Notes Of Ptu For Software Engineering

Software EngineeringMergent Industrial ManualSOFTWARE PROJECT MANAGEMENTPC MagComputing JapanSoftware EngineeringAdvanced Computer ArchitectureInternet-of-Things (IoT) SystemsObject-Oriented Analysis and Design Using UMLFundamentals of Computer Programming with C#PANKAJ JALOTE'S SOFTWARE ENGINEERING: A PRECISE APPROACHComputer Analysis of Sequence DataFundamentals of Computer Programming and ITThe Theory and Practice of Compiler WritingExtracellular VesiclesVeterinary PursuitsComputer GraphicsSoftware EngineeringExploring CCAD/CAM/CIMProceedings of 2nd International Conference on Communication, Computing and NetworkingBlackBerry All-in-One For DummiesSystems Programming and Operating SystemsTransforming Organisations Through GroupwareCore Web ProgrammingDatabase AdministrationMarketing AnalyticsComputer GraphicsSoftware EngineeringPC MagWeb TechnologiesDiscrete Mathematics with ApplicationsC Programming LanguageCompiler Design (with CD)All-in-1Software EngineeringRecent Advances in Mechanical EngineeringIntroduction to Embedded Systems: Interfacing to the Freescale 9S12PCCore Java for Beginners, 3rd Edition

Software Engineering

Mergent Industrial Manual

SOFTWARE PROJECT MANAGEMENT

The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives: Teach the student the skills needed to execute a smallish commercial project. Provide the students necessary conceptual background for undertaking advanced studies in software engineering, through organized courses or on their own. This book focuses on key tasks in two dimensions - engineering and project management - and discusses concepts and techniques that can be applied to effectively execute these tasks. The book is organized in a simple manner, with one chapter for each of the key tasks in a project. For engineering, these tasks are requirements analysis and specification, architecture design, module level design, coding and unit testing, and testing. For project management, the key tasks are project planning and project monitoring and control, but both are discussed together in one chapter on project planning as even monitoring has to be planned. In addition, one chapter clearly defines the problem domain of Software Engineering, and another Chapter discusses the central concept of software process which integrates the different tasks executed in a project. Each chapter opens with some introduction and clearly lists the chapter goals, or what the reader can expect to learn from the chapter. For the task covered in the chapter, the important

concepts are first discussed, followed by a discussion of the output of the task, the desired quality properties of the output, and some practical methods and notations for performing the task. The explanations are supported by examples, and the key learnings are summarized in the end for the reader. The chapter ends with some self-assessment exercises. Finally, the book contains a question bank at the end which lists out questions with answers from major universities.

PC Mag

Addressed to the needs of anyone who might work with All-In-1 on a technical level, the guide features real-world practical examples, figures and tables to illustrate the many possibilities available to meet the customized requirements of individual installations and users.

Computing Japan

A modern computer program, such as the one that controls a rocket's journey to moon, is like a medieval cathedral—vast, complex, layered with circuits and mazes. To write such a program, which probably runs into a hundred thousand lines or more, knowledge of an object-oriented language like Java or C++ is not enough. Unified Modelling Language (UML), elaborated in detail in this book, is a methodology that assists in the design of software systems. The first task in the making of a software product is to gather requirements from the client. This well-

organized and clearly presented text develops a formal method to write down these requirements as Use Cases in UML. Besides, it also develops the concepts of static and dynamic modelling and the Unified Process that suggests incremental and iterative development of software, taking client feedback at every step. The concept of Design Patterns which provide solutions to problems that occur repeatedly during software development is discussed in detail in the concluding chapters. Two appendices provide solutions to two real-life problems. Case Studies, mapping of examples into Java code that are executable on computers, summary and Review Questions at the end of every chapter make the book reader friendly. The book will prove extremely useful to undergraduate and postgraduate students of Computer Science and Engineering, Information Technology, and Master of Computer Applications (MCA). It will also benefit professionals who wish to sharpen their programming skills using UML.

Software Engineering

Go beyond BlackBerry basics and get everything your BlackBerry can deliver BlackBerry is the leading smartphone for business users, and its popularity continues to explode. When you discover the amazing array of BlackBerry possibilities in this fun and friendly guide, you'll be even happier with your choice of smartphones. BlackBerry All-in-One For Dummies explores every feature and application common to all BlackBerry devices. It explains the topics in depth,

with tips, tricks, workarounds, and includes detailed information about cool new third-party applications, accessories, and downloads that can't be missed. With several models available, the BlackBerry is the most popular smartphone for business users and that market continues to grow This guide covers the basics common to all models and explores individual features in depth Examines social networking applications, navigation, organizing contacts and the calendar, and synchronization issues Delves into multimedia, including e-mail, photos, and the media player Explores GPS, the internet and connectivity, great downloads, how to maximize third-party applications, and application development Uses graphs, tables, and images to fully explain the features of each model Author team is directly involved with BlackBerry application development BlackBerry All-in-One For Dummies helps you take full advantage of everything your BlackBerry device can do for you.

Advanced Computer Architecture

This work has been updated to include chapters on Web engineering and component-based software engineering. It provides a greater emphasis on UML, in-depth coverage of testing and metrics for object-orientated systems and discussion about management and tehcnical topics in software engineering.

Internet-of-Things (IoT) Systems

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Object-Oriented Analysis and Design Using UML

This book covers the syllabus of GGSIPU, DU, UPTU, PTU, MDU, Pune University and many other universities. ꞏ It is useful for B.Tech(CSE/IT), M.Tech(CSE), MCA(SE) students. ꞏ Many solved problems have been added to make this book more fresh. ꞏ It has been divided in three parts :Parallel Algorithms, Parallel Programming and Super Computers.

Fundamentals of Computer Programming with C#

Core Java for Beginners has been written keeping in mind the requirements of B.Tech and MCA students. The book introduces the core concepts of Java, along with the knowledge of fundamentals required for developing programs. Starting from the basic concepts of object-oriented programming languages, the book covers an entire range of topics, including advanced topics like RMI, JDBC, and so on. The text is replete with several examples to facilitate better understanding of the intricacies of the programming language. KEY FEATURES • Incorporates features of Java 2 and J2SE • Discusses exception handling in

depth • Discusses garbage collection • Introduces new pedagogical feature 'Remember', which recapitulates the key points discussed and also clarifies finer programming and conceptual points • Presents around 350 tested programs with outputs and reinforces the learning through exercises

PANKAJ JALOTE'S SOFTWARE ENGINEERING: A PRECISE APPROACH

The book provides insights from the 2nd International Conference on Communication, Computing and Networking organized by the Department of Computer Science and Engineering, National Institute of Technical Teachers Training and Research, Chandigarh, India on March 29–30, 2018. The book includes contributions in which researchers, engineers, and academicians as well as industrial professionals from around the globe presented their research findings and development activities in the field of Computing Technologies, Wireless Networks, Information Security, Image Processing and Data Science. The book provides opportunities for the readers to explore the literature, identify gaps in the existing works and propose new ideas for research.

Computer Analysis of Sequence Data

This book employs a bottom-up educational approach with an overall educational objective of allowing students to discover how the computer interacts with its environment through learning basic computer architecture, assembly language programming, as

well as through an introduction to interfacing. Developed around the Freescale 9S12, this book describes both the general processes and the specific details involved in microcomputer simulation. In particular, detailed case studies are used to illustrate fundamental concepts, and laboratory assignments are provided. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Fundamentals of Computer Programming and IT

DNA sequencing has become increasingly efficient over the years, resulting in an enormous increase in the amount of data gen- ated. In recent years, the focus of sequencing has shifted, from being the endpoint of a project, to being a starting point. This is especially true for such major initiatives as the human genome project, where vast tracts of DNA of unknown function are sequenced. This sheer volume of available data makes advanced computer methods ess- tial to analysis, and a familiarity with computers and sequence ana- sis software a vital requirement for the researcher involved with DNA sequencing. Even for nonsequencers, a familiarity with sequence analysis software can be important. For instance, gene sequences already present in the databases can be extremely useful in the design of cloning and genetic manipulation experiments. This two-part work on Analysis of Data is designed to be a practical aid to the researcher who uses computers for the

acquisition, storage, or analysis of nucleic acid (and/or p- tein) sequences. Each chapter is written such that a competent sci- tist with basic computer literacy can carry out the procedure successfully at the first attempt by simply following the detailed pr- tical instructions that have been described by the author. A Notes section, which is included at the end of each chapter, provides advice on overcoming the common problems and pitfalls sometimes enco- tered by users of the sequence analysis software. Software packages for both the mainframe and personal computers are described.

The Theory and Practice of Compiler Writing

Veterinary trivial pursuits-type, multiple choice game to help user study for National Board Examination and Clinical Competency Test.

Extracellular Vesicles

This book presents the selected peer-reviewed papers from the National Conference on Advances in Mechanical Engineering (NCAME 2019), held at the National Institute of Technology Delhi, India. The book covers different areas of mechanical engineering from design engineering to manufacturing engineering. A wide range of topics are discussed such as CAD/CAM, additive manufacturing, fluid dynamics, materials science and engineering, simulation and modeling, finite element analysis, applied mechanics to name a few. The contents provide an overview of the state-of-

the-art in mechanical engineering research in the country. Given the scope of the topics covered, the book will be of interest for students, researchers and professionals working in mechanical engineering.

Veterinary Pursuits

This book covers essential topics in the architecture and design of Internet of Things (IoT) systems. The authors provide state-of-the-art information that enables readers to design systems that balance functionality, bandwidth, and power consumption, while providing secure and safe operation in the face of a wide range of threat and fault models. Coverage includes essential topics in system modeling, edge/cloud architectures, and security and safety, including cyberphysical systems and industrial control systems.

Computer Graphics

Marketing Analytics: Strategic Models and Metrics offers marketing students and professionals a practical guide to strategic decision models and marketing metrics. The tools described in the book will aid marketers in making intelligent decisions to drive revenue and results in their organizations. The book contains a wealth of information on marketing analytics: Almost 500 pages of text, covering a wide variety of decision models and metrics Nearly 400 figures, including diagrams, tables, and charts Step-by-step instructions on market segmentation, conjoint analysis, and other techniques Current examples

demonstrating how organizations are applying models and metrics The list of chapters below includes a sample of the topics: Chapter 1. Introduction - Introduction to marketing analytics Chapter 2. Market Insight - Market sizing and trend analysis Chapter 3. Market Segmentation - Segment identification, analysis, and strategy Chapter 4. Competitive Analysis - Competitor identification, analysis, and strategy Chapter 5. Business Strategy - Analytics-based strategy selection Chapter 6. Business Operations - Forecasting, predictive analytics, and data mining Chapter 7. Product and Service Analytics - Conjoint analysis and product/service metrics Chapter 8. Price Analytics - Pricing techniques and assessment Chapter 9. Distribution Analytics - Analytics-based channel evaluation and selection Chapter 10. Promotion Analytics - Promotion budget estimation and allocation Chapter 11. Sales Analytics - Metrics for sales, profitability, and support Chapter 12. Analytics in Action - Pivot tables and data-driven presentations Edition: First Edition, Version 1.1, introduced November 2013. Revision 1.1 incorporates minor corrections and edits. It retains the same layout as the original release (First Edition, Version 1.0). See StephanSorger.com for a complete record of all changes.

Software Engineering

Exploring C

Software EngineeringThe evolving role of software,

Changing nature of software, Software myths.A Generic View of ProcessSoftware engineering - A layered technology, A process framework, The Capability Maturity Model Integration (CMMI), Process patterns, Process assessment, Personal and team process models.Process ModelsThe waterfall model, Incremental process models, Evolutionary process models, The unified process.Software RequirementsFunctional and non-functional requirements, User requirements, System requirements, Interface specification, The software requirements document.Requirements Engineering ProcessFeasibility studies, Requirements elicitation and analysis, Requirements validation, Requirements management.System ModelsContext models, Behavioral models, Data models, Object models, Structured methods.Design EngineeringDesign process and design quality, Design concepts, The design model.Creating an Architectural DesignSoftware architecture, Data design, Architectural styles and patterns, Architectural design.Object-Oriented DesignObjects and object classes, An object-oriented design process, Design evolution.Performing User Interface DesignGolden rules, User interface analysis and design, Interface analysis, Interface design steps, Design evaluation.Testing StrategiesA strategic approach to software testing, Test strategies for conventional software, Black-box and White-box testing, Validation testing, System testing, The art of debugging.Product MetricsSoftware quality, Metrics for analysis model, Metrics for design model, Metrics for source code, Metrics for testing, Metrics for maintenance.Metrics for Process and ProductsSoftware measurement,

Metrics for software quality.Risk ManagementReactive Vs proactive risk strategies, Software risks, Risk identification, Risk projection, Risk refinement, RMMM, RMMM plan.Quality ManagementQuality concepts, Software quality assurance, Software reviews, Formal technical reviews, Statistical software quality assurance, Software reliability, The ISO 9000 quality standards.

CAD/CAM/CIM

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Proceedings of 2nd International Conference on Communication, Computing and Networking

Software Engineering: A Programming Approach provides a unique introduction to software engineering for all students of computer science and its related disciplines. It is also ideal for practitioners in the software industry who wish to keep track of new developments in the discipline. The third edition is an update of the original text written by Bell, Morrey and Pugh and further develops the programming approach taken by these authors. The new edition however, being updated by a single author, presents a more coherent and fully integrated text. It also includes recent developments in the field

and new chapters include those on: formal development, software management, prototyping, process models and user interface design. The programming approach emphasized in this text builds on the readerAs understanding of small-scale programming and extends this knowledge into the realm of large-scale software engineering. This helps the student to understand the current challenges of software engineering as well as developing an understanding of the broad range of techniques and tools that are currently available in the industry. Particular features of the third edition are: - a pragmatic, non-mathematical approach - an overview of the software development process is included - self-test questions in each chapter ensure understanding of the topic - extensive exercises are provided at the end of each chapter - an accompanying website extends and updates material in the book - use of Java throughout as an illustrative programming language - consistent use of UML as a design notation Douglas Bell is a lecturer at Sheffield Hallam University, England. He hasauthored and co-authored a number of texts including, most recently, Java for Students.

BlackBerry All-in-One For Dummies

Offers real-world examples demonstrating a variety of Web development programming languages and tools, covering HTML 3.2, Netscape and Internet Explorer extensions, CGI programming, and Java.

Systems Programming and Operating

Systems

Transforming Organisations Through Groupware

Core Web Programming

This well-established and highly appreciated book, now in its Third Edition, continues to build on the strength of the previous two editions. While retaining many of the existing topics, Professor S.A. Kelkar, with his wealth of experience and expertise, gives an uptodate analysis of the subject, incorporating several new topics. The book is suffused with illustrations to reinforce the concepts discussed. As software project management is a core course in Computer Science and Engineering and Information Technology, and is a preferred choice of many management students, this book should be treasured by the readers, both for its utility and novelty of treatment. Intended as a text for undergraduate and postgraduate students of Computer Science and Engineering and Information Technology, this concise and compact book would be extremely useful also to the postgraduate students of Computer Applications and postgraduate students of Management specializing in IT. New to This Edition Three Appendices on Nutshell: Managing Complex Projects; Overview of IT Service Management; and Emotional Intelligence in Project Management are included. Chapter 1 has been reorganized to make it more comprehensive. Chapter 2 has been split into

three chapters (Chapters 2, 3 and 4). Each chapter deals with project management basics, planning, and control, emphasizing stakeholder management, quality management, and earned management.

Database Administration

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software

development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text

processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Marketing Analytics

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Web Technologies: A Computer Science Perspective is ideal for courses in Web-based Systems (aka Web/Internet Programming/Systems) in Computer Science, MIS, and IT departments. This text introduces the key technologies that have been developed as part of the birth and maturation of the World Wide Web. It provides a consistent, in-depth treatment of technologies that are unlikely to receive

detailed coverage in non-Web computer science courses. Students will find an ongoing case study that integrates a wide spectrum of Web technologies, guidance on setting up their own software environments, and a variety of exercises and project assignments.

Computer Graphics

A thorough reference on database administration outlines a variety of DBA roles and responsibilities and discusses such topics as data modeling and normalization, database/application design, change management, database security and data integrity, performance issues, disaster planning, and other essentials. Original. (Advanced)

Software Engineering

This approachable text studies discrete objects and the relationsips that bind them. It helps students understand and apply the power of discrete math to digital computer systems and other modern applications. It provides excellent preparation for courses in linear algebra, number theory, and modern/abstract algebra and for computer science courses in data structures, algorithms, programming languages, compilers, databases, and computation. * Covers all recommended topics in a self-contained, comprehensive, and understandable format for students and new professionals * Emphasizes problem-solving techniques, pattern recognition, conjecturing, induction, applications of varying

nature, proof techniques, algorithm development and correctness, and numeric computations * Weaves numerous applications into the text * Helps students learn by doing with a wealth of examples and exercises: - 560 examples worked out in detail - More than 3,700 exercises - More than 150 computer assignments - More than 600 writing projects * Includes chapter summaries of important vocabulary, formulas, and properties, plus the chapter review exercises * Features interesting anecdotes and biographies of 60 mathematicians and computer scientists * Instructor's Manual available for adopters * Student Solutions Manual available separately for purchase (ISBN: 0124211828)

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Web Technologies

Discrete Mathematics with Applications

Lotus Notes is one of the most successful and versatile groupware products on the market today and is used widely in both large and small organisations. Transforming Organisations Through Groupware - Lotus Notes in Action contains a selection of carefully chosen case studies which illustrate the implementational, organisational and commercial consequences of using Lotus Notes. These case studies have been chosen for their international appeal and, unlike other books on Lotus

Notes, concentrate on the added value that can be gained by using Notes - rather than on the technical aspects of how to make the software work.

C Programming Language

The Technology Of Cad/Cam/Cim Deals With The Creation Of Information At Different Stages From Design To Marketing And Integration Of Information And Its Effective Communication Among The Various Activities Like Design, Product Data Management, Process Planning, Production Planning And Control, Manufacturing, Inspection, Materials Handling Etc., Which Are Individually Carried Out Through Computer Software. Seamless Transfer Of Information From One Application To Another Is What Is Aimed At.This Book Gives A Detailed Account Of The Various Technologies Which Form Computer Based Automation Of Manufacturing Activities. The Issues Pertaining To Geometric Model Creation, Standardisation Ofgraphics Data, Communication, Manufacturing Information Creation And Manufacturing Control Have Been Adequately Dealt With. Principles Of Concurrent Engineering Have Been Explained And Latest Software In The Various Application Areas Have Been Introduced.The Book Is Written With Two Objectives To Serve As A Textbook For Students Studying Cad/Cam/Cim And As A Reference Book For Professional Engineers.

Compiler Design (with CD)

A complete update of a bestselling introduction to

computer graphics, this volume explores current computer graphics hardware and software systems, current graphics techniques, and current graphics applications. Includes expanded coverage of algorithms, applications, 3-D modeling and rendering, and new topics such as distributed ray tracing, radiosity, physically based modeling, and visualization techniques.

All-in-1

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

Software Engineering

This ebook is the first authorized digital version of Kernighan and Ritchie's 1988 classic, The C Programming Language (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to

read along and pick up the language, although access to a more knowledgeable colleague will help."

Recent Advances in Mechanical Engineering

Compiler Design is a textbook for undergraduate and postgraduate students of engineering (computer science and information technology) and computer applications. It seeks to provide a thorough understanding of the design and implementation aspects of a compiler.

Introduction to Embedded Systems: Interfacing to the Freescale 9S12

PC

Compiler Writing Techniques Are Explained Through a Discussion of Notation Design, Scanners, Code Optimization & More

Core Java for Beginners, 3rd Edition

Extracellular Vesicles, Volume 645 in the Methods in Enzymology series, continues the legacy of this premier serial with quality chapters authored by leaders in the field. Chapters in this new release include Genetic labeling of extracellular vesicle exosomes for studying biogenesis and uptake in living mammalian cells, Fluorescent Labeling of Extracellular Vesicles, Isolation of extracellular

vesicles from lymph, Transgenic rats for tracking body fluid/tissue-derived extracellular vesicles, Isolation of amniotic extracellular vesicles, Urinary extracellular vesicle isolation, Immunocapture-based ELISA to Characterize and Quantify Extracellular Vesicles in Both Cell Culture Supernatants and Body Fluids, and much more. Provides the authority and expertise of leading contributors from an international board of authors Presents the latest release in the Methods in Enzymology series

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION