

Object-oriented Methods

Graham, Ian

Object Oriented Methods A Practical Introduction

Mark Van Harmelen

Object Oriented Methods A Practical Introduction:

The Object Constraint Language Jos B. Warmer, Anneke G. Kleppe, 2003 bull Learn to better leverage the significant power of UML 2.0 and the Model Driven Architecture standard bull The OCL helps developers produce better software by adding vital definition to their designs bull Updated to reflect the latest version of the standard OCL 2.0 **Applying Use Case Driven Object Modeling with UML** Doug Rosenberg, Kendall Scott, 2001 This is the fourth report on mothers and babies in NSW to combine the annual reports of the NSW Midwives Data Collection MDC the Neonatal Intensive Care Units Data Collection and the NSW Birth Defects Register Page 9 **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 **UML and C++** Richard C. Lee, William M. Tepfenhart, 1997 If you are interested in learning object oriented technology using UML Unified Modeling Language and C then this guide from two leading software developers at Bell Laboratories of Lucent Technologies and AT&T teaches the professional to make and trade off decisions to meet business needs explains the differences among object oriented analysis object oriented design and object oriented programming provides a strategy for employing all the steps of object oriented technology fully worked case study that takes the reader through the entire development process every concept is introduced with an example **Real-time Design Patterns** Bruce Powel Douglass, 2003 This revised and enlarged edition of a classic in Old Testament scholarship reflects the most up to date research on the prophetic books and offers substantially expanded discussions of important new insight on Isaiah and the other prophets

Journal of Object-oriented Programming, 1999 **Analysis Patterns** Martin Fowler, 1997 Martin Fowler is a consultant specializing in object oriented analysis and design This book presents and discusses a number of object models derived from various problem domains All patterns and models presented have been derived from the author's own consulting work and are based on real business cases **Use Case Modeling** Kurt Bittner, Ian Spence, 2003 Discusses how to define and organize use cases that model the user requirements of a software application The approach focuses on identifying all the parties who will be using the system then writing detailed use case descriptions and structuring the use case model An ATM example runs throughout the book The authors work at Rational Software Annotation copyrighted by Book News Inc Portland OR

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 **The Object-oriented Enterprise** Rob Mattison, Michael J. Sipolt, 1994 A business oriented practitioner's guide to creating an object oriented DBMS for the real world It covers all the fundamental building blocks of object oriented

databases detailing how they work and how programs and objects interact It s packed with proven techniques for modeling and designing effective systems including many coding examples Understanding Object-oriented Software Engineering Stefan Sigfried,1996 Software Software Engineering Software Configuration Management Strategies and Rational ClearCase Brian A. White,2000 An introduction to the core practices of software configuration management a software engineering discipline that secures against cost over runs while insuring project timeliness and quality The Art of ClearCase Deployment Christian D. Buckley,Darren W. Pulsipher,2005 Real Time UML Bruce Powel Douglass,2004 Covers UML 2.0 **Aspect-oriented Analysis and Design** Siobhán Clarke,Elisa Baniassad,2005 An introduction for developers who need practical information to make the significant shift to aspect oriented development **The Art of Objects** Yun-Tung Lau,2001 The Art of Objects offers an extensive overview of the long standing principles of object technology along with leading edge developments in the field It will give you a greater understanding of design patterns and the know how to use them to find effective solutions to a wide range of design challenges And because the book maintains an approach independent of specific programming languages the concepts and techniques presented here can be applied to any object oriented development environment Using the Unified Modeling Language UML The Art of Objects examines numerous static and dynamic practical object design patterns illustrated by real life case studies that demonstrate how to put the patterns to work You will also find discussion of basic concepts of database management and persistent objects and an introduction to advanced topics in object modeling and interface design patterns Moving beyond the design level the book also covers important concepts in object oriented architecture Specific topics include Object creation and destruction associations and links aggregation inheritance and other object design fundamentals UML notation basics for static and dynamic

Object Modeling and User Interface Design Mark Van Harmelen,2001 Object Modeling and User Interface Design merges theories with practical techniques to create methods for the design to today s systems By reading this book you will gain an understanding of the benefits of integrating object oriented analysis approaches with human computer interaction design and learn how to systematically design interactive systems for their human users BOOK JACKET Subject Guide to Books in Print ,2001 **Modeling XML Applications with UML** David Carlson,2001 XML is rapidly becoming the standard platform for delivering e Business information and integrating e Business systems XML developers desperately need mature software development processes and tools for developing effective applications David Carlson fills the gap showing exactly how to leverage the worldwide UML standard for modeling complex systems in advanced XML development In Modeling XML Applications with UML he presents the first comprehensive framework for modeling communications in any B2B software system Carlson presents in depth coverage of UML based analysis design and modeling of XML content within e Business environments The book includes detailed coverage of using UML to support the creation of new XML based B2B vocabularies and industry portals that reflect the requirements of several key stakeholder communities including consumers

business analysts web application specialists system integration specialists and content developers Carlson presents several B2B use cases and then decomposes them into scenarios illustrated with class diagrams sequence diagrams and activity diagrams showing how XML fits into an overall e Business solution Each chapter concludes with steps for success that distill UML's general principles into specific recommendations for action

Designing Software Product Lines with UML

Hassan Gomaa,2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa's process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author's wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2.0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based

software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2.0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics

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