Object Oriented Modeling And Design With Uml 2nd Edition

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Object-oriented Analysis and Design with Applications

"Object Modeling and User Interface Design merges theories with practical techniques to create methods for the design to today's systems. By reading this book you will gain an understanding of the benefits of integrating object-oriented analysis approaches with human computer interaction design, and learn how to systematically design interactive systems for their human users."--BOOK JACKET.

Object Oriented Analysis and Design Cookbook

In October 1983 an informal meeting was organized in Le Cap d'Agde with the help of the BIGRE bulletin. Sixty people turned out to hear more than ten presentations on object-oriented programming. More important was their unanimous demand for other, more structured encounters. So, about one year later, the Object group was created by AFCET. A second workshop was organized in Brest, and again one year later in Paris, each time showing increased attendance and interest.

The success of these meetings and the fact that similar activities were taking place in other European countries, especially Great Britain and Germany, led to the idea of an annual European Conference, providing a forum for theorists and practitioners interested in the object-oriented programming paradigm. It is impossible to acknowledge here all the people and organizations that welcomed with great enthusiasm the birth of the ECOOP conference and contributed to its organization. More than a hundred submissions were received and the program committee had the unpleasant task of turning down many valuable contributions. We hope, however, that the selection of papers for ECOOP'87 emphasizes the fundamental issues and problems of object-oriented programming and will point toward interesting future research directions.

Object-oriented Modeling and Design for Database Applications

Provides an introduction to modern object-oriented design principles and applications for the fast-growing area of modeling and simulation Covers the topic of multi-domain system modeling and design with applications that have components from several areas Serves as a reference for the Modelica language as well as a comprehensive overview of application model libraries for a number of application domains

Object Oriented Analysis and Design Using UML

This book adheres to the B.Tech. and MCA syllabus of JNT University, Hyderabad and many other Indian universities. The first two chapters represent the fundamentals of object technology, OOP and OOAD and how people are inclined towards object-oriented analysis and design starting from traditional approach and the different approaches suggested by the three pioneers-Booch, Rum Baugh and Jacobson. Chapters 3 to 18 represent the UML language, the building blocks of UML i.e., things, relationships and diagrams and the use of each diagram with an example. Chapters 19 and 20 discuss a case study "Library Management System". In this study one can get a very clear idea what object oriented analysis and design is and how UML is to be used for that purpose. Appendix-A discusses the different syntactic notations of UML and Appendix-B discusses how the three approaches of Booch, Rum Baugh and Jacobson are unified and the Unified Process. --

Object-Oriented Modeling

The Unified Modeling Language™ (UML®) is inherently object-oriented modeling language and was designed for use in object-oriented software applications. The applications could be based on the object-oriented technologies recommended by the Object Management Group (OMG), which owns the UML. The initial versions of UML (UML 1.x) were based on three leading object-oriented methods - Booch, OMT, and OOSE, to represent "the culmination of best practices in practical object-

oriented modeling". UML 2.x is still object-oriented in its core (though there were some apparently unsuccessful attempts to extend UML to support other development methods). This book provides practical guidance on the modeling and design of object-oriented systems. Its specific goals are the following: ■ To provide a sound understanding of the fundamental concepts and historical evolution of the object model. ■ To facilitate a mastery of the notation and process of object-oriented modelling and design. ■ To teach the realistic application of object-oriented modelling and design within a variety of problem domains. The concepts presented all stand on a solid theoretical foundation, but this is primarily a pragmatic book that addresses the practical needs and concerns of software engineering practitioners, from the architect to the software developer.

Object oriented modeling and design

This book presents the collected writings of OMT guru Dr James Rumbaugh. These articles encompass the development, refinement, and current state of OMT.

Object-Oriented Analysis and Design

This book explains how to model a problem domain by abstracting objects, attributes, and relationships from observations of the real world. It provides a wealth of examples, guidelines, and suggestions based on the authors' extensive experience in both real time and commercial software development. This book describes the first of three steps in the method of Object-Oriented Analysis. Subsequent steps are described in Object Lifecycles by the same authors.

Object-oriented Design Heuristics

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

Real-Time Object-Oriented Modeling

This text applies object-oriented techniques to the entire software development cycle.

Object-Oriented Design with ABAP

Applies object-oriented modeling techniques to the design of networks, network interoperability (operations) and network management tools based on the Internet Management Protocol and the Simple Network Management Protocol. Develops novel modeling concepts specialized to communication networks and includes many examples of object-oriented technology applied to design of network software.

Java and Object Orientation: An Introduction

Explore the fundamental concepts behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently.In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he walks you through a case study to review all the steps of designing a real software system from start to finish.Topics include:- Understanding software development methodologies- Choosing the right methodology: Waterfall vs. Agile- Fundamental object-Orientation concepts: Abstraction, Polymorphism and more- Collecting requirements- Mapping requirements to technical descriptions- Unified Modeling Language (UML)- Use case, class, sequence, activity, and state diagrams- Designing a Note-Taking App from scratchYou will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other developers using object-orientation terms and UML diagrams.About the AuthorKároly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured

by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios.Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate about helping people reveal hidden talents, and guide them into the world of startups and programming.You can find his courses and books on all major platforms including Amazon, Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

Object-oriented Systems Analysis

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, cryptoanalysis, control systems, and Web 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 mange 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: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading Notes Glossary Classified Bibliography Index

OMT Insights

Fundamentals of Object-Oriented Design in UML shows aspiring and experienced programmers alike how to apply design concepts, the UML, and the best practices in OO development to improve both their code and their success rates with object-based projects.

Object Modeling and User Interface Design

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.

UML and Object-Oriented Design Foundations

Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • 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. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

Object-oriented Networks

Object-oriented techniques and languages have been proven to significantly increase engineering efficiency in software development. Many benefits are expected from their introduction into electronic modeling. Among them are better support for model reusability and flexibility, more efficient system modeling, and more possibilities in design space exploration and prototyping. Object-Oriented Modeling explores the latest techniques in object-oriented methods, formalisms and hardware

description language extensions. The seven chapters comprising this book provide an overview of the latest object-oriented techniques for designing systems and hardware. Many examples are given in C++, VHDL and real-time programming languages. Object-Oriented Modeling describes further the use of object-oriented techniques in applications such as embedded systems, telecommunications and real-time systems, using the very latest techniques in object-oriented modeling. It is an essential guide to researchers, practitioners and students involved in software, hardware and system design.

Object Oriented Modeling And Design

Are you looking for a more effective approach to real-time systems development? Real-Time Object-Oriented Modeling The development of real-time distributed systems is one of the most difficult engineering problems ever faced, taxing the capabilities of traditional real-time software development approaches. Real-Time Object-Oriented Modeling is the first book that brings together, in a single harmonious approach, the power of object-oriented concepts tailored specifically for real-time systems, with an iterative and incremental process based on the use of executable models. Developed by practitioners, the proven methodology described here is becoming a leader in the industry. Using a learn-by-example approach, this book offers: * A single consistent set of graphical modeling concepts, chosen to improve developer effectiveness, which apply uniformly to analysis, design, and implementation. This reduces the learning curve to master the entire method and eliminates expensive discontinuities across different stages of development. * An approach to the object paradigm that is easy to learn and that applies to the construction of reusable architectural design components, not just low-level language elements. This unleashes the true power of the object paradigm. * Techniques for constructing executable models to gain early confidence in specifications and design decisions. * Approaches to project management that deliver the benefits of the object paradigm and executable models.

Object-oriented Modeling and Design

This new book refines, customizes, and extends the general Object Modeling Technique (OMT) methodology for the specific subject matter of database applications. By restricting the scope of coverage, the authors are able to present more focused examples and elaborate upon the appropriate methodological steps. The authors present a uniform treatment that addresses files, relational databases, and object-oriented databases.

Object-Oriented Modeling

Summary: "The main objective of this book is to teach both students and practitioners of information systems, software

engineering, computer science and related areas to analyze and design information systems using the FOOM methodology. FOOM combines the object-oriented approach and the functional (process-oriented) approach"--Provided by publisher.

Object-Oriented Analysis and Design Using UML

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Object-Oriented Analysis and Design for Information Systems

This revision of Grady Booch's classic offers the first industry-wide standard for notation in developing large scale object-oriented systems. Laying the groundwork for the development of complex systems based on the object model, the author works in C++ to provide five fully-developed design examples, along with many smaller applications. Three of these capstone projects are new with this edition, including an inventory tracking system which implements a client server. The other four span problem domains as diverse as data acquisition for scientific tools, framework, artificial intelligence, and command and control. To measure progress, metrics in object development are suggested so that the developer knows how the project is going. In addition, the author demonstrates good and bad object designs and shows how to manage the trade-

offs in complex systems.

ECOOP '87. European Conference on Object-Oriented Programming

Modeling concepts; modeling as a design technique; object modeling; advanced object modeling; dynamic modeling; functional modeling; design methodology; methodology preview; analysis; system design; object design; methodology summary; comparison of methodologies; implementation; from design to implementation; programming style; object-oriented languages; non-object-oriented languages; relational databases; applications; object diagram compiler; computer animation; electrical distribution design system; appendixes; index.

Principles of Object-Oriented Modeling and Simulation with Modelica 2.1

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.

Advanced Object-Oriented Analysis and Design Using UML

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the

sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

Object-Oriented Modeling and Design with UML

"Building on their classroom teaching experiences over the years, Dr Jeya Mala and Dr Geetha have deployed an innovative approach and student-friendly style to explain Object Oriented Analysis and Design concepts, thereby ensuring that the interest of the readers is maintained. The textbook covers case studies, activity models, and diagrams using the latest version of UML 2. The book contains adequate span to cover the curriculum requisites and rich pedagogical features to cater to the needs of undergraduate students."--Back cover.

Principles of Object-Oriented Modeling and Simulation with Modelica 3.3

Composed of updated versions of James Odell's articles from The Journal of Object-Oriented Programming, ROAD , and Object Magazine, this book works to convey the essence of object-oriented programming and software building through the Unified Modeling Language (UML). The author provides concise but in-depth pieces on structural issues, dynamic issues, business rules, object complexity, object aggregation, design templates, and the process of objects.

Object Oriented Analysis & Design

OOAD Cookbook: Introduction to Practical System Modeling is a modern, practical, and approachable guide to help students design and develop code that is modular, maintainable, and extensible. Whether you are a developer, devops, QA tester, systems analyst, or IT, this book will introduce the concepts to build a strong foundation in object-oriented methodologies. Step-by-Step instructions along with vivid examples and illustrations offer a fresh, practical, and approachable plan to learn object-oriented design. Students will learn and be exposed to efficient design through methodical analysis, UML diagrams, system architectures, and essential design principles so that they can design software pragmatically.

Object Oriented Modeling And Design With UML

Object Oriented Simulation

Upon completion of an object-oriented design, you are faced with a troubling question: "Is it good, bad, or somewhere in between?" Seasoned experts often answer this question by subjecting the design to a subconscious list of guidelines based on their years of experience. Experienced developer Arthur J. Riel has captured this elusive, subconscious list, and in doing so, has provided a set of metrics that help determine the quality of object-oriented models. Object-Oriented Design Heuristics offers insight into object-oriented design improvement. The more than sixty guidelines presented in this book are language-independent and allow you to rate the integrity of a software design. The heuristics are not written as hard and fast rules; they are meant to serve as warning mechanisms which allow the flexibility of ignoring the heuristic as necessary. This tutorial-based approach, born out of the author's extensive experience developing software, teaching thousands of students, and critiquing designs in a variety of domains, allows you to apply the guidelines in a personalized manner. The heuristics cover important topics ranging from classes and objects (with emphasis on their relationships including association, uses, containment, and both single and multiple inheritance) to physical object-oriented design. You will gain an understanding of the synergy that exists between design heuristics and the popular concept of design patterns; heuristics can highlight a problem in one facet of a design while patterns can provide the solution. Programmers of all levels will find value in this book. The newcomer will discover a fast track to understanding the concepts of object-oriented programming. At the same time, experienced programmers seeking to strengthen their object-oriented development efforts will appreciate the insightful analysis. In short, with Object-Oriented Design Heuristics as your guide, you have the tools to become a better software developer. 020163385XB04062001

UML @ Classroom

Object-Oriented Software: Design and Maintenance

Object-Oriented Analysis and Design with Applications

Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will

come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

Fundamentals of Object-oriented Design in UML

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. This revision offers a crisp, clear explanation of the basics of object-oriented thinking via UML models, then presents a process for applying these principles to software development, including C++, Java, and relational databases. An integrated case study threads throughout the book, illustrating key ideas as well as their application.

Design and Rigorous Prototyping of Object-Oriented Modeling with Syntropy

Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. * Integrates design and implementation, using Java and UML * Includes case studies and exercises * Bridges the gap between programming texts and high level analysis books on design

Object-oriented Software Engineering

Featuring chapter summaries, a detailed glossary, and extensive exercises, a comprehensive, hands-on tutorial guide explains both C++++ and object-oriented design techniques; shows how C++++ improves on C; and covers the latest ANSI C++++ features. Original. (Intermediate).

Navigating C++ and Object-oriented Design

Object Oriented Simulation will qualify as a valuable resource to students and accomplished professionals and researchers alike, as it provides an extensive, yet comprehensible introduction to the basic principles of object-oriented modeling, design and implementation of simulation models. Key features include an introduction to modern commercial graphical simulation and animation software, accessible breakdown of OOSimL language constructs through various programming principles, and extensive tutorial materials ideal for undergraduate classroom use.

Object-Oriented Design with UML and Java

Fritzson covers the Modelica language in impressive depth from the basic concepts such as cyber-physical, equation-base, object-oriented, system, model, and simulation, while also incorporating over a hundred exercises and their solutions for a tutorial, easy-to-read experience. The only book with complete Modelica 3.3 coverage Over one hundred exercises and solutions Examines basic concepts such as cyber-physical, equation-based, object-oriented, system, model, and simulation

Head First Object-Oriented Analysis and Design

Object-oriented techniques and languages have been proven to significantly increase engineering efficiency in software development. Many benefits are expected from their introduction into electronic modeling. Among them are better support for model reusability and flexibility, more efficient system modeling, and more possibilities in design space exploration and prototyping. Object-Oriented Modeling explores the latest techniques in object-oriented methods, formalisms and hardware description language extensions. The seven chapters comprising this book provide an overview of the latest object-oriented techniques for designing systems and hardware. Many examples are given in C++, VHDL and real-time programming languages. Object-Oriented Modeling describes further the use of object-oriented techniques in applications such as embedded systems, telecommunications and real-time systems, using the very latest techniques in object-oriented modeling. It is an essential guide to researchers, practitioners and students involved in software, hardware and system design.

Functional and Object Oriented Analysis and Design: An Integrated Methodology

Object-Oriented Analysis and Design Through Unified Modeling Language

This second edition shows readers how to build object oriented applications in Java. Written in a clear and concise style, with lots of examples, this revised edition provides: a detailed understanding of object orientation, a thorough introduction to Java including building blocks, constructs, classes, data structures etc, coverage of graphical user interfaces and applets (AWT; Servlets), and object oriented analysis. If you are looking for a good introduction to Java and object orientation, then this is the book for you. Source code for the examples in this book is available on the Internet.

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