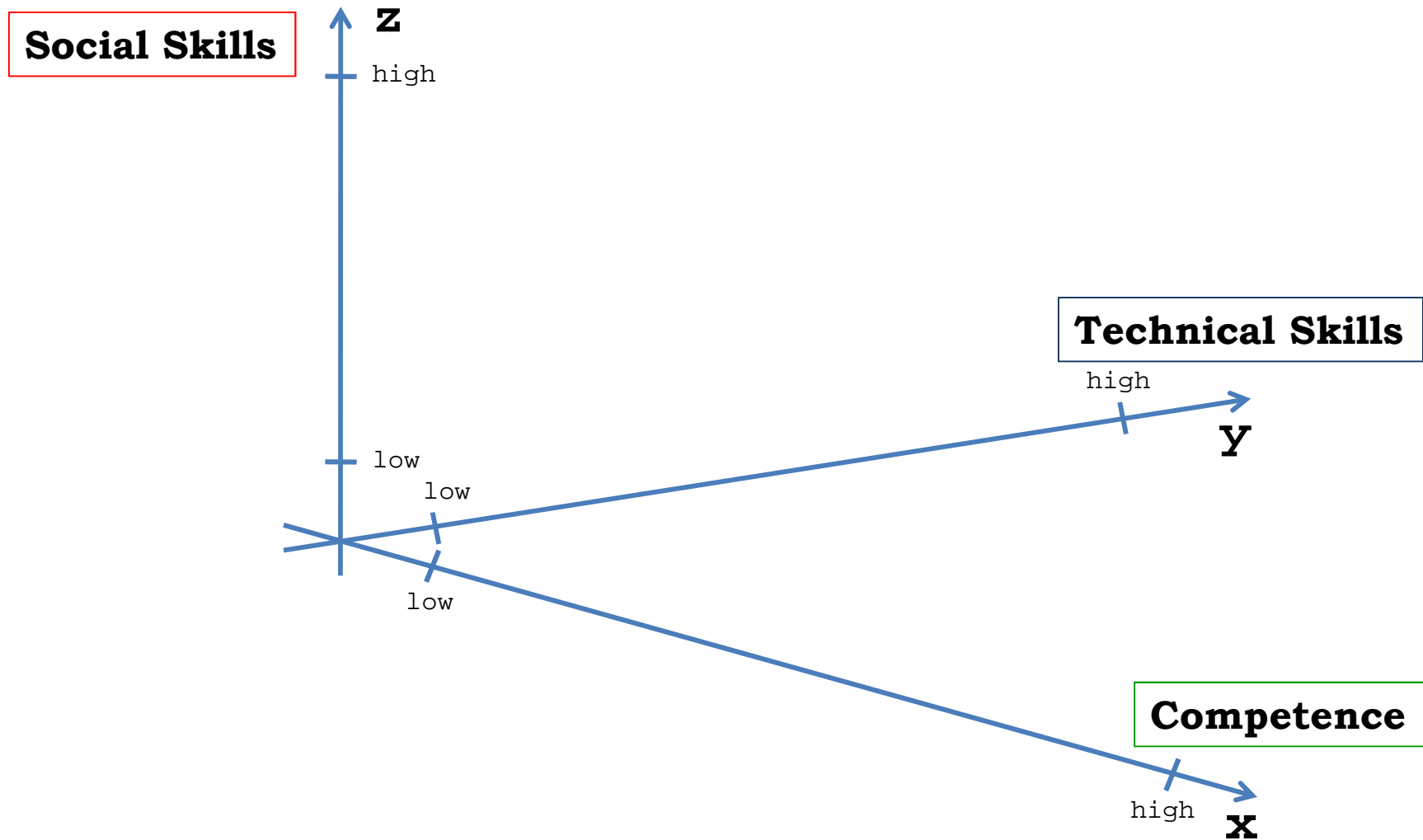
## **Soft Skills =**

Personal attributes that enable someone to interact effectively and harmoniously with other people.

<http://www.oxforddictionaries.com>

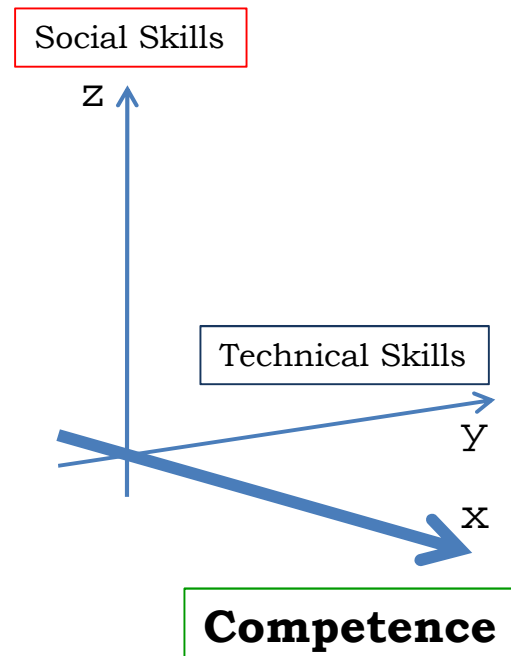


## Skills Coordinate System





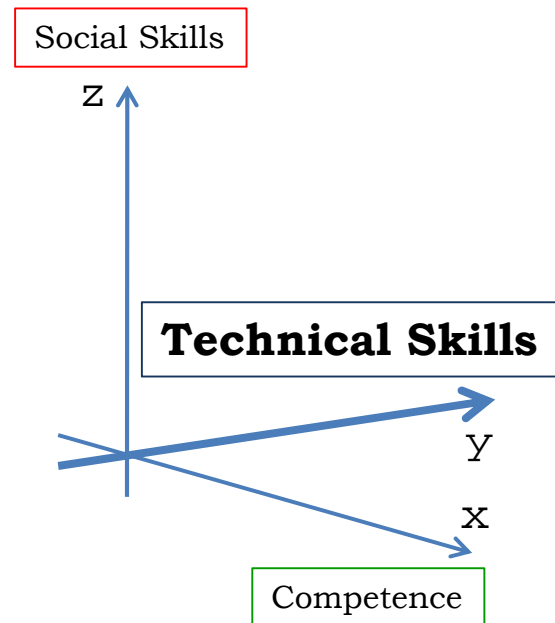
## Skills: **Competence**



### **(Professional) Competence**

- IT (architecture) knowledge
- IT (practical) experience
- State-of-the-Art knowledge (broad, hardware, software, processes)
- Technology mastering (HW & SW)
- Business knowledge
- Innovation capability
- Implementation power & persistence
- Vision

## Skills: **Technical Skills**



### **Technical Skills**

- Communication skills (speech & writing)
- Presentation skills (oral, graphical & writing)
- Logical reasoning capability
- Efficiency & effectiveness
- Languages
- „Architecture Feel“ (Simplicity & beauty)

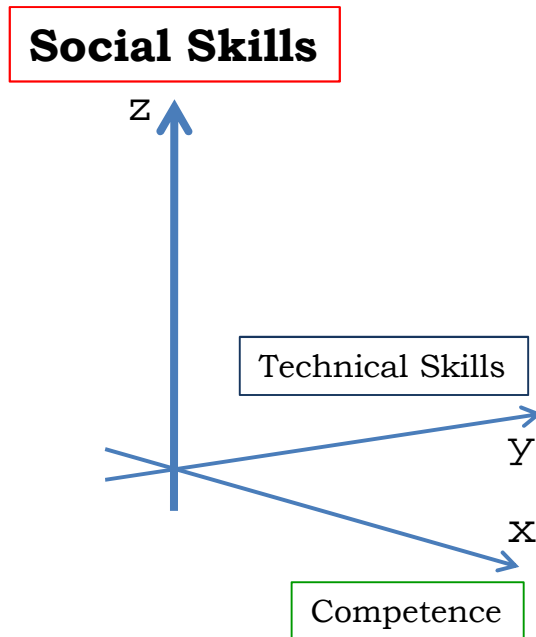
#### **Efficiency:**

Doing the things right

#### **Effectiveness:**

Doing the right things

## Skills: **Social Skills**



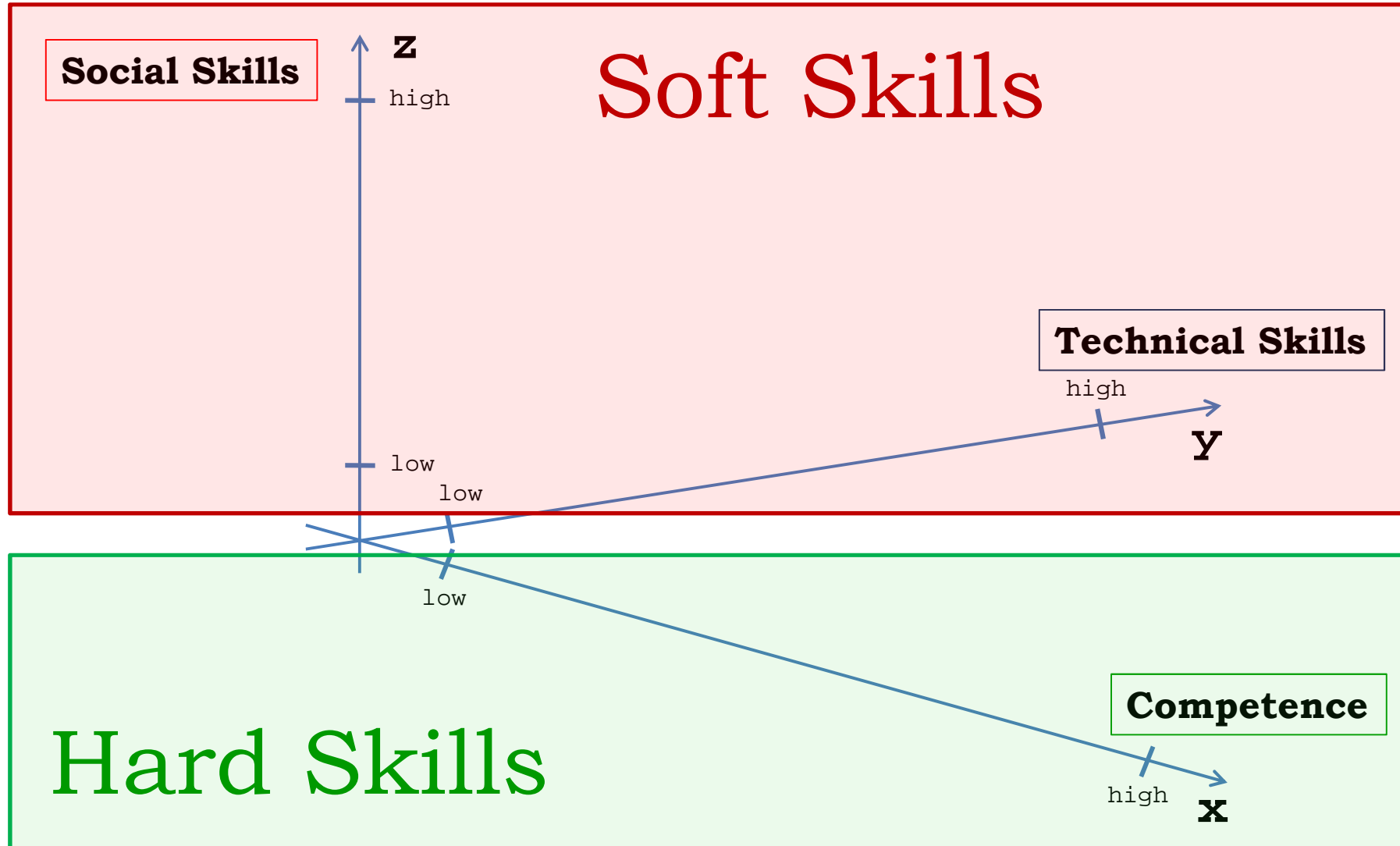
### **Social Skills**

- Negotiation skills
- Persuasion capability
- People interaction capability
- Enthusiasm
- Leadership
- Life-long learning
- Socializing/Networking
- Team Work
- Honesty (Ethics)
- Work-life balance

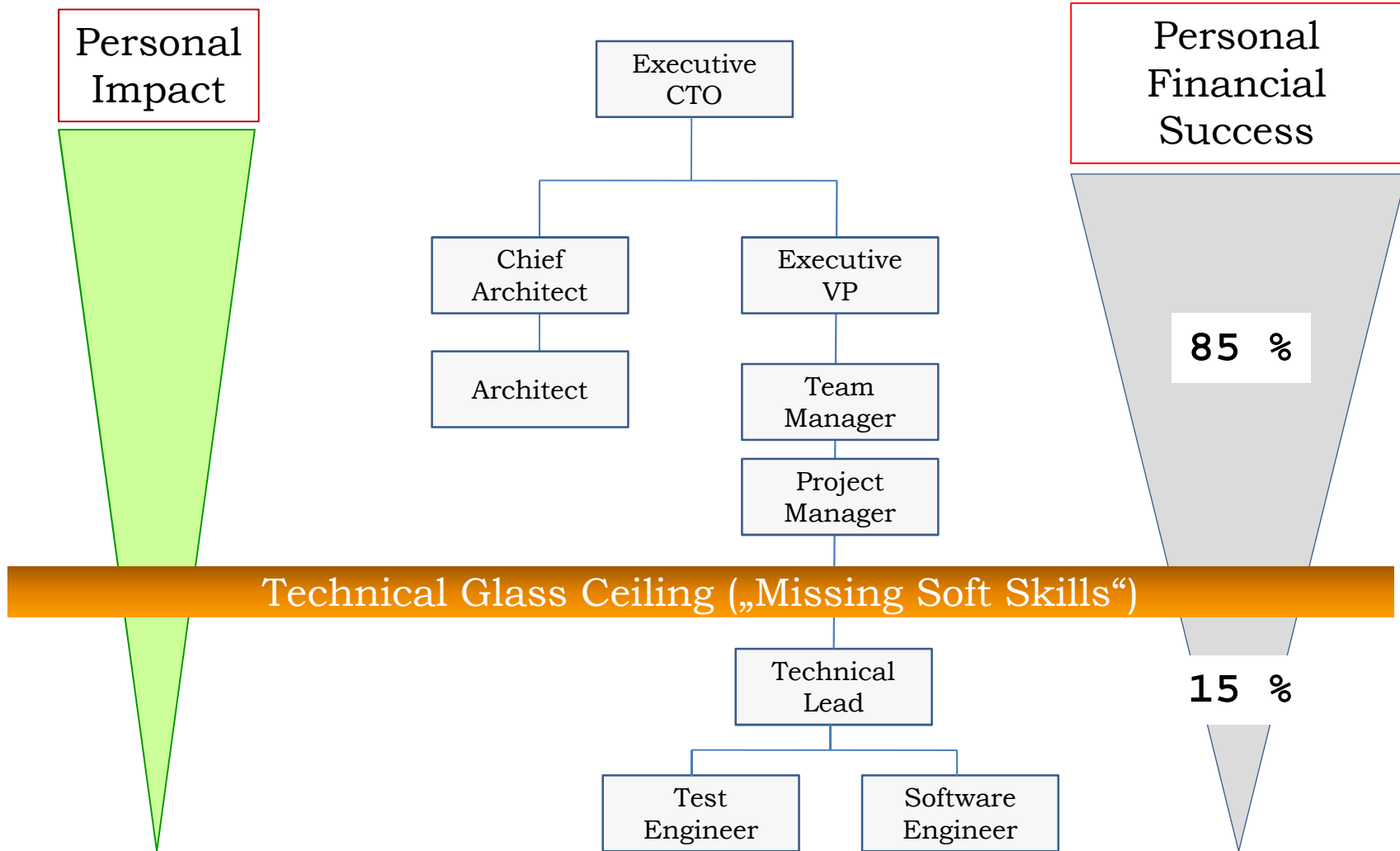


<http://samingersoll.com/life-work-balance/>

## Skills Coordinate System

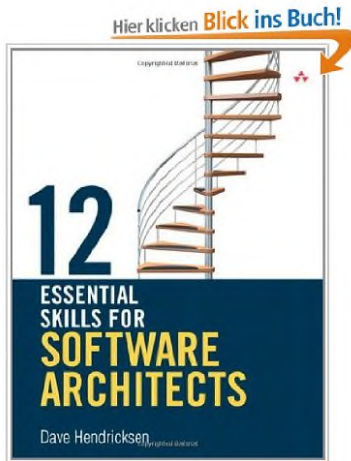


Hard Skills ↔ Soft Skills: Which are more important?

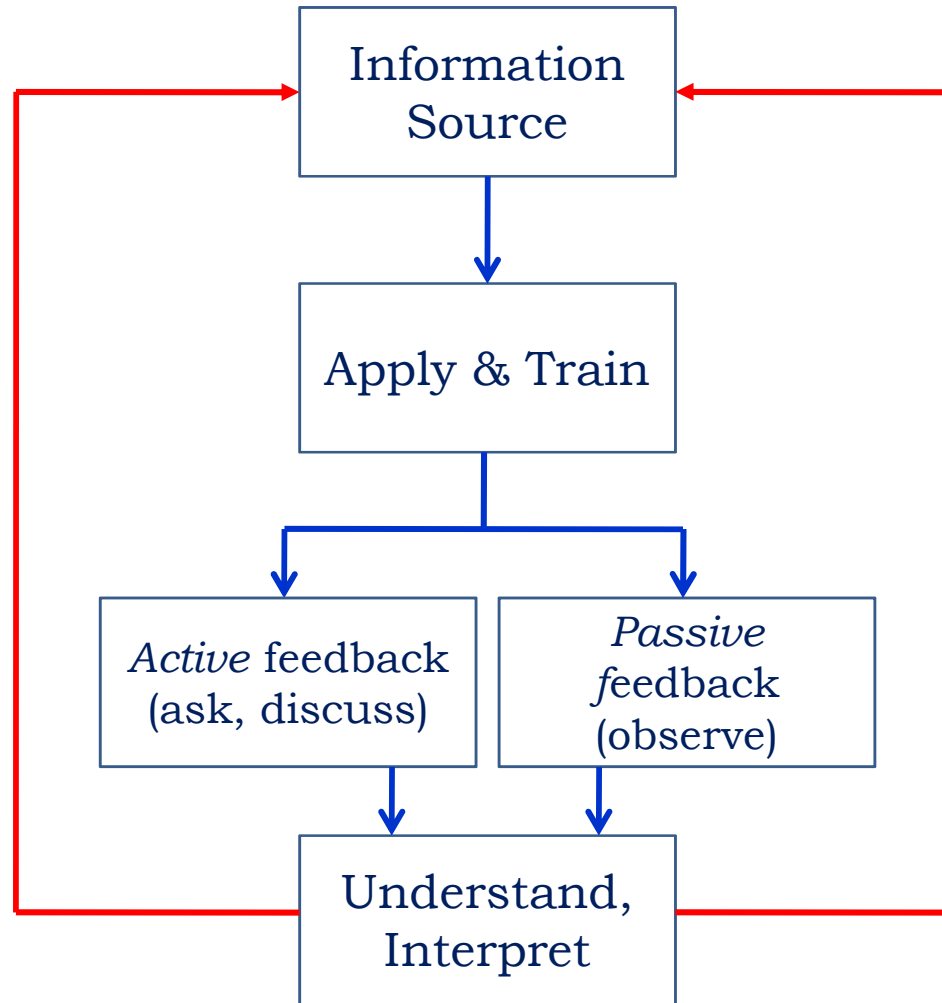


Dale Carnegie, 1937  
ISBN 978-1-4391-9919-0

Dave Hendricksen, 2012, ISBN 978-0-321-71729-0



## How can we learn *Soft Skills*?



## Life-Long Learning:

„Half-Life of IT-Engineering Knowledge“

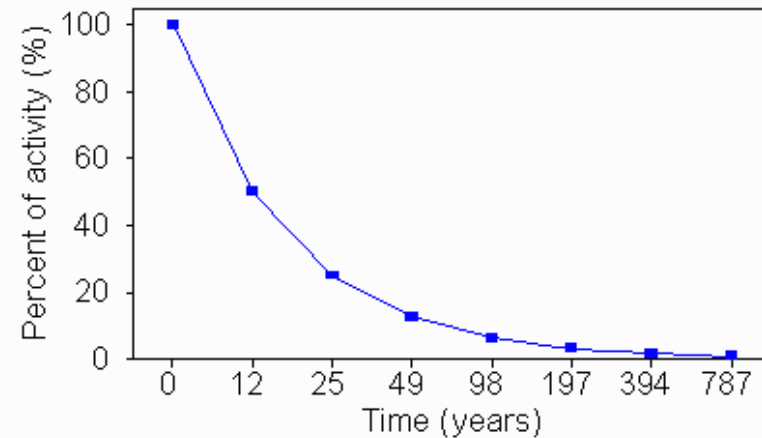
Which is the half-life of IT-engineering knowledge ?

**Def:** The time-span after which *half* of your current IT-knowledge has become obsolete

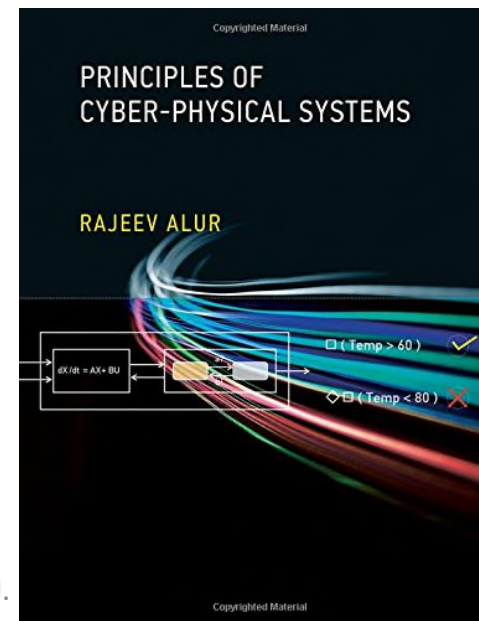
Field	Half-life (in years)
Physics	13
Mathematics	9
Economics	9
<b>Computer Science</b>	<b>6</b>

## Decay Curve for Tritium

Amount of radioactivity vs time



<http://wwwchem.csustan.edu/chem3070/3070m04.htm>



Working  
one  
text-book  
every  
month !

## Personality

„The fundamental principle behind any *soft skill* is to cultivate the perception in other people's minds that they can gain and benefit by engaging with us“

[Wushow Chou 2013, ISBN 978-1-118-52178-6]



<http://www.signalpatternslabs.com>



... and – very important:

Honesty  
(Ehrlichkeit)

**(Professional) Competence:**

Your professional work must be (provably) correct and believable, as well as realistic

**Behaviour:**

Your behaviour must be truthful, fair and human in all situations



<http://warrencampdesign.com>

## Praising and Reprimanding

<http://www.mindtools.com>



### **Praise:**

- honest
- precise
- no „..., but ...“
- (can be) personal

„Your design of the module ABC is clear and elegant. I like it“



<http://footage.shutterstock.com>



### **Reprimand:**

- true
- precise
- fair
- constructive
- never personal

„You did not take into consideration that a suitable data structure is already existing“

## Software Engineering **Ethics**

### ACM/IEEE: Software Engineering Code of Ethics and Professional Practice (© 1999)

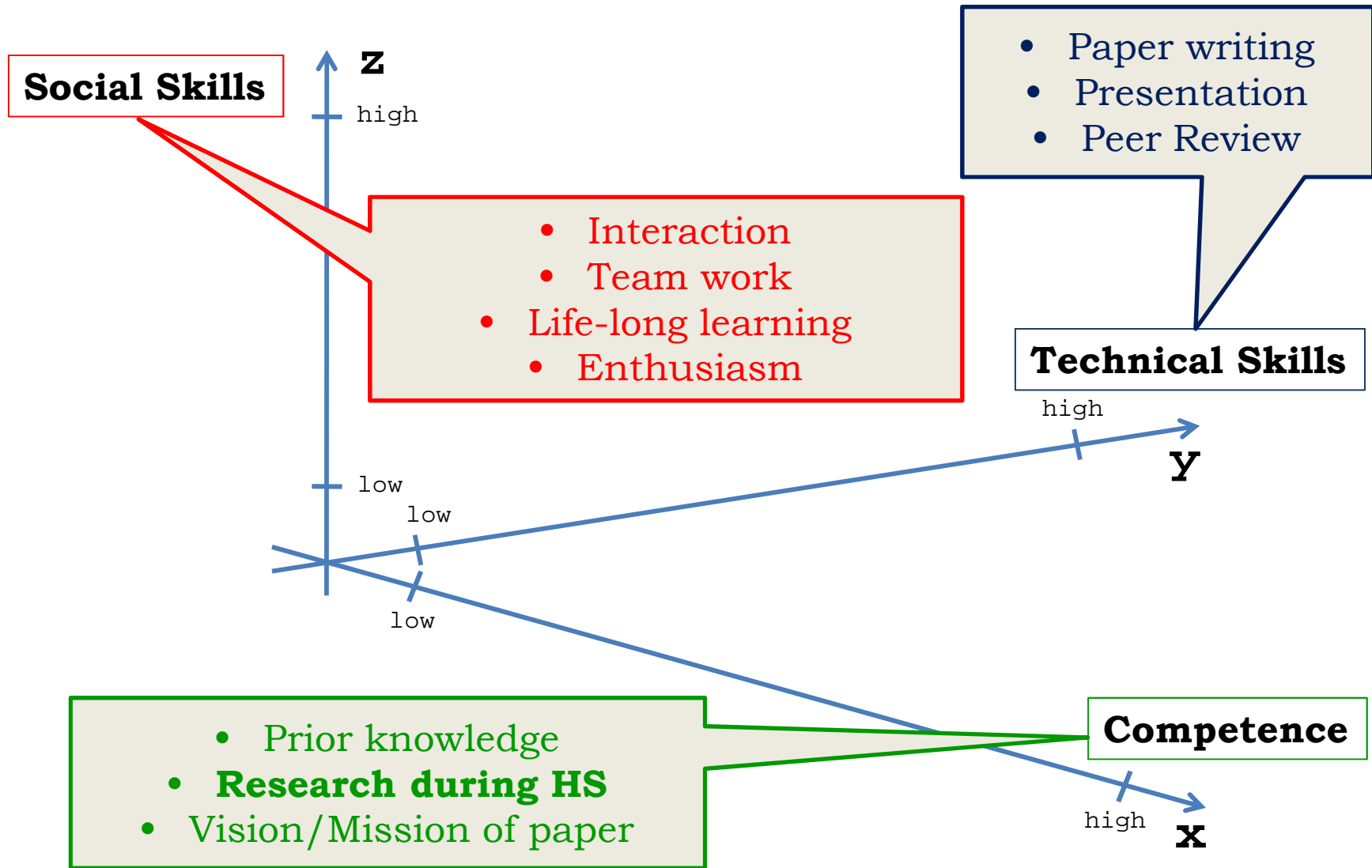


<http://courses.planetizen.com/course/planning-ethics>

1. PUBLIC - Software engineers shall act consistently with the public interest.
2. CLIENT AND EMPLOYER - Software engineers shall act in a manner that is in the best interests of their client and employer consistent with the public interest.
3. PRODUCT - Software engineers shall ensure that their products and related modifications meet the highest professional standards possible.
4. JUDGMENT - Software engineers shall maintain integrity and independence in their professional judgment.
5. MANAGEMENT - Software engineering managers and leaders shall subscribe to and promote an ethical approach to the management of software development and maintenance.
6. PROFESSION - Software engineers shall advance the integrity and reputation of the profession consistent with the public interest.
7. COLLEAGUES - Software engineers shall be fair to and supportive of their colleagues.
8. SELF - Software engineers shall participate in lifelong learning regarding the practice of their profession and shall promote an ethical approach to the practice of the profession.

<http://www.acm.org/about/se-code>

## Skills in the Hauptseminar



## References:



References	
Selinger04	<p>Carl Selinger: <b>Stuff You Don't Learn in Engineering School – Skills for Success in the Real World</b> John Wiley &amp; Sons, Inc., Hoboken, N.J, USA, 2004. ISBN 0-471-65576-7</p>
Hendricksen12	<p>Dave Hendricksen: <b>12 Essential Skills for Software Architects</b> Pearson Education, Addison-Wesley, J.J., USA, 2012. ISBN 978-0-321-71729-0</p>
Johnson07	<p>Steven Johnson: <b>The IT Professional's Business and Communications Guide</b> Wiley Publishing Inc., Indianapolis, USA, 2007. ISBN 978-0-470-12635-6</p>
Carnegie10	<p>Dale Carnegie: <b>How to Win Friends and Influence People</b> Pocket Publishing, New York, USA, 2010 (first published 1937). ISBN 978-1-4391-9919-0</p>
Chou13	<p>Wushow „Bill“ Chou: <b>Fast-Tracking Your Career – Soft Skills for Engineering and IT Professionals</b> IEEE Press, John Wiley &amp; Sons, Inc., N.J., USA, 2013. ISBN 978-1-118-52178-6</p>
ACM/IEEE99	<p>ACM/IEEE: <b>Software Engineering Code of Ethics and Professional Practice</b> Version 5.2, 1999. Downloadable from: <a href="http://www.acm.org/about/se-code">http://www.acm.org/about/se-code</a> [last accessed: 1.11.2013]</p>

## Content:

Summary & Final Words

2<sup>nd</sup> Seminar Day

Wednesday, July 13, 2016:  
09:20 – 10:50/11:10 -  
12:40 (2. + 3. DS)  
Room APB/INF 2101

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2016

pdf-volume of collected papers ready

September 2016  
[may be delayed because of  
TUD procedures]



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TECHNICAL REPORTS  
ISSN 1430-211X

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Institut für Software- und Multimediatechnik

Impact and Challenges of Software in 2025

Hauptseminar SS 2016:

# Autonomic Computing

**Collected Papers**

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<http://audioto.ru/best/ects-credits-system>

Great Work!  
I like it a lot.



Please produce a good finish – Thanks!



It was a pleasure to work with you

Hope to work with you again

All the best!