

Object Oriented Design Heuristics

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Object-Oriented Design Knowledge: Principles, Heuristics and Best Practices
Heuristics for Object-oriented Design
Knowledge-based Software Engineering
Object-oriented Design in Java
Software Development, Design and Coding
Asia-Pacific Software Engineering Conference, 1996
An empirical investigation of an object-oriented design heuristic for maintainability
Encyclopedia of Library and Information Science, Second Edition - Perspectives of System Informatics
Dr. Dobb's Journal
Journal of Object-oriented Programming
Waste Is Information
ACM SIGPLAN Notices
Designing Flexible Object-oriented Systems with UML
Modular Programming Languages
Introduction to Software Engineering Design
Object-oriented Design
AntiPatterns and Patterns in Software Configuration Management
Sams Teach Yourself Data Structures and Algorithms in 24 Hours
Arthur J. Riel Garz s, Javier Cleveland Augustine Gibbon Ėnn Kharal'dovich Tyugu Stephen Gilbert John F. Dooley Miriam Drake Dines Bjørner Dietmar Offenhuber Charles Richter Christopher John Fox Peter Robinson William J. Brown Robert Lafore
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this tutorial based approach born out of the author's extensive experience developing software teaching thousands of students

and critiquing designs in a variety of domains allows you to apply the guidelines in a personalized manner

the software engineering community has advanced greatly in recent years and we currently have numerous defined items of knowledge such as standards methodologies methods metrics techniques languages patterns knowledge related to processes concepts etc the main objective of this book is to give a unified and global vision about micro architectural design knowledge analyzing the main techniques experiences and methods provided by publisher

this publication addresses the research in theoretical foundations practical techniques software tools applications and or practical experiences in knowledge based software engineering the book also includes a new field research in web services and semantic web this is a rapidly developing research area promising to give excellent practical outcome and interesting for theoretically minded as well as for practically minded people the largest part of the papers belongs to a traditional area of applications of artificial intelligence methods to various software engineering problems another traditional section is application of intelligent agents in software engineering a separate section is devoted to interesting applications and special techniques related in one or another way to the topic of the conference publisher s website

targeting the needs of java application programmers this book uses an experience based hands on approach the cd rom contains the code warrior lite multi platform integrated development environment ide and borland s jbuilder trial version

learn the principles of good software design and how to turn those principles into great code this book introduces you to software engineering from the application of engineering principles to the development of software you ll see how to run a software development project examine the different phases of a project and learn how to design and implement programs that solve specific problems it s also about code construction how to write great programs and make them work whether you re new to programming or have written hundreds of applications in this book you ll re examine what you already do and you ll investigate ways to improve using the java language you ll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs with software development design and coding author and professor john dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding what you ll learn review modern

agile methodologies including scrum and lean programming leverage the capabilities of modern computer systems with parallel programming work with design patterns to exploit application development best practices use modern tools for development collaboration and source code controls who this book is for early career software developers or upper level students in software engineering courses

the three keynote addresses cover the new for new software technology principles of software evolution and auditing informal software testing and analysis processes others of the 41 papers consider a design metric for module coupling a class testing technique based on data binding safety analysis using colored petri nets a dynamic extension for specifying distributed systems designing and implementing dynamically reconstructing system software a dialog oriented user interface generation mechanism real time system design tools based on a real time object model and other topics no subject index annotation copyrighted by book news inc portland or

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this book constitutes the refereed post conference proceedings of the second international andrei ershov memorial conference on system informatics held in akademgorodok novosibirsk russia in june 1996 the 27 revised full papers presented together with 9 invited contributions were thoroughly refereed for inclusion in this volume the book is divided in topical sections on programming methodology artificial intelligence natural language processing machine learning dataflow and concurrency models parallel programming supercompilation partial evaluation object oriented programming semantics and abstract interpretation programming and graphical interfaces and logic programming

the relationship between infrastructure governance and the ways we read and represent waste systems examined through three waste tracking and participatory sensing projects waste is material information landfills are detailed records of everyday consumption and behavior much of what we know about the distant past we know from discarded objects unearthed by archaeologists and interpreted by historians and yet the systems and infrastructures that process our waste often remain opaque in this book dietmar offenhuber examines waste from the perspective of information considering emerging practices and technologies for making waste systems legible and how the resulting datasets and visualizations shape infrastructure governance he does so by looking at three waste tracking and participatory sensing projects in seattle são paulo and boston offenhuber expands the notion of urban legibility the idea that the city can be read like a text to introduce the concept of infrastructure legibility he argues that infrastructure governance is enacted through representations of the infrastructural system and that these representations stem from the different stakeholders interests which drive their efforts to make the system legible the trash track project in seattle used sensor technology to map discarded items through the waste and recycling systems the forager project looked at the informal organization processes of waste pickers working for brazilian recycling cooperatives and mobile systems designed by the city of boston allowed residents to report such infrastructure failures as potholes and garbage spills through these case studies offenhuber outlines an emerging paradigm of infrastructure governance based on a complex negotiation among users technology and the city

this is billed as the only book that puts all the features of the uml notation system into the context of a fully developed example an order processing system contains the unique insights of an experienced consultant who has coached companies on object oriented design and programming

the focus of introduction to software engineering design is the processes principles and practices used to design software products key topics the discipline of design generic design processes and managing design are introduced in part i part ii covers software product design use case modeling and user interface design part iii of the book is its core and covers enginnering data anaylsis including conceptual modeling and both architectural and detailed engineering design market this book is for anyone interested in learning software design

papers from a tutorial and demonstration in london of hood hierarchical object oriented design which was developed by the european space agency as a design method for the ada computer language

introduction to patterns and antipatterns the nature of a patterns a brief tutorial the lost disciplines a system engineering perspective the father of all management antipatterns software engineering antipatterns and patterns software configuration management pattern and antipatterns management and process patterns and antipatterns requirements and testing patterns and antipatterns conclusions and resources

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