

Object Oriented Analysis And Design James Rumbaugh

Object-oriented Modeling and Design
Object-oriented Modeling and Design with UML
Object-oriented Modeling and Design for Database Applications
Object Modeling and User Interface Design
Designing Concurrent, Distributed, and Real-time Applications with UML
Systems Analysis and Design in a Changing World
UML Demystified
Introduction to Software Engineering Design
A Generic Framework for Formalizing Object-oriented Modeling
Notations for Embedded Systems Development
Designing Flexible Object-oriented Systems with UML
Software Architecture
Designing Software Product Lines with UML
OOIS 2001
OOIS' 95
Using UML
The Object Constraint Language
Objects, Components, and Frameworks with UML
Visual C# 2008
MSDN Magazine
Designing Object-oriented C++ Applications Using the Booch Method
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Hassan Gomaa John W. Satzinger Paul Kimmel Christopher John Fox William Eugene McUmber Charles Richter Mary Shaw
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Martin

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

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

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

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

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

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 anyalisis

including conceptual modeling and both architectural and detailed engineering design market this book is for anyone interested in learning software design

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

introduction architectural styles case studies shared information systems architectural design guidance formal models and specifications linguistics issues tools for architectural design education of software architects

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

this volume contains the papers presented at the 7th international conference on object oriented information systems oois 2001 the conference was hosted by the university of calgary calgary canada on 27 29 august 2001 the theme of oois1 was object oriented and based frameworks for information systems the papers published in this volume highlight the contributions of leading researchers and practitioners in the field of object technology and information systems the topics covered include oo foundations oo modeling and analysis oois processes xml based is oo based reuse oo frameworks oo and web testing use case for requirement analysis oo case tools oo virtual environments and real time systems it process assessment and improvement industrial experience and case studies based is component based oois software engineering metrics and analysis production line and requirements engineering grids the next generation technologies for the internet e business enterprise frameworks and perspectives on future development

oois 95 object oriented information systems 95 contains contributions from leading researchers and practitioners working on object oriented technology and its application in information systems design and development the book has a strong practical focus and contains much technical insight of particular relevance to professionals working in the field the papers cover two main areas of the field academic research trends into object oriented concepts and principles and state of the art applications in industry among the specific topics covered are modelling knowledgebases software development interface design object databases distributed databases and emerging object technologies all those working in the field of information technology will find the book a useful source of reference

this textbook develops an understanding of the software development process and provides design practice using uml focusing on design techniques it describes the software process and lifecycle and covers the main terms and concepts of object orientation and component based engineering case studies illustrate the issues involved in real life design including real time systems data oriented and component based design

a practical guide to the ocl part of the uml 1 1 standard of the omg this title is designed for software architects designers and developers the authors pragmatic approach and illustrative use of examples help application developers to quickly get up to speed with this important object modeling technique

using the catalysis approach objects components and frameworks with uml details the recurring patterns within uml catalysis is a rapidly emerging uml based method for component and framework based development with objects and it is gaining popularity because it allows developers to more easily build business models requirement specs designs and code the authors describe a unique uml based approach to precise specification of component interfaces using a type model by identifying patterns in this notational language the authors provide application developers and system architects with well defined and reusable techniques that help them build open distributed object systems from components and frameworks expected availability september 1998

created by world renowned programming instructors paul and harvey deitel visual c 2008 how to program third edition introduces all facets of the c 2008 language through the deitels signature live code approach that features hundreds of working programs this book has been thoroughly updated to reflect the major innovations microsoft has incorporated in visual c 2008 and net 3 5 the many new platform features covered include linq language integrated query windows presentation foundation wpf asp net ajax and the microsoft ajax library silverlight based rich internet application development and creating services with windows communication foundation wcf new language features introduced in this edition automatic properties object initializers partial classes and methods anonymous methods lambda expressions extension methods anonymous types and collection initializers extensively updated coverage of delegates and more sophisticated techniques including searching sorting data structures generics and collections

appendices provide essential programming reference material on topics ranging from number systems to the visual studio debugger uml 2 to unicode and ascii appropriate for all basic to intermediate level visual c 2008 programmers

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

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