

Principles of Object-Oriented Software Development

Software Architecture

Principles Of Object Oriented Software Development

Ronald Mak



Principles Of Object Oriented Software Development:

Principles of Object-oriented Software Development Anton Eliëns, 1995 Provides full coverage of object oriented technology paying equal attention to the underlying theory and to programming practice The author shows object oriented concepts at all stages of the software life cycle Separate tutorial sections on C Smalltalk and Eiffel are included

Object-oriented Software Development Using Java Xiaoping Jia, 2000 Object Oriented Software Development Using Java Principles Patterns and Frameworks focuses on developing skills in designing software particularly in writing well designed medium sized object oriented programs It provides a broad and coherent coverage of object oriented technology including object oriented modeling using the Unified Modeling Language UML object oriented design using Design Patterns and object oriented programming using Java BOOK JACKET Title Summary field provided by Blackwell North America Inc All Rights Reserved

Principles of Object-oriented Software Development Anton Eliëns, 2000 This new edition continues its unique approach to teaching all aspects of object oriented programming bringing it right up to date with the latest advances in technology It requires no extensive knowledge of programming languages It is divided into four parts each presenting the issues involved in object oriented programming from a different perspective software engineering and design languages and system development abstract data types and polymorphism and applications and frameworks Software engineers who want to understand the theory behind modern object oriented technology while learning about such new topics as patterns UML and Java

Object-Oriented Software Design in C++ Ronald Mak, 2024-07-16 Learn the fundamentals of Object Oriented design by investigating good and bad code Well designed applications run more efficiently have fewer bugs and are easier to revise and maintain Using an engaging before and after approach Object Oriented Software Design in C shows you exactly what bad software looks like and how to fix it with good design principles and patterns In Object Oriented Software Design in C you ll find Design code test iterations that improve code with each revision Gathering requirements to make sure you re developing the right application Design principles like encapsulation and delegation that solve programming problems Design patterns including Observer Design Pattern that fix architecture issues Using recursion and multithreading to simplify common solutions Object Oriented Software Design in C is a vital guide to building the kind of high performance applications delivered by the pros all using industry proven design principles and patterns You ll learn how to gather and analyze requirements so you re building exactly what your client is looking for backtrack mistakes with iterative development and build a toolbox of design patterns that troubleshoot common issues with application architecture The book s accessible examples are written in C 17 but its universal principles can be applied to any object oriented language Purchase of the print book includes a free eBook in PDF and ePub formats from Manning Publications About the technology Good design is the foundation of great software Mastering the principles of object oriented design is the surest way to create applications that run fast have few bugs and last well into the future Written especially for

new C programmers this easy to read book gently mentors you in the art of designing great software About the book Object Oriented Software Design in C introduces object oriented design principles practices and patterns in clear jargon free language The instantly familiar before and after examples highlight the benefits of good design Each chapter is full of friendly conversations that anticipate your questions and help point out the subtleties you might overlook Along the way you ll pick up tips about idiomatic C style that will set your code apart What s inside Design code test iterations Design principles for common programming problems Architecture design patterns in plain English Recursion and multithreading About the reader Examples are in C 17 About the author Ronald Mak is a former NASA senior scientist Currently he teaches computer science at San Jose State University The technical editor on this book was Juan Rufes Table of Contents PART 1 1 The path to well designed software 2 Iterate to achieve good design PART 2 3 Get requirements to build the right application 4 Good class design to build the application right PART 3 5 Hide class implementations 6 Don t surprise your users 7 Design subclasses right PART 4 8 The Template Method and Strategy Design Patterns 9 The Factory Method and Abstract Factory Design Patterns 10 The Adapter and Fa ade Design Patterns 11 The Iterator and Visitor Design Patterns 12 The Observer Design Pattern 13 The State Design Pattern 14 The Singleton Composite and Decorator Design Patterns PART 5 15 Designing solutions with recursion and backtracking 16 Designing multithreaded programs

Principles of Object-Oriented Software Development Anton Eliens,2019-01-28 Reading through this book and working with it to enhance our understanding is a pleasure From the Foreword to the Second Edition by Clemens Syzperski Microsoft This book is an important contribution to object oriented literature bridging the gap between the language and the software engineering communities It covers an usually broad range of topics in an eminently readable fashion and is unique in its balance between theory and practice and its multifaceted approach From the Foreword to the First Edition by Peter Wegner Brown University For further information see <http://poosd.eliens.net>

Object-oriented Software Engineering Bernd Bruegge, Allen H. Dutoit, 2010 This textbook develops a long term single project and explores both the theoretical foundations of software engineering as well as the principles and practices of various tools processes and products It emphasizes practical experience whereby participants can apply the techniques learned in class to a realistic problem

Object Oriented Software Engineering Object Oriented Software Engineering, 2024-11-08 Object Oriented Software Engineering is a definitive resource that offers a comprehensive exploration of the principles methodologies and practical applications of object oriented approaches in software engineering Authored by Ms Sonia Wadhwa Mr Prince Kumar Sahu Mr Vishnu Prasad Verma Mr V Ramu and Mr K Surendra Reddy this book is designed for students educators and professionals in the field of computer science and engineering It begins with an introduction to software engineering and the importance of modularity abstraction and reusability providing a strong foundation for understanding object oriented design The book covers key topics such as software process models agile development methodologies requirement analysis and the use of Unified

Modeling Language UML for object modeling Readers are guided through various stages of software engineering including software design testing maintenance and project management with a focus on real world applications and case studies Advanced concepts such as design patterns architectural styles and object oriented frameworks like the Unified Process UP and Rational Unified Process RUP are explored in depth Practical examples and detailed explanations help bridge the gap between theoretical knowledge and industrial practices Published by Quill Tech Publications in November 2024 this book is an invaluable resource for understanding how object oriented methods can address complex software development challenges Whether developing small scale applications or managing large enterprise systems Object Oriented Software Engineering equips readers with the tools and techniques needed to design robust scalable and maintainable software solutions

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implement and maintain complex object oriented systems confidently You will transform your programming approach to produce clean reusable and scalable code significantly enhancing your software development capabilities [Object-oriented Software Development Using Java](#) Xiaoping Jia,2000 **Principles of Object-oriented Software Development with Ada** Ed Seidewitz, Mike Stark,1992 **Object-Oriented Software Engineering: Practical Software Development using UML and Java** Timothy Lethbridge, Robert Laganriere,2002-05-16 This book covers the essential knowledge and skills needed by a student who is specializing in software engineering Readers will learn principles of object orientation software development software modeling software design requirements analysis and testing The use of the Unified Modelling Language to develop software is taught in depth Many concepts are illustrated using complete examples with code written in Java **Handbook of Computer Vision and Applications: Systems and applications** Bernd Jähne, Horst Haussecker, Peter Geissler,1999 CD ROM files contain complete text of all three print vols as well as hyperlinks to figures tables etc and between the index and the text Also included are hyperlinks to movies interactive 3 D models demonstration software and other materials not contained in the print version **Object-oriented Software Engineering** George Wilkie,1993 Addresses critical software engineering issues showing how an object oriented approach can provide much improved solutions over other methods Designed as a technology tool [Object-oriented Software Engineering](#) Steve Halladay, Michael Wiebel,1993 Venturing beyond C programming this text shows how to engineer software products using object oriented principles It covers gathering requirements specifying objects object verification defining relations between objects translating object design into code object testing and software maintenance **Journal of Object-oriented Programming** ,2001 *The Rational Unified Process* Philippe Kruchten,2004 bull Reflects all of the changes that were integrated into RUP v2003 the latest version of the very popular product bull Learn the key concepts fundamentals of structure integral content and motivation behind the RUP bull Covers all phases of the software development lifecycle from concept to delivery to revision [Information Technology for Manufacturing Systems III](#) Wei Deng, Qi Luo,2012-09-26 Selected peer reviewed papers from the 2012 3rd International Conference on Information Technology for Manufacturing Systems ITMS 2012 September 8 9 2012 Qingdao China [IEEE Aerospace Applications Conference Proceedings](#) ,1994 **Object-oriented Software Development** John D. McGregor, David A. Sykes,1992 *Principles of Object-oriented Analysis and Design* James Martin,1993 Using terms the layman can understand this book provides an introduction to object oriented analysis and design and its use to create models for redesigning a business enterprise Easy to follow and complete the book covers the OOP principles of BLOB class encapsulation information hiding inheritance message method object type operation and request

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