

Practical Object Oriented Design

Navigating C++ and Object-oriented Design
Object Oriented Design with Applications
Object-oriented Design
Object-oriented Design
Fundamentals of Object-oriented Design in UML
Object-Oriented Analysis and Design with Applications
Design Patterns
Object-Oriented Design with ABAP
Object-Oriented Design for Temporal GIS
Design Patterns for Object-oriented Software Development
Practical Object-Oriented Design
What Every Programmer Should Know about Object-oriented Design
Object-Oriented Analysis, Design and Implementation
Object-Oriented Software
Object-oriented Design in Java
Object-Oriented Analysis and Design with Applications (3rd Edition)
Object-Oriented Design and Patterns
A Complete Object-oriented Design Example
Design Patterns Explained
Object-oriented Design for C++
Paul Anderson Grady Booch Peter Coad Peter Robinson Meilir Page-Jones Grady Booch Erich Gamma James E. McDonough Monica Wachowicz Wolfgang Pree Sandi Metz Meilir Page-Jones Brahma Dathan Luiz Fernando Capretz Stephen Gilbert Grady Booch Cay S. Horstmann Joseph E. Richardson Alan Shalloway Tsvi Bar-David

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this comprehensive practical tutorial helps programmers understand both c and object oriented design methodologies so they can write c that truly meets its potential this text incorporates the newer language features including templates and exception handling and explains how to apply c language constructs design guidelines and object oriented methodology to solve real world problems

concepts complexity the object model classes and objects classification the method the notation the process pragmatics applications smalltalk home heating system object pascal geometrical optics construction kit c problem reporting system common lisp object system cryptanalysis ada traffic management system appendix

notations and strategies are delivered for designing the problem domain component designing the human interaction component designing the task management component designing the data management component applying object oriented design with object oriented programming language applying object oriented design criteria and selecting case for object oriented design

papers from a tutorial and demonstration in london of hood hierarchical object oriented design which was developed by the european space agency as a design method for the ada computer language

with this book object oriented developers can hone the skills necessary to create the foundation for quality software a first rate design the book introduces notation principles and terminology that developers can use to evaluate their designs and discuss them meaningfully with colleagues every developer will appreciate the detailed diagrams on point examples helpful exercises and troubleshooting techniques

object oriented design with applications has long been the essential reference to object oriented technology which in turn has evolved to join the mainstream of industrial strength software development in this third edition the first revision in 13 years readers can learn to apply object oriented methods using new paradigms such as java the unified modeling language uml 2 0 and net the authors draw upon their rich and varied experience to offer improved methods for object development

and numerous examples that tackle the complex problems faced by software engineers including systems architecture data acquisition cryptanalysis control systems and development they illustrate essential concepts explain the method and show successful applications in a variety of fields you'll also find pragmatic advice on a host of issues including classification implementation strategies and cost effective project management new to this new edition are an introduction to the new uml 2.0 from the notation's most fundamental and advanced elements with an emphasis on key changes new domains and contexts a greatly enhanced focus on modeling as eagerly requested by readers with five chapters that each delve into one phase of the overall development lifecycle fresh approaches to reasoning about complex systems an examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model such as abstraction encapsulation modularity and hierarchy how to allocate the resources of a team of developers and manage the risks associated with developing complex software systems an appendix on object oriented programming languages this is the seminal text for anyone who wishes to use object oriented technology to manage the complexity inherent in many kinds of systems sidebars preface acknowledgments about the authors section i concepts chapter 1 complexity chapter 2 the object model chapter 3 classes and objects chapter 4 classification section ii method chapter 5 notation chapter 6 process chapter 7 pragmatics chapter 8 system architecture satellite based navigation chapter 9 control system traffic management chapter 10 artificial intelligence cryptanalysis chapter 11 data acquisition weather monitoring station chapter 12 application vacation tracking system appendix a object oriented programming languages appendix b further reading notes glossary classified bibliography index

the gang of four's seminal catalog of 23 patterns to solve commonly occurring design problems patterns allow designers to create more flexible elegant and ultimately reusable designs without having to rediscover the design solutions themselves highly influential design patterns is a modern classic that introduces what patterns are and how they can help you design object oriented software and provides a catalog of simple solutions for those already programming in at least one object oriented programming language each pattern describes the circumstances in which it is applicable when it can be applied in view of other design constraints

and the consequences and trade offs of using the pattern within a larger design is compiled from real systems and based on real world examples includes downloadable c source code that demonstrates how patterns can be implemented and python from the preface once you the design patterns and have had an aha and not just a huh experience with them you won t ever think about object oriented design in the same way you ll have insights that can make your own designs more flexible modular reusable and understandable which is why you re interested in object oriented technology in the first place right

conquer your fear and anxiety learning how the concepts behind object oriented design apply to the abap programming environment through simple examples and metaphors this book demystifies the object oriented programming model object oriented design with abap presents a bridge from the familiar procedural style of abap to the unfamiliar object oriented style taking you by the hand and leading you through the difficulties associated with learning these concepts covering not only the nuances of using object oriented principles in abap software design but also revealing the reasons why these concepts have become embraced throughout the software development industry more than simply knowing how to use various object oriented techniques you ll also be able to determine whether a technique is applicable to the task the software addresses this book div shows how object oriented principles apply to abap program design provides the basics for creating component design diagrams teaches how to incorporate design patterns in abap programs what you ll learn write abap code using the object oriented model as comfortably and easily as using the procedural model create abap design diagrams based on the unified modeling language implement object oriented design patterns into abap programs reap the benefits of spending less time designing and maintaining abap programs recognize those situations where design patterns can be most helpful avoid long and exhausting searches for the cause of bugs in abap programs who this book is for experienced abap programmers who remain unfamiliar with the design potential presented by the object oriented aspect of the language

there has been an increasing demand in gis for systems that support historical data time series data as well as mobility information from a modelling perspective there are advantages in integrating object oriented analysis and design to

databases as well as to visualisation capabilities of gis object oriented design for temporal gis explores the major components of the object oriented analysis and design methods how they can be used for modelling spatio temporal data and how these components are developed and maintained within a gis it also offers practical guidance to object oriented methods by demonstrating the feasibility of applying such methods to issues involved in handling spatio temporal data the author demonstrates how this knowledge might be used in a wide range of applications such as political boundary record maintenance historical data disease incidence rate analysis in epidemics diffusion rate and environmental studies of climate change time series data this understanding contributes to the development of theory in gis and improves the design of gis to support the modelling of semantics space and time elements of geographical information

software software engineering

the complete guide to writing maintainable manageable pleasing and powerful object oriented applications object oriented programming languages exist to help you create beautiful straightforward applications that are easy to change and simple to extend unfortunately the world is awash with object oriented oo applications that are difficult to understand and expensive to change practical object oriented design second edition immerses you in an oo mindset and teaches you powerful real world object oriented design techniques with simple and practical examples sandi metz demonstrates how to build new applications that can survive success and repair existing applications that have become impossible to change each technique is illustrated with extended examples in the easy to understand ruby programming language all downloadable from the companion website poodr.com fully updated for ruby 2.5 this guide shows how to decide what belongs in a single class avoid entangling objects that should be kept separate define flexible interfaces among objects reduce programming overhead costs with duck typing successfully apply inheritance build objects via composition whatever your previous object oriented experience this concise guide will help you achieve the superior outcomes you're looking for register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

introduction what does it mean to be object oriented anyway object orientation who ordered that object oriented design notation the basic notation for classes em methods inheritance and aggregation diagrams the object communication diagram state transition diagrams additional oodn diagrams the principles of object oriented design encapsulation and connascence domains encumbrance and cohesion properties of classes and subclasses the perils of inheritance and polymorphism class interfaces appendix a checklist for an object oriented design walkthrough appendix b the object oriented design owner s manual appendix c blitz guide to object oriented terminology

the second edition of this textbook includes revisions based on the feedback on the first edition in a new chapter the authors provide a concise introduction to the remainder of uml diagrams adopting the same holistic approach as the first edition using a case study based approach for providing a comprehensive introduction to the principles of object oriented design it includes a sound footing on object oriented concepts such as classes objects interfaces inheritance polymorphism dynamic linking etc a good introduction to the stage of requirements analysis use of uml to document user requirements and design an extensive treatment of the design process coverage of implementation issues appropriate use of design and architectural patterns introduction to the art and craft of refactoring pointers to resources that further the reader s knowledge the focus of the book is on implementation aspects without which the learning is incomplete this is achieved through the use of case studies for introducing the various concepts of analysis and design ensuring that the theory is never separate from the implementation aspects all the main case studies used in this book have been implemented by the authors using java an appendix on java provides a useful short tutorial on the language

this is a textbook for a course in object oriented software engineering at advanced undergraduate and graduate levels as well as for software engineers it contains more than 120 exercises of diverse complexity the book discusses fundamental concepts and terminology on object oriented software development assuming little background on software engineering and emphasizes design and maintenance rather than programming it also presents up to date and easily understood methodologies and puts forward a software life cycle model which explicitly

encourages reusability during software development and maintenance

targeting the needs of java application programmers this book uses an experience based hands on approach the cd rom contains the code warrior lite multi platform integrated development environment ide and borland s jbuilder trial version

object oriented design with applications has long been the essential reference to object oriented technology which in turn has evolved to join the mainstream of industrial strength software development in this third edition the first revision in 13 years readers can learn to apply object oriented methods using new paradigms such as java the unified modeling language uml 2 0 and net the authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers including systems architecture data acquisition cryptanalysis control systems and development they illustrate essential concepts explain the method and show successful applications in a variety of fields you ll also find pragmatic advice on a host of issues including classification implementation strategies and cost effective project management new to this new edition are an introduction to the new uml 2 0 from the notation s most fundamental and advanced elements with an emphasis on key changes new domains and contexts a greatly enhanced focus on modeling as eagerly requested by readers with five chapters that each delve into one phase of the overall development lifecycle fresh approaches to reasoning about complex systems an examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model such as abstraction encapsulation modularity and hierarchy how to allocate the resources of a team of developers and manage the risks associated with developing complex software systems an appendix on object oriented programming languages this is the seminal text for anyone who wishes to use object oriented technology to manage the complexity inherent in many kinds of systems sidebars preface acknowledgments about the authors section i concepts chapter 1 complexity chapter 2 the object model chapter 3 classes and objects chapter 4 classification section ii method chapter 5 notation chapter 6 process chapter 7 pragmatics chapter 8 system architecture satellite based navigation chapter 9 control system traffic management chapter 10 artificial intelligence cryptanalysis chapter 11 data acquisition weather monitoring station chapter 12 application vacation tracking

system appendix a object oriented programming languages appendix b further reading

drawing from his extensive experience as a programmer and teacher author cay horstmann helps readers gain an appreciation for the value of object oriented design principles he provides the context so that readers can apply these principles and techniques in their own designs

this book introduces the programmer to patterns how to understand them how to use them and then how to implement them into their programs this book focuses on teaching design patterns instead of giving more specialized patterns to the relatively few

the guide teaches the reader how to program efficiently in c by concentrating on object oriented design and implementation introducing object oriented design in both language independent as well as c specific terms the book presents scores of techniques used successfully in industry showing how to design medium to large applications in c

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