

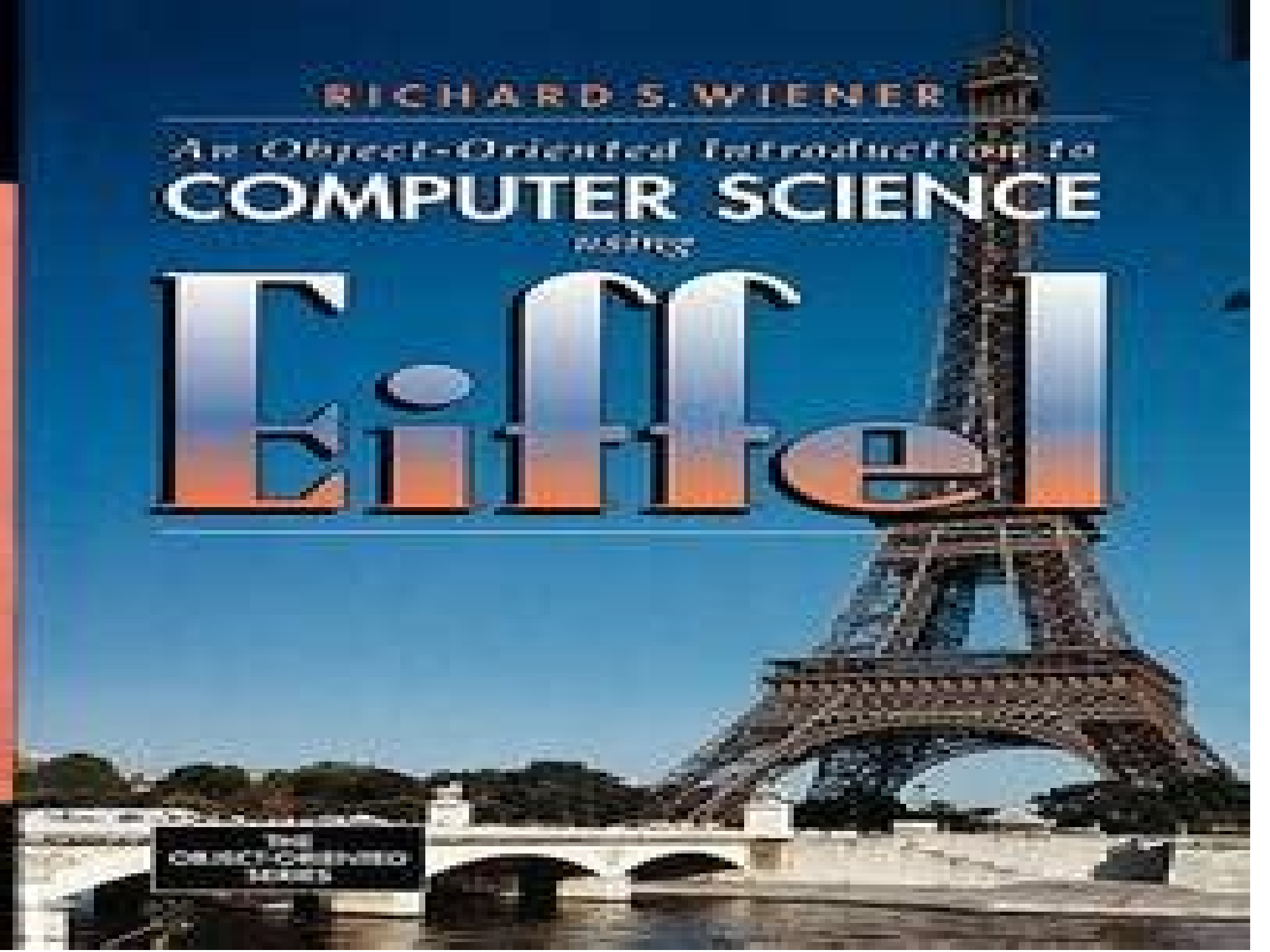
RICHARD S. WIENER

An Object-Oriented Introduction to  
**COMPUTER SCIENCE**

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# Object Oriented Introduction To Computer Science Using Eiffel An

**Bertrand Meyer**



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**An Object-oriented Introduction to Data Structures Using Eiffel** Richard S. Wiener, 1997 Guide to the object oriented programming language [An Object-oriented Introduction to Computer Science Using Eiffel](#) Richard Wiener, 1996 This book is aimed at the beginning computer science student enrolled in a rigorous computer science curriculum It is also aimed at practicing software development professionals new to the object paradigm who wish a gentle introduction to many features of the Eiffel language and the object paradigm [Eiffel Object-oriented Programming](#) A. J. Tyrrell, 1995 Eiffel is a pure object oriented programming language which is attracting growing attention both in education and in industry It is a high level language and is particularly suitable as a starting point for those who wish to learn the fundamentals of object orientation Eiffel is however much more than a teaching language it incorporates an approach to software development based on ideas of reusability extendibility and reliability Uniquely among object oriented languages it was created with mechanisms for making formal assertions about software components based on the design by contract philosophy This book provides an introduction to object orientation and a practical introduction to virtually all the features provided by the Eiffel programming language It is suitable for those with some experience of programming who wish to learn about object oriented programming It will also appeal to those who already have some knowledge of object orientation and wish to find out about the Eiffel language After an introductory chapter on object orientation several of the early chapters review basic concepts required by readers with little formal knowledge of computer programming From chapter 6 onwards the author examines more difficult issues of object instantiation copying and comparison and the use of class libraries for string and array handling **Object-oriented Programming in Eiffel** Peter G. Thomas, Raymond A. Weedon, 1998 The complete tutorial guide to object oriented programming techniques in Eiffel emphasising how its unique approach to programming by contract encourages the design of correct reusable software components Emphasises the role of abstract data types in software development and uses them as a framework to teach Eiffel Explains the principles behind the use of polymorphism and dynamic binding Makes use of extensive written and practical exercises the majority of which contain solutions to consolidate and enhance the teaching of Eiffel **Object-oriented Software Engineering with Eiffel** Jean-Marc Jézéquel, 1996 A comprehensive up to date and resource filled guide to Eiffel the only pure object oriented programming language In addition to describing Eiffel the book contains descriptions and comparisons of compilers and libraries available on the market as well as other resources for Eiffel programmers in addition to plenty of compiler independent examples and case studies **Object-oriented Programming in Eiffel** Robert Rist, Robert B. Terwilliger, 1995 Providing an easy to understand introduction to programming in the Eiffel language this book details logical assertions and the design of object oriented systems Covers basic Eiffel language programming in the first part of the book the second part covers the assertion language Employs a large case study to illustrate each topic in a realistic system and shows how Eiffel supports and requires code re

use Object Oriented Series Bertrand Meyer editor For Eiffel language programmers and non object oriented programmers

*Programming in an Object-Oriented Environment* Raimund K. Ege, 2014-05-10 Programming in an Object Oriented Environment provides an in depth look at the concepts behind the technology of object oriented programming This book explains why object oriented programming has the potential to vastly improve the productivity of programmers and how to apply this technology in a practical environment Many programming examples are included focusing on how different programming languages support the core of object oriented concepts C is used as the main sample language throughout this text This monograph consists of two major parts Part I provides an introduction to object oriented concepts their rationale and their implementation in programming languages The object oriented approach to programming in an object oriented environment is discussed in Part II This publication is intended for software professionals who are interested in learning the fundamental concepts of object oriented programming and how to apply these concepts in a practical computer environment

*Handbook of Programming Languages: Object-oriented programming languages* Peter H. Salus, 1998 The Handbook of Programming Languages series provides a complete reference on the fundamentals of programming languages and methodologies Volume 2 covers four important Imperative Languages *Encyclopedia of Computer Science and Technology*

Harry Henderson, 2009 Presents an illustrated A Z encyclopedia containing approximately 600 entries on computer and technology related topics **Encyclopedia of Information Science and Technology, First Edition** Khosrow-Pour,

D.B.A., Mehdi, 2005-01-31 Comprehensive coverage of critical issues related to information science and technology **An Introduction to Object-Oriented Programming in C++** Graham M. Seed, 2001-05-11 This book introduces the art of programming in C The topics covered range from simple C programmes to programme features such as classes templates and namespaces Emphasis is placed on developing a good programming technique and demonstrating when and how to use the advanced features of C This revised and extended second edition includes the Standard Template Library STL a major addition to the ANSI C standard full coverage of all the major topics of C such as templates and practical tools developed for object oriented computer graphics programming All code program files and exercises are ANSI C compatible and have been compiled on both Borland C v5 5 and GNU Linux g v2 91 compilers They are available from the author s web site [Touch of Class](#)

Bertrand Meyer, 2009-06-29 From object technology pioneer and ETH Zurich professor Bertrand Meyer winner of the Jolt award and the ACM Software System Award a revolutionary textbook that makes learning programming fun and rewarding Meyer builds his presentation on a rich object oriented software system supporting graphics and multimedia which students can use to produce impressive applications from day one then understand inside out as they learn new programming techniques Unique to Touch of Class is a combination of a practical hands on approach to programming with the introduction of sound theoretical support focused on helping students learn the construction of high quality software The use of full color brings exciting programming concepts to life Among the useful features of the book is the use of Design by

Contract critical to software quality and providing a gentle introduction to formal methods Will give students a major advantage by teaching professional level techniques in a literate relaxed and humorous way *Journal of Object-oriented Programming*, 1997 Mobile Commerce Applications Nansi Shi, 2004-01-01 Mobile Commerce Applications addresses and explores the critical architectural issues in constructing m commerce applications and in applying mobile technologies in different areas including methodologies enabling technologies models paradigms architectures standards and innovations

**Object-oriented Software Construction** Bertrand Meyer, 1997 This volume aims to study how practicing software developers in industrial as well as academic environments can use object technology to improve the quality of the software they produce It includes topics on concurrency and Internet programming **Introduction to Computer Science with C++** Kenneth A. Lambert, Douglas W. Nance, Thomas L. Naps, 1997 Developed from the model used successfully in the Naps and Nance full year texts in Pascal this book combines Lambert and Nance s *Understanding Programming and Problem Solving with C* and Lambert and Naps s *Understanding Program Design and Data Structures with C* into a single CS1 CS2 text Hence *Introduction to Computer Science with C* solves the problem of where to begin CS2 that can occur when C is the teaching language It also saves students money they don t have to buy two separate texts This full year introduction to CS1 CS2 features a gradual approach that covers problem solving and algorithm development while giving students a solid grounding in objects and classes Throughout the book a highly structured approach to programming produces programs that are easy to read debug and modify Examples are carefully developed using pseudocode structure charts and module specifications Programming Problems and Projects at the end of each chapter feature numerous programming assignments They reflect a variety of areas business math etc and ask students to build on programs written for earlier chapters and to practice their communication skills *Fundamentals of Computer Science Using Java* David Hughes, 2002 Programming Languages Large-scale, Component-based Development Alan W. Brown, 2000 PLEASE PROVIDE PLEASE PROVIDE

*Masterminds of Programming* Federico Biancuzzi, Chromatic, 2009-03-21 Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages In this unique collection you ll learn about the processes that led to specific design decisions including the goals they had in mind the trade offs they had to make and how their experiences have left an impact on programming today Masterminds of Programming includes individual interviews with Adin D Falkoff APL Thomas E Kurtz BASIC Charles H Moore FORTH Robin Milner ML Donald D Chamberlin SQL Alfred Aho Peter Weinberger and Brian Kernighan AWK Charles Geschke and John Warnock PostScript Bjarne Stroustrup C Bertrand Meyer Eiffel Brad Cox and Tom Love Objective C Larry Wall Perl Simon Peyton Jones Paul Hudak Philip Wadler and John Hughes Haskell Guido van Rossum Python Luiz Henrique de Figueiredo and Roberto Ierusalimsky Lua James Gosling Java Grady Booch Ivar Jacobson and James Rumbaugh UML Anders Hejlsberg Delphi inventor and lead developer of C If you re interested in the people whose vision and hard work helped shape the computer industry you ll find

Masterminds of Programming fascinating

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