Introduction To Object Oriented Analysis And Design

Using CRC Cards

Developing Software with UML

Object-Oriented Analysis and Design with UML

Object-Oriented Design with UML

Object-Oriented Analysis and Design: Principles, Patterns, and Practice

Object-Oriented Analysis and Design Using UML

Object-Oriented Programming with Java

Object-Oriented Programming with C++

Object-Oriented Analysis and Implementation

Object-Oriented Analysis and Design with UML

Object-Oriented Analysis and Design Using CRC Cards

Object-Oriented Design with UML and Java

Object-Oriented Design Using CRC Cards

Object-Oriented Design with UML: An Introduction to the Unified Process

Object-Oriented Design Using CRC Cards: An Introduction To Object-Oriented Analysis: Objects And UML In Plain English, 2nd Ed

Object-Oriented Design With UML

Object-Oriented Design With UML

Object-Oriented Design With UML

Object-Oriented Programming With C++

Object-Oriented Programming With C++
patterns to design, develop, and deliver software far more effectively. You’ll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented programming and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shlonsky and James Trout illuminate dozens of today’s most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams and code examples updated this book includes a lot of new patterns, Shlonsky and Trout have added new chapters, and rewritten and updated the entire book. Shlonsky and Trout’s patterns programming and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. The book’s approach is consistent, and includes helpful links to related patterns. In short, this is the definitive guide for using patterns–or if you’ve struggled to make them work for you–read this book.

Object-Oriented Analysis and Design

A modern computer program, such as the one that controls a rocket’s journey to moon, is like a medieval cathedral–massive, complex, layered with circuits and masses. To write computer programs that really work, you must have a solid, broad foundation in knowledge of an object-oriented language like Java or C++. This book shows how to use techniques from software engineering with the help of UML to develop real-world software systems. It will help you design and implement high-quality software in an efficient manner.

The second edition of this book includes new revisions based on the feedback from the first edition. It is the first to bring together the techniques of object modelling, advanced software engineering and simulation modelling in a comprehensive guide for students and professionals. By offering an introduction to simulation and state-of-the-art object model concepts, it enables readers to master modelling techniques which are used in the design of complex software systems. Following an extensive survey of the major object-oriented analysis and design techniques, the text takes a contemporary, object-oriented approach using UML. Focus on doing: After presenting the how and what of each major technique, the text guides you through practice problems using the techniques in the design of both success and failure: Concepts in Action boxes describe how real companies succeeded and failed in performing the activities in the project approach. Project approach: Each chapter focuses on a different step in the Systems Development Life Cycle (SDLC) process. It is presented in the order in which they are encountered in a typical project. A running case: This case thread throughout the text allows you to apply each concept you have learned.

Object-Oriented Analysis and Design Using UML

Introduction to Object COBOL

The examination of the phase of the software life cycle with respect of the object-oriented paradigm. In analysis we gain problem understanding and create a complex structure of the application. In order to develop an object-oriented analysis, we developed a set of criteria to evaluate analysis techniques. Object-Oriented Analysis and Design (OOA&D) has brought a new era to software engineering. There are many OOA&D courses offered in many universities, which focus on design and implementation of object-oriented software systems. This book is an effort to present an object-oriented methodology from the outset for beginning Systems Analysis and Design students. It is the first book to present an object-oriented analysis and design methodology in a comprehensive guide for students and professionals. By offering an introduction to simulation and state-of-the-art object model concepts, it enables readers to master modelling techniques which are used in the design of complex software systems. Following an extensive survey of the major object-oriented analysis and design techniques, the text takes a contemporary, object-oriented approach using UML. Focus on doing: After presenting the how and what of each major technique, the text guides you through practice problems using the techniques in the design of both success and failure: Concepts in Action boxes describe how real companies succeeded and failed in performing the activities in the project approach. Project approach: Each chapter focuses on a different step in the Systems Development Life Cycle (SDLC) process. It is presented in the order in which they are encountered in a typical project. A running case: This case thread throughout the text allows you to apply each concept you have learned.

Design Patterns Explained

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An Introduction to Object-oriented Systems Analysis and Design with UML and the Unified Process

This book provides a thorough grounding in object-oriented analysis and design, providing authoritative and accessible coverage of object-oriented concepts, the software development process, UML and multi-tier technologies. Using only the most common techniques and methodologies, aligned with a single case study which runs throughout the text, the book provides a broad understanding of the processes used in object-oriented software development, the production of computer programs using object-oriented methods. Beginning with the basic groundwork underlying object-oriented software projects, before focusing on practical development issues, this book uses a methodology based on the widely used Rational Unified Process (RUP), and test-driven development using JUnit. The book follows the steps of a typical development project, incorporating requirements capture, design, specification and testing; the running case study offers with remarkable clarity how an abstract problem is taken through to a concrete solution. Regular exercises and online material available on the accompanying website make the book exceptionally useful for self-study. Object-Oriented Analysis and Design is programming language agnostic, ensuring that code is kept to a minimum to avoid detail and deviation into implementation minutiae. Whether you are a student at a university or on a commercial training course, or an experienced software developer moving into object orientation, this book is for you. It provides an easy to understand, practical and motivational description of object-oriented analysis and design.

An Introduction to Object-oriented Design in C++

In this book you will find C++ explained in a way that is both precise and clear. This book aims at explaining C++ in such a way that beginners will understand C++, make good programming decisions and avoid common pitfalls. This book is a very general and accessible introduction to Object Oriented Analysis. It contains extensive pedagogy and incorporates patient explanations, making it ideal for beginners. Incorporation of real-world examples, case studies, and in depth theory and skills for practical application makes this book very user-friendly.