Object Oriented Software Engineering Ivar Jacobson

Object-oriented Software EngineeringOBJECT-ORIENTED SOFTWARE ENGINEERINGObject-Oriented SoftwareObject Oriented Software EngineeringSoftware Engineering: A Hands-On ApproachClassical and Object-oriented Software EngineeringObject-oriented software engineeringClassical and Object-oriented Software Engineering with UML and JavaObject Oriented Software EngineeringObject-oriented Software EngineeringTesting Object-Oriented SoftwareUnderstanding Object-oriented Software EngineeringObject-oriented Software EngineeringObject-oriented Software EngineeringDesign Patterns for Object-oriented Software DevelopmentClassical and Object-oriented Software Engineering with UML and C++Object-oriented SoftwareObject-Oriented Software Engineering: Practical Software Development using UML and JavaObject-oriented Software Engineering with UMLClassical and Object-oriented Software Engineering with UML and C++ Ivar Jacobson YOGESH SINGH Luiz Fernando Capretz Object Oriented Software Engineering Roger Y. Lee Stephen R. Schach Timothy C. Lethbridge Stephen R. Schach Deven N. Shah Steve Halladay Imran Bashir Stefan Sigfried Bernd Bruegge Ivar Jacobson Wolfgang Pree Stephen R. Schach Miriam A. M. Capretz Timothy Lethbridge Roger Y. Lee Stephen R. Schach

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based on objectory which is the first commercially avilable comprehensive object orientd process for developing large scale industrial systems

this comprehensive and well written book presents the fundamentals of object oriented software engineering and discusses the recent technological developments in the field it focuses on object oriented software engineering in the context of an overall effort to present object oriented concepts techniques and models that can be applied in software estimation analysis design testing and quality improvement it applies unified modelling language notations to a series of examples with a real life case study the example oriented approach followed in this book will help the readers in understanding and applying the concepts of object oriented software engineering quickly and easily in various application domains this

book is designed for the undergraduate and postgraduate students of computer science and engineering computer applications and information technology key features provides the foundation and important concepts of object oriented paradigm presents traditional and object oriented software development life cycle models with a special focus on rational unified process model addresses important issues of improving software quality and measuring various object oriented constructs using object oriented metrics presents numerous diagrams to illustrate object oriented software engineering models and concepts includes a large number of solved examples chapter end review questions and multiple choice questions along with their answers

this is a textbook for a course in object oriented software engineering at advanced undergraduate and graduate levels as well as for software engineers it contains more than 120 exercises of diverse complexity the book discusses fundamental concepts and terminology on object oriented software development assuming little background on software engineering and emphasizes design and maintenance rather than programming it also presents up to date and easily understood methodologies and puts forward a software life cycle model which explicitly encourages reusability during software development and maintenance

object oriented software engineering is a definitive resource that offers a comprehensive exploration of the principles methodologies and practical applications of object oriented approaches in software engineering authored by ms sonia wadhwa mr prince kumar sahu mr vishnu prasad verma mr v ramu and mr k surendra reddy this book is designed for students educators and professionals in the field of computer science and engineering it begins with an introduction to software engineering and the importance of modularity abstraction and reusability providing a strong foundation for understanding object oriented design the book covers key topics such as software process models agile development methodologies requirement analysis and the use of unified modeling language uml for object modeling readers are guided through various stages of software engineering including software design testing maintenance and project management with a focus on real world applications and case studies advanced concepts such as design patterns architectural styles and object oriented frameworks like the unified process up and rational unified process rup are explored in depth practical examples and detailed explanations help bridge the gap between theoretical knowledge and industrial practices published by quill tech publications in november 2024 this book is an invaluable resource for understanding how object oriented methods can address complex software development challenges whether developing small scale applications or managing large enterprise systems object oriented software engineering equips readers with the tools and techniques needed to design robust scalable and maintainable software solutions

this textbook provides a progressive approach to the teaching of software engineering first readers are introduced to the core concepts of the object oriented methodology which is used throughout the book to act as the foundation for software engineering and programming practices and partly for the software engineering process itself then the processes involved in software engineering are explained in more detail especially methods and their applications in design implementation testing and measurement as they relate to software engineering projects at last readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands on project the impact of such a format is the potential for quicker and deeper understanding readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in

later chapters

venturing beyond c programming this text shows how to engineer software products using object oriented principles it covers gathering requirements specifying objects object verification defining relations between objects translating object design into code object testing and software maintenance

addressing various aspects of object oriented software techniques with respect to their impact on testing this text argues that the testing of object oriented software is not restricted to a single phase of software development the book concentrates heavily on the testing of classes and of components or sub systems and a major part is devoted to this subject c is used throughout this book that is intended for software practitioners managers researchers students or anyone interested in object oriented technology and its impacts throughout the software engineering life cycle

software software engineering

this book is based on object oriented techniques applied to software engineering employing the latest technologies such as uml patterns and java bernd bruegge and allen h dutoit offer a cohesive class tested presentation of object oriented software engineering in a step by step format based on ten years of teaching and real world software engineering experience this text teaches practical experience in developing complex software appropriate for software engineering project courses as well as industry r d practitioners the reader benefits from timely exposure to state of the art tools and methods unlike other texts based on the teaching premise of multiple classes or developing multiple systems this book focuses on techniques and applications in a reasonably complex environment such as multi team development projects including 20 to 60 participants the book is based on concrete examples from real applications such as accident management emissions modeling facility management and centralized traffic control provides an integrated communication infrastructure for distributed development shows the state of the art in software engineering uml java design patterns distributed development and multiproject management illustrates how the reader learns to develop in a distributed team with hands on experience on real system development problems offers a cd rom containing the materials used in courses taught by the authors problem statements requirement analysis documents system design documents test manuals prototypes and all the artifacts produced during the development of a facility management system presents companion website prenhall com bruegge withsupplemental material such as problem statements requirement analysis documents system design documents test manuals and solutions to exercises

software software engineering

this book covers the essential knowledge and skills needed by a student who is specializing in software engineering readers will learn principles of object orientation software development software modeling software design requirements analysis and testing the use of the unified modelling language to develop software is taught in depth many concepts are illustrated using complete examples with code written in java

the object oriented paradigm supplements traditional software engineering by providing solutions to common problems such as modularity and reusability objects can be written for a specific purpose acting as an encapsulated black box api that can work with other components by forming a complex system this book provides a comprehensive overview of

the many facets of the object oriented paradigm and how it applies to software engineering starting with an in depth look at objects the book naturally progresses through the software engineering life cycle and shows how object oriented concepts enhance each step furthermore it is designed as a roadmap with each chapter preparing the reader with the skills necessary to advance the project this book should be used by anyone interested in learning about object oriented software engineering including students and seasoned developers without overwhelming the reader this book hopes to provide enough information for the reader to understand the concepts and apply them in their everyday work after learning about the fundamentals of the object oriented paradigm and the software engineering life cycle the reader is introduced to more advanced topics such as web engineering cloud computing agile development and big data in recent years these fields have been rapidly growing as many are beginning to realize the benefits of developing on a highly scalable automated deployment system combined with the speed and effectiveness of agile development legacy systems are beginning to make the transition to a more adaptive environment core features 1 provides a thorough exploration of the object oriented paradigm 2 provides a detailed look at each step of the software engineering life cycle 3 provides supporting examples and documents 4 provides a detailed look at emerging technology and standards in object oriented software engineering

this text provides an introduction to the process of software engineering the revision concentrates on updating the book to reflect the most current trends and innovations in the field the universal modeling language uml has become an industry standard and now permeates this new edition in this text it is used for object oriented analysis and design as well as when diagrams depict objects and their interrelationships design patterns frameworks and software architecture have also become a popular topic in the field of software engineering and are part of a new chapter on reuse portability and inoperability the inoperabilty material includes sections on such hot topics as ole com and corba some material from the 3rd edition has been reorganized into a new chapter on planning and estimating including feature points and cocomo ii while the text has been updated the traditonal features which have defined the previous three editions of schach s book have been retained these include a balanced coverage of the object oriented model along with the classical model as reflected in the title and an emphasis on metrics the special considerations of object oriented life cycle models object oriented analysis and object oriented design are also retained in this edition

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