[Books] Object Orientation: Concepts, Analysis And Design, Languages, Databases, Graphical User Interfaces, Standards

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This revised edition surveys the technology in an extremely practical and straighforward manner, with much material devoted to examples, explanations, and clarification of concepts. C++, abstract data typing, inheritance and identity, object oriented databases, and graphical user interfaces are among the topics discussed. The authors' ability makes the conceptual informatiThis revised edition surveys the technology in an extremely practical and straighforward manner, with much material devoted to examples, explanations, and clarification of concepts. C++, abstract data typing, inheritance and identity, object oriented databases, and graphical user interfaces are among the topics discussed. The authors' ability makes the conceptual information understandable to a computer professional at almost any level and contains enough detailed technical data to get a person started on project development.

Object-Oriented Analysis and Design-Sarnath Ramnath 2010-12-06 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 Analysis, Design and Implementation-Brahma Dathan 2015-11-10 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.

Object-Oriented Analysis, Design and Implementation-Brahma Dathan 2015-10-29 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.

Object-oriented Analysis and Simulation-David R. C. Hill 1996 This book 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 meet the challenges inherent in the design and utilization of complex software systems. Following an extensive study of the major object-oriented analysis and design techniques, David Hill shows how a modelling method adapted to simulation can be translated to industrial and research applications. It illustrates how to generate automatic simulation code for the simulation and animation of manufacturing systems, and thus is the only text to provide object-oriented code generation techniques and present the design of a simulation animation builder. Finally, the book includes detailed appendices on simulation languages and an introduction to the C++ programming language.

Object-oriented Systems Analysis-David W. Embley 1992 An introduction to powerful methods for accurate and complete system analysis and specification.

Head First Object-Oriented Analysis and Design-Brett McLaughlin 2006-11-27 Provides information on analyzing, designing, and writing object-oriented software.

Object-oriented Analysis and Design-James Martin 1992 This guide covers the underlying philosophy of object orientation and demonstrates its practical usage, exploring both the analysis and the design phases of applying object-oriented techniques. The authors use an innovative approach based not on reality, but rather the way reality is understood by people (not computers). Topics covered include project management of object-oriented programs, making the transition from 00 analysis to 00 design, 00 databases and AI tools.

Object-oriented Analysis and Design with Applications-Grady Booch 2007 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

Object Oriented Methods-Ian Graham 1994 A revision of Ian Graham's successful survey of the whole area of object technology. It covers object-oriented programming, object-oriented design, object-oriented analysis, object-oriented databases, and treats several related technologies. New to this edition are more applications of object-oriented methods and over twice the material on design and analysis.

Object-Oriented Analysis and Design for Information Systems-Raul Sidnei Wazlawick 2014-02-13 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.

Object-oriented Systems Analysis and Design-Ronald J. Norman 1996 Evolutionary in approach, this book explores informatino systems development--both analysis and design--using an object-oriented methodology combined with a relational database as part of the implementation.

Object Oriented Programming-Anuradha A. Puntambekar 2020-12-01 This book covers the object oriented programming aspects using Java programming. It focuses on developing the applications both at basic and moderate level. In this book there are number of illustrative programming examples that help the students to understand the concepts. Starting from introduction to Java programming, handling of control statements, arrays, objects and classes, this book moves gradually towards Exception handling, Interfaces, Collection classes and concurrent programming with the help of Java threads. In addition, the book also covers JAVAFX basics, Event driven programming, Animations, creating GUI applications and multimedia using JAVAFX. Explanation of all the object oriented programming concepts is given in simple and expressive language. Also, the Java programs are followed by step by step explanation. This book explains the object oriented programming concepts in such a way that even if the reader having no Java programming background can develop the applications with ease.

Object-oriented Conceptual Modeling-Tharam S. Dillon 1993 This tutorial introduction to object-oriented databases examines concepts and implementations from a commercial/business viewpoint. Covers systems development and its relationship to conceptual modeling; object-oriented programming vs. traditional programming; conceptual modeling; object-oriented analysis; object-oriented expert/knowledge-based systems; and more.

Object-oriented Concepts, Databases and Applications-Jurgen Annevelink 1989

Object-oriented Programming with C++-David Parsons 1994 Provides a straightforward and practical approach to object-oriented concepts, analysis, design and programming for students on Higher National and degree courses.

Object-oriented System Development-Dennis De Champeaux 1993 With this book, software engineers, project managers, and tool builders will be able to better understand the role of analysis and design in the object-oriented (OO) software development process. This book presents a minimum set of notions and shows the reader how to use these notions for OO software construction. The emphasis is on development principles and implementation.

Object-oriented Analysis and Design with Applications-Grady Booch 1994 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.

Reliable Object-Oriented Software-Ed Seidewitz 1995 This 1998 book presents the underlying principles associated with object-orientation and its practical application.

Experiencing Object Oriented Concepts-John Mathew 2010-03

Object-Oriented Analysis and Design-Mike O'Docherty 2005-05-20 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 technologies 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 techniques. Beginning with the basic groundwork underpinning 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 shows 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.

Essays on Object-oriented Software Engineering-Edward V. Berard 1993 Examines object-oriented methods, practices, terminology, and concepts

Object Oriented Analysis and Design Using UML- 2013 "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.

Object Oriented Analysis and Design with UML-Daminni Grover 2012-01-01 Object Oriented Analysis and Design with UML covers the conceptual underpinnings of object orientation. This book provides practical guidance on the analysis and design of object oriented systems and the concepts presented are based on a solid theoretical foundation. The book deals primarily with a method of software development. Hence, appropriate for courses in software engineering and as a supplement to courses involving specific object oriented programming languages. This book introduces several tools for analysis and design including: Use case narratives and diagrams, class diagrams, sequence and collaboration diagrams, state and activity diagrams and design pattern principles. It also covers fundamental object oriented concepts such as polymorphism, inheritance, encapsulation and interfaces. The audience of this book can be divided into a number of segments. The first segment is the undergraduate and graduate students of IT programs. This book is based upon the syllabus of undergraduate and graduate courses of various Indian and international universities. The second is for the industry people like programmers, IS business analysts and IS managers so that they can effectively use object oriented technology to solve their problems.

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.

UML Distilled-Martin Fowler 2004 A guide to using UML describes major UML diagrams, their creation, and how to decipher them.

Object Oriented Technologies-Richard G. Gibson 2000 A dozen articles seek to allay the trepidation of corporations that the editor says has been inhibiting the new approach to software development from entrenching itself and taking over from older technologies that are actually known to work. None of the them discusses programming itself. They walk through the systems development life cycle, illustrate the benefits of reuse in object technology and what to do with legacy systems, and discuss some of the complex issues involved.

Structured Finance-Umberto Cherubini 2007-04-30 Structured Finance: The Object Orientated Approach is aimed at both the finance and IT professionals involved in the structured finance business with the intention of sharing common concepts and language within the industry. The financial community (structurers, pricers and risk managers) view structured products as collections of objects under the so-called replicating portfolio paradigm. The IT community use object oriented programming (OOP) techniques to improve the software updating and maintenance process. For them structured products are collections of objects as well. Despite use of the same object concept, it looks like communication between these different professional functions has been problematic. Recently, construction of standard data structures known as FpML has begun to lay out a common definition of objects, at least for plain vanilla derivatives, both between IT and financial people and across different market players. Along this line, this book builds upon the concept of object to provide frontier treatment of structured finance issues relevant to both communities engaged in building, pricing and hedging products and people engaged in designing and up-dating the corresponding software. Structured Finance: The Object Orientated Approach will enable you to: decompose a structured product in elementary constituent financial objects and risk factors (replicating portfolio) understand the basics of object oriented programming (OOP) applied to the design of structured cash flows objects build your own objects and to understand FpML data structures available for standard products gauge risk exposures of the objects in structured products to: risk factors, their volatilities and the correlation among them (which factor are you long/short? Are you long/short volatility? Are you long/short correlation?) update your risk management system to accommodate structured products with non linear exposures and to design objects to represent, price and hedge, counterparty risk

Technology of Object-oriented Languages and Systems : TOOLS 29-Dr. R. J. Mitchell 1999 The proceedings of the June 1999 conference contains brief outlines of the keynotes, tutorials and workshops, along with the 35 technical papers presented. Numerous papers discuss components, frameworks, complete architectures, and modeling. Two key aspects of the Unified Modeling Language receive s"

APPLYING UML & PATTERNS 3RD EDITION-Craig Larman 2015 Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

Concepts of Object-Oriented Programming with Visual Basic-Steven Roman 2012-12-06 As the title suggests, this book has two separate - though intertwined - goals: a description of the general concepts of object-orientation, and how to do object-oriented programming in Visual Basic. Readers are assumed to have no more than a familiarity with Visual Basic and some rudimentary knowledge of programming. Working on this premise, Steve Roman introduces the abstract concepts of object orientation, such as class, abstraction, and encapsulation, and then shows how each is implemented in a meaningful and useful application. He uses a hands-on style throughout: plenty of code is given and discussed, including error-handling. As a result, Visual Basic programmers and students will find this an invaluable introduction to the topic.

Object-Oriented Engineering-Bourne 1992-05-19 This book provides an introduction to the understanding and use of object-oriented methodologies for engineering problem solving with a specific emphasis on analysis and design. (Object-oriented programming is a general computer language methodology. The name comes from the focus on describing problems in terms of objects, both physical and conceptual).

Business Objects-Kathy Spurr 1994-09-13 Unlike most books on Object-Oriented development which concentrate almost exclusively on the methods and techniques, this book places OO in the context of the business world. Useful advice from practitioners is provided as well as descriptions of some of the new tools available.

Multimedia and Imaging Databases-Setrag Khoshafian 1996 Affordable and mainstream manipulation of multimedia data types will lead to tremendous growth in imaging and multimedia data in general computing environments. Multimedia and imaging applications can now provide benefits to common business applications by integrating voice, sound, images, animation and digitized video. Ultimately, it will be possible to convert all information that is currently stored on paper, video and film into a digitized environment. This will allow users to organize, search and route multimedia objects over local and wide area networks in real time. The authors' introductory level presentation of this new class of data types supplies the database technology required for effective manipulation and storage. Multimedia and database experts, Khoshafian and Baker aptly illustrate the ability of multimedia database systems to concurrently share, access, and query large collections of multimedia information. They introduce the elemental concepts of object and relational databases and then apply them to multimedia and imaging databases. Fundamental database topics discussed include querying, transaction support, recovery, security, and storage. This book provides information essential to the incorporation of multimedia databases that will improve the quantity and quality of information manipulated by computer users in many areas including medicine, computer aided design, and information retrieval systems.

Reverse Engineering of Object Oriented Code-Paolo Tonella 2007-03-06 Describes how to design object-oriented code and accompanying algorithms that can be reverse engineered for greater flexibility in future code maintenance and alteration. Provides essential object-oriented concepts and programming methods for software engineers and researchers.

Object-oriented Structural Analysis Using Substructures-Jun Song 1993

Rough Set and Knowledge Technology-JingTao Yao 2011-10-02 This book constitutes the refereed proceedings of the 6th International Conference on Rough Sets and Knowledge Technology, RSKT 2011, held in Banff, Canada, in September 2011. The 89 revised full papers presented together with 3 keynote lectures and 1 invited tutorial session were carefully reviewed and selected from 229 submissions. The papers are organized in topical sections on attribute reduction and feature selection, generalized rough set models, machine learning with rough and hybrid techniques, knowledge technology and intelligent systems and applications.

Object-oriented Systems Analysis and Design with UML-Robert Stumpf 2004 Appropriate for all introductory level courses on object-oriented system analysis, design, and/or programming.This book systematically introduces the concepts and methods of object-oriented systems analysis and design to students with little or no object experience. Rigorous yet extremely readable, it introduces the entire process of information system design, providing a thorough grounding in object-oriented techniques, UML, and step-by-step system development. Two of the field's most experienced instructors carefully link information systems analysis and design issues to general systems theory, offering a domain-independent view of design that maintains a clear conceptual distinction between requirements and design. After introducing basic systems concepts and the Rational Unified Process, they turn to object-oriented analysis, covering business event analysis, use cases, system sequence diagrams, domain modeling, and more. Part III focuses on system design, including overall system design based on a three-tier architecture, object-oriented program design, communication between the application layer and database, and user interface design. Finally, in Part IV, the authors offer a practical, real-world discussion of both information gathering and software project management. To support effective learning, every chapter begins with clear learning objectives and ends with summaries, lists of key terminology, review materials, exercises, discussion points, and wherever appropriate, case studies for project assignments.

Data Structures and Software Development in an Object-oriented Domain-Jean-Paul Tremblay 2003 This first edition book integrates data structures, library design, and software principles into one package. The authors begin with simple software engineering concepts, and repeatedly use them to develop applications throughout the text. The topics covered include fundamental design concepts and principles; object oriented analysis and design; and design for reuse. For computer programmers.

Information Modelling and Knowledge Bases XXIII-J. Henno 2012-01-18 Information modelling and knowledge bases have become hot topics, not only in academic communities concerned with information systems and computer science, but also wherever information technology is applied in the world of business. This book presents the proceedings of the 21st European-Japanese Conference on Information Modelling and Knowledge Bases (EJC 2011), held in Tallinn, Estonia, in June 2011. The EJC conferences provide a worldwide forum for researchers and practitioners in the field to exchange results and experiences achieved in computer science and related disciplines such as conceptual analysis, design and specification of information systems, multimedia information modelling, multimedia systems, software engineering, knowledge and process management, cross cultural communication and context modelling. Attention is also paid to theoretical disciplines including cognitive science, artificial intelligence, logic, linguistics and analytical philosophy. The selected papers (16 full papers, 9 short papers, 2 papers based on panel sessions and 2 on invited presentations), cover a wide range of topics, including database semantics, knowledge representation, software engineering, www information management, context-based information retrieval, ontology, image databases, temporal and spatial databases, document data management, process management, cultural modelling and many others. Covering many aspects of system modelling and optimization, this book will be of interest to all those working in the field of information modelling and knowledge bases.

The Unified Modeling Language- 2001