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Growing Object-Oriented Software, Guided by Tests  
Functional and Object Oriented Analysis and Design: An Integrated Methodology  
Object-Oriented Design with UML and Java  
A Student Guide to Object-Oriented Development  
Object-oriented Software Construction  
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## **BURGESS SAVANAH**

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*Applications and Approaches to Object-Oriented Software Design: Emerging Research and Opportunities* Addison-Wesley Professional

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 Design Style Guide** Addison

Wesley Longman

Notations and strategies are delivered for: designing the problem domain component; designing the human interaction component; designing the task management component; designing the data management component; applying object-oriented design with object-oriented programming language; applying object-oriented design criteria; and selecting CASE for object-oriented design.

*Management of the Object-oriented Development Process* McGraw Hill

"This book consists of a series of high-level discussions on technical and managerial issues related to object-oriented development"--Provided by publisher.

*Object-oriented Systems Analysis* John Wiley & Sons

A Student Guide to Object-Oriented Development is an introductory text that follows the software development process, from requirements capture to implementation, using an object-oriented approach. The book uses object-oriented techniques to present a practical viewpoint on developing software, providing the reader with a basic understanding of object-oriented concepts by developing the subject in an uncomplicated and easy-to-follow manner. It is based on a main worked case study for teaching purposes, plus others with password-protected answers on the web for use in coursework or exams. Readers can benefit from the authors' years of teaching experience. The book outlines standard object-oriented modelling techniques and illustrates them with a variety of

examples and exercises, using UML as the modelling language and Java as the language of implementation. It adopts a simple, step by step approach to object-oriented development, and includes case studies, examples, and exercises with solutions to consolidate learning. There are 13 chapters covering a variety of topics such as sequence and collaboration diagrams; state diagrams; activity diagrams; and implementation diagrams. This book is an ideal reference for students taking undergraduate introductory/intermediate computing and information systems courses, as well as business studies courses and conversion masters' programmes.

- Adopts a simple, step by step approach to object-oriented development
- Includes case studies, examples, and exercises with solutions to consolidate learning
- Benefit from the authors' years of teaching experience

**Object-oriented Modeling and Design**  
Sams Publishing

Jia (software engineering, DePaul University) helps readers develop skills in designing software, and especially in writing object-oriented programs using Java. The text provides broad 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. This second edition offers expanded coverage of design patterns, enhanced material on UML, and a new introduction to the iterative software development process made popular by extreme programming. Learning features include chapter summaries, exercises, and projects.

**Object-Oriented Analysis and Design**  
Pearson Education

Computer Science Workbench is a

monograph series which will provide you with an in depth working knowledge of current developments in computer technology. Every volume in this series will deal with a topic of importance in computer science and elaborate on how you yourself can build systems related to the main theme. You will be able to develop a variety of systems, including computer software tools, computer graphics, computer animation, database management systems, and computer-aided design and manufacturing systems. Computer Science Workbench represents an important new contribution in the field of practical computer technology.

Tosiyasu L. Kunii  
Preface The goal of this book is to give concrete answers to questions such as what object oriented databases are, why they are needed, how they are implemented, and how they are applied, by describing a research prototype object-oriented database system called Jasmine. That is, this book is aimed at creating a consistent view to object-oriented databases. The contents of this book are directly based on the results of the Jasmine project conducted at Fujitsu Laboratories, Ltd. The book is a polished version of my doctoral dissertation, which includes research papers which I have authored and published.

**Growing Object-Oriented Software, Guided by Tests** John Deacon  
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.

*Functional and Object Oriented Analysis and Design: An Integrated Methodology*  
Prentice Hall

Covering the breadth of a large topic,

this book provides a thorough grounding in object-oriented concepts, the software development process, UML and multi-tier technologies. After covering some basic ground work underpinning OO software projects, the book follows the steps of a typical development project (Requirements Capture - Design - Specification & Test), showing how an abstract problem is taken through to a concrete solution. The book is programming language agnostic - so code is kept to a minimum to avoid detail and deviation into implementation minutiae. A single case study running through the text provides a realistic example showing development from an initial proposal through to a finished system. Key artifacts such as the requirements document and detailed designs are included. For each aspect of the case study, there is an exercise for the reader to produce similar documents for a different system.

Object-Oriented Design with UML and Java MIT Press

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

A Student Guide to Object-Oriented Development Elsevier

Software -- Software Engineering.  
*Object-oriented Software Construction*  
Addison-Wesley Professional

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 Systems Analysis**

CRC Press

Software -- Software Engineering.  
*Object-Oriented Systems Development*  
Prentice Hall

UML (Unified Modeling Language) has become the standard notation for modeling O-O systems and is embraced by major software developers like Microsoft and Oracle. This title covers Object Oriented (O-O) concepts, tools, development life cycle, problem solving, modeling, analysis, and design, while utilizing UML for O-O modeling.

*Object-oriented Software Construction*  
Igi Global

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself.

However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively:

getting started, and maintaining your momentum throughout the project  
Creating cleaner, more expressive, more sustainable code  
Using tests to stay relentlessly focused on sustaining quality  
Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project  
Using Mock Objects to guide object-oriented designs  
Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

Object-oriented Systems Development  
Addison-Wesley Professional

Although the theory of object-oriented programming languages is far from complete, this book brings together the most important contributions to its development to date, focusing in particular on how advances in type systems and semantic models can contribute to new language designs. The fifteen chapters are divided into five parts: Objects and Subtypes, Type Inference, Coherence, Record Calculi, and Inheritance. The chapters are organized approximately in order of increasing complexity of the programming language constructs they consider - beginning with variations on Pascal- and Algol-like languages, developing the theory of illustrative record object models, and concluding with research directions for building a more comprehensive theory of object-oriented programming languages. Part I discusses the similarities and differences between "objects" and algebraic-style abstract data types, and the fundamental concept of a subtype. Parts II-IV are concerned with the "record model" of object-oriented languages. Specifically, these chapters discuss static and dynamic semantics of languages with simple object models

that include a type or class hierarchy but do not explicitly provide what is often called dynamic binding. Part V considers extensions and modifications to record object models, moving closer to the full complexity of practical object-oriented languages. Carl A. Gunter is Professor in the Department of Computer and Information Science at the University of Pennsylvania. John C. Mitchell is Professor in the Department of Computer Science at Stanford University.

*Object-Oriented Design and Programming with C++* Prentice Hall

This book approaches system analysis and design with an object-oriented perspective, faithful to UML and others currently in use in many organizations. The SDC is central in the development of an information system; the book shows how each step of the SDC builds on itself. It provides readers with a strong systematic framework, linking one chapter to the next; this approach enables readers to easily learn object-oriented system analysis and design. All terminology and diagrams are UML compliant. A running case (The Pine Valley Furniture Webstore) is used throughout the book as an example. Readers can develop, propose, implement, and maintain a Webstore, learning through doing. The end-of-chapter case, Broadway Entertainment Company Inc., shows readers how a fictional video and record retailer develops an object-oriented application. Coverage includes: foundations for object-oriented systems development; project planning and management; systems analysis; systems design; and systems implementation and operation. An excellent "how-to" guide for systems analysts and designers.

Object-oriented Software Engineering

Addison-Wesley

Ebook: Object-Oriented Systems Analysis and Design Using UML

*Object-oriented Analysis and Design with Applications* Springer Science & Business Media

An introduction to powerful methods for accurate and complete system analysis and specification.

**Object-oriented Analysis and Design**  
Academic Press

Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth

Edition helps students develop the core skills required to plan, design, analyze, and implement information systems.

Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

**Pitfalls of Object-oriented**

**Development** Pearson Education India

The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and

Powerful Ruby Applications Ruby's

widely admired ease of use has a

downside: Too many Ruby and Rails

applications have been created without concern for their long-term maintenance

or evolution. The Web is awash in Ruby

code that is now virtually impossible to

change or extend. This text helps you

solve that problem by using powerful

real-world object-oriented design

techniques, which it thoroughly explains

using simple and practical Ruby

examples. This book focuses squarely on

object-oriented Ruby application design.

Practical Object-Oriented Design in Ruby

will guide you to superior outcomes,

whatever your previous Ruby

experience. Novice Ruby programmers

will find specific rules to live by;

intermediate Ruby programmers will find

valuable principles they can flexibly

interpret and apply; and advanced Ruby

programmers will find a common

language they can use to lead

development and guide their colleagues.

This guide will help you Understand how

object-oriented programming can help

you craft Ruby code that is easier to

maintain and upgrade Decide what

belongs in a single Ruby class Avoid

entangling objects that should be kept

separate Define flexible interfaces

among objects Reduce programming

overhead costs with duck typing

Successfully apply inheritance Build

objects via composition Design cost-

effective tests Solve common problems

associated with poorly designed Ruby

code

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