

Object Oriented Analysis And Design James Rumbaugh

Object-oriented Modeling and Design
Object-oriented Modeling and Design with UML
CIO Guide to Applying the UML
Object-oriented Modeling and Design for Database Applications
Enterprise Modeling with UML
Constructing the Infrastructure for the Knowledge Economy
Systems Analysis and Design in a Changing World
Object Modeling and User Interface Design
UML Demystified
Designing Software Product Lines with UML
Designing Concurrent, Distributed, and Real-time Applications with UML
Designing Object-oriented C++ Applications Using the Booch Method
Use Case Driven Object Modeling with UML
Enabling Technology for Simulation Science
The Art of Objects
Object-Oriented Requirements Analysis and Logical Design
Systems Analysis and Design
Proceedings of the PCTE '93 Conference
The American Mathematical Monthly
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this text applies object oriented techniques to the entire software development cycle

the revision offers a crisp clear explanation of the basics of object oriented thinking via uml models then presents a process for applying these principles to software development including c java and relational databases an integrated case study threads

throughout the book illustrating key ideas as well as their application

cio magazine launched in 1987 provides business technology leaders with award winning analysis and insight on information technology trends and a keen understanding of its role in achieving business goals

guide to successfully applying the uml offers a tool independent and process independent roadmap for successfully applying the unified modeling language uml the uml is a modeling language for specifying visualizing constructing and documenting the artifacts of a system intensive process it was originally conceived by rational software corporation and three of the most prominent methodologists in the information systems and technology industry grady booch james rumbaugh and ivar jacobson the language has gained significant industry support from various organizations via the uml partners consortium and has been submitted to and approved by the object management group as a standard this book works in concordance with references to offer a suite of practical real world examples to help novice and expert users of the uml to understand the whole language holistically and cohesively including rules of usage and principles of composition style guidelines and a roadmap for successfully applying the uml the examples are presented in a fairly intuitive evolutionary manner that demonstrate the key concepts of the uml and help readers explore the wide range of uses of the uml

written from a software engineering perspective this book shows programmers developers how to build object oriented database applications for distributed client server environments using the newest update of the omt methodology uml

cd rom contains java and xml implementations of ideas and models described in the appendix

constructing the infrastructure for the knowledge economy methods and tools theory and practice is the proceedings of the 12th international conference on information systems development held in melbourne australia august 29 31 2003 the purpose of these proceedings is to provide a forum for research and practice addressing current issues associated with information systems development isd isd is undergoing dramatic transformation every day new technologies applications and methods raise the standards for the quality of systems expected by organizations as well as end users all are becoming more dependent on the systems reliability scalability and performance thus it is crucial to exchange ideas and experiences and to stimulate exploration of new solutions this proceedings provides a forum for just that addressing both technical and organizational issues

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

there s no easier faster or more practical way to learn the really tough subjects uml demystified explains how to read model and use uml to create well structured stable software products this self teaching guide comes complete with key points background information quizzes at the end of each chapter and even a final exam simple enough for beginners but challenging enough for advanced students this is a lively and entertaining brush up introductory text or classroom supplement

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

suitable for real world systems that deal with complex issues such as concurrency and real time constraints providing detailed guidelines this book is useful for software engineers

for senior graduate level courses on object oriented design using c and the booch bc ood book a practical problem solving approach to the fundamental concepts of object oriented design and their application using c this book is written for the engineer in the trenches it is a serious guide for practitioners of object oriented design the style is narrative and accessible for the beginner and yet the topics are covered in enough depth to be relevant to the consummate designer the principles of ood explained one by one

and then demonstrated with numerous examples and case studies

this compact book helps application developers bridge the gap between the theory of the newly created unified software development process and the practical realities necessary to design and build a software system the authors present the key ingredients of the unified process and demonstrate how the process was conceived to work with uml emphasizing the application of use cases as a primary design tool the book incorporates a wealth of practical experience showcased by four case studies a hospital information system a video on demand system a portfolio management system and a vehicle navigation ivhs system

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 dyna

using a rigorous technical approach it is written by a leader in the field who has developed his own object oriented design techniques covers object oriented design of software from requirements analysis to design principles that can be applied for all types of software ranging from large to extremely complex to real time systems the methods discussed can be used with either object oriented or object based language contains a copious amount of practical examples

wanted intelligent motivated individuals for high paying systems analyst and design positions this practical no nonsense textbook provides you with the rich foundation you need to enter the exciting field of systems analysis and design and helps you gain the core skills that will ensure a successful and rewarding career each chapter in the text describes one part of the sad process provides clear explanations on how to do it gives a detailed example and then includes exercises that allow you to practice what you ve learned the focus is on the specific tasks that analysts need to accomplish over the course of a project and the deliverables that will be produced from the tasks as you complete the book tasks are checked off and deliverables completed and filed in a

project binder along the way you are reminded of your progress using roadmaps that indicate where the current task fits into the larger context of sad the result is that you come to understand how to use this process in a real situation and acquire key skills that you'll use throughout your career other features of the text a running case integrated throughout gives you the chance to apply each new skill they learn object oriented techniques currently used in practice are introduced stories feedback and advice from a diverse group of professionals and consultants provide real world insight topics are presented in the order in which an analyst encounters them in a typical project each chapter has several mini cases that give an example of a real life situation to illustrate key concepts in action

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Conclusion

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