

Object Oriented Design With UML And Java

GETTING THE BOOKS **OBJECT ORIENTED DESIGN WITH UML AND JAVA** NOW IS NOT TYPE OF INSPIRING MEANS. YOU COULD NOT UNACCOMPANIED GOING IN THE SAME WAY AS BOOK GROWTH OR LIBRARY OR BORROWING FROM YOUR CONTACTS TO READ THEM. THIS IS AN NO QUESTION SIMPLE MEANS TO SPECIFICALLY GET LEAD BY ON-LINE. THIS ONLINE DECLARATION OBJECT ORIENTED DESIGN WITH UML AND JAVA CAN BE ONE OF THE OPTIONS TO ACCOMPANY YOU SUBSEQUENTLY HAVING EXTRA TIME.

IT WILL NOT WASTE YOUR TIME. BELIEVE ME, THE E-BOOK WILL UNCONDITIONALLY HEAVENS YOU EXTRA SITUATION TO READ. JUST INVEST TINY MATURE TO RIGHT OF ENTRY THIS ON-LINE PUBLICATION **OBJECT ORIENTED DESIGN WITH UML AND JAVA** AS SKILLFULLY AS EVALUATION THEM WHEREVER YOU ARE NOW.

OBJECT-ORIENTED ANALYSIS AND DESIGN - SARNATH RAMNATH 2010-12-06

OBJECT-ORIENTED ANALYSIS AND DESIGN (OOAD) HAS OVER THE YEARS, BECOME A VAST FIELD, ENCOMPASSING SUCH DIVERSE TOPICS AS DESIGN PROCESS AND PRINCIPLES, DOCUMENTATION TOOLS, REFACTORING, AND DESIGN AND ARCHITECTURAL PATTERNS. FOR MOST STUDENTS THE LEARNING EXPERIENCE IS INCOMPLETE WITHOUT IMPLEMENTATION. THIS NEW TEXTBOOK PROVIDES A COMPREHENSIVE INTRODUCTION TO OOAD. THE SALIENT POINTS OF ITS COVERAGE ARE: • A SOUND FOOTING ON OBJECT-ORIENTED CONCEPTS SUCH AS CLASSES, OBJECTS, INTERFACES, INHERITANCE, POLYMORPHISM, DYNAMIC LINKING, ETC. • A GOOD INTRODUCTION TO THE STAGE OF REQUIREMENTS ANALYSIS. • USE OF UML TO DOCUMENT USER REQUIREMENTS AND DESIGN. • AN EXTENSIVE TREATMENT OF THE DESIGN PROCESS. • COVERAGE OF IMPLEMENTATION ISSUES. • APPROPRIATE USE OF DESIGN AND ARCHITECTURAL PATTERNS. • INTRODUCTION TO THE ART AND CRAFT OF REFACTORING. • POINTERS TO RESOURCES THAT FURTHER THE READER'S KNOWLEDGE. ALL THE MAIN CASE-STUDIES USED FOR THIS BOOK HAVE BEEN IMPLEMENTED BY THE AUTHORS USING JAVA. THE TEXT IS LIBERALLY PEPPERED WITH SNIPPETS OF CODE, WHICH ARE SHORT AND FAIRLY SELF-EXPLANATORY AND EASY TO READ. FAMILIARITY WITH A JAVA-LIKE SYNTAX AND A BROAD UNDERSTANDING OF THE STRUCTURE OF JAVA WOULD BE HELPFUL IN USING THE BOOK TO ITS FULL POTENTIAL.

OBJECT-ORIENTED DESIGN IN JAVA - STEPHEN GILBERT 1998

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 JUILDER TRIAL VERSION.

JAVA 2 - OBJECT ORIENTED ANALYSIS AND DESIGN USING UML - ELEMENT K CONTENT LLC 2001-01-01

DESIGN PATTERNS - ERICH GAMMA 1995

SOFTWARE -- SOFTWARE ENGINEERING.

UNDERSTANDING UML - PAUL HARMON 1998

"...(AN) EXCEPTIONALLY BALANCED AND INFORMATIVE TEXT." --RICH DRAGAN THE UNIFIED MODELING LANGUAGE (UML) IS A THIRD GENERATION METHOD FOR SPECIFYING, VISUALIZING, AND DOCUMENTING AN OBJECT-ORIENTED SYSTEM UNDER DEVELOPMENT. IT UNIFIES THE THREE LEADING OBJECT-ORIENTED METHODS AND OTHERS TO SERVE AS THE BASIS FOR A COMMON, STABLE, AND EXPRESSIVE OBJECT-ORIENTED DEVELOPMENT NOTATION. AS THE COMPLEXITY OF SOFTWARE APPLICATIONS INCREASES, SO DOES THE DEVELOPER'S NEED TO DESIGN AND ANALYZE APPLICATIONS BEFORE DEVELOPING THEM. THIS PRACTICAL INTRODUCTION TO UML PROVIDES SOFTWARE DEVELOPERS WITH AN OVERVIEW OF THIS POWERFUL NEW DESIGN NOTATION, AND TEACHES JAVA PROGRAMMERS TO ANALYSE AND DESIGN OBJECT-ORIENTED APPLICATIONS USING THE UML NOTATION. + APPLY THE BASICS OF UML TO YOUR APPLICATIONS IMMEDIATELY, WITHOUT HAVING TO WADE THROUGH VOLUMINOUS DOCUMENTATION + USE THE SIMPLE INTERNET EXAMPLE AS A PROTOTYPE FOR DEVELOPING OBJECT-ORIENTED APPLICATIONS OF YOUR OWN + FOLLOW A REAL EXAMPLE OF AN INTRANET SALES REPORTING SYSTEM WRITTEN IN JAVA THAT IS USED TO DRIVE EXPLANATIONS THROUGHOUT THE BOOK + LEARN FROM AN EXAMPLE APPLICATION MODELED BOTH BY HAND AND WITH THE USE OF POPKIN SOFTWARE'S SA/OBJECT ARCHITECT O-O VISUAL MODELING TOOL.

DESIGN PATTERNS EXPLAINED - ALAN SHALLOWAY 2004-10-12

"ONE OF THE GREAT THINGS ABOUT THE BOOK IS THE WAY THE AUTHORS EXPLAIN CONCEPTS VERY SIMPLY USING ANALOGIES RATHER THAN PROGRAMMING EXAMPLES--THIS HAS BEEN VERY INSPIRING FOR A PRODUCT I'M WORKING ON: AN AUDIO-ONLY INTRODUCTION TO OOP AND SOFTWARE DEVELOPMENT." --BRUCE ECKEL "...I WOULD EXPECT THAT READERS WITH A BASIC UNDERSTANDING OF OBJECT-ORIENTED PROGRAMMING AND DESIGN WOULD FIND THIS BOOK USEFUL, BEFORE APPROACHING DESIGN PATTERNS COMPLETELY. DESIGN PATTERNS EXPLAINED COMPLEMENTS THE EXISTING DESIGN PATTERNS TEXTS AND MAY PERFORM A VERY USEFUL ROLE, FITTING BETWEEN INTRODUCTORY TEXTS SUCH AS UML DISTILLED AND THE MORE ADVANCED PATTERNS BOOKS." --JAMES NOBLE LEVERAGE THE QUALITY AND PRODUCTIVITY BENEFITS OF PATTERNS--WITHOUT THE COMPLEXITY! DESIGN PATTERNS EXPLAINED, SECOND EDITION IS THE FIELD'S SIMPLEST, clearest, most practical introduction to patterns. USING DOZENS OF UPDATED JAVA EXAMPLES, IT SHOWS PROGRAMMERS AND ARCHITECTS EXACTLY HOW TO USE PATTERNS TO DESIGN, DEVELOP, AND DELIVER SOFTWARE FAR MORE EFFECTIVELY. YOU'LL START WITH A COMPLETE OVERVIEW OF THE FUNDAMENTAL PRINCIPLES OF PATTERNS, AND THE ROLE OF OBJECT-ORIENTED ANALYSIS AND DESIGN IN CONTEMPORARY SOFTWARE DEVELOPMENT. THEN, USING EASY-TO-UNDERSTAND SAMPLE CODE, ALAN SHALLOWAY AND JAMES TROTT ILLUMINATE DOZENS OF TODAY'S MOST USEFUL PATTERNS: THEIR UNDERLYING CONCEPTS, ADVANTAGES, TRADEOFFS, IMPLEMENTATION TECHNIQUES, AND PITFALLS TO AVOID. MANY PATTERNS ARE ACCOMPANIED BY UML DIAGRAMS. BUILDING ON THEIR BEST-SELLING FIRST EDITION, SHALLOWAY AND TROTT HAVE THOROUGHLY UPDATED THIS BOOK TO REFLECT NEW SOFTWARE DESIGN TRENDS, PATTERNS, AND IMPLEMENTATION TECHNIQUES. REFLECTING EXTENSIVE READER FEEDBACK, THEY HAVE DEEPENED AND CLARIFIED COVERAGE THROUGHOUT, AND REORGANIZED CONTENT FOR EVEN GREATER EASE OF UNDERSTANDING. NEW AND REVAMPED COVERAGE IN THIS EDITION INCLUDES BETTER WAYS TO START "THINKING IN PATTERNS" HOW DESIGN PATTERNS CAN FACILITATE AGILE DEVELOPMENT USING EXTREME PROGRAMMING AND OTHER METHODS HOW TO USE COMMONALITY AND VARIABILITY ANALYSIS TO DESIGN APPLICATION ARCHITECTURES THE KEY ROLE OF TESTING INTO A PATTERNS-DRIVEN DEVELOPMENT PROCESS HOW TO USE FACTORIES TO INSTANTIATE

AND MANAGE OBJECTS MORE EFFECTIVELY THE OBJECT-POOL PATTERN--A NEW PATTERN NOT IDENTIFIED BY THE "GANG OF FOUR" NEW STUDY/PRACTICE QUESTIONS AT THE END OF EVERY CHAPTER GENTLE YET THOROUGH, THIS BOOK ASSUMES NO PATTERNS EXPERIENCE WHATSOEVER. IT'S THE IDEAL "FIRST BOOK" ON PATTERNS, AND A PERFECT COMPLEMENT TO GAMMA'S CLASSIC DESIGN PATTERNS. IF YOU'RE A PROGRAMMER OR ARCHITECT WHO WANTS THE clearest possible understanding of design patterns--OR IF YOU'VE STRUGGLED TO MAKE THEM WORK FOR YOU--READ THIS BOOK.

JAVA, JAVA, JAVA - RALPH MORELLI 2006

FUNCTIONAL AND FLEXIBLE, THIS GUIDE TAKES AN OBJECTS-FIRST APPROACH TO JAVA PROGRAMMING AND PROBLEM USING GAMES AND PUZZLES. UPDATED TO COVER JAVA VERSION 1.5 FEATURES, SUCH AS GENERIC TYPES, ENUMERATED TYPES, AND THE SCANNER CLASS. OFFERS INDEPENDENT INTRODUCTIONS TO BOTH A COMMAND-LINE INTERFACE AND A GRAPHICAL USER INTERFACE (GUI). FEATURES COVERAGE OF UNIFIED MODELING LANGUAGE (UML), THE INDUSTRY-STANDARD, OBJECT-ORIENTED DESIGN TOOL. ILLUSTRATES KEY ASPECTS OF JAVA WITH A COLLECTION OF GAME AND PUZZLE EXAMPLES. INSTRUCTOR AND STUDENT RESOURCES AVAILABLE ONLINE. FOR INTRODUCTORY COMPUTER PROGRAMMING STUDENTS OR PROFESSIONALS INTERESTED IN LEARNING JAVA.

OBJECT-ORIENTED ANALYSIS AND DESIGN - MIKE O'DOCHERTY 2005-05-20

COVERING THE BREADTH OF A LARGE TOPIC, THIS BOOK PROVIDES A THOROUGH GROUNDING IN OBJECT-ORIENTED CONCEPTS, THE SOFTWARE DEVELOPMENT PROCESS, UML AND MULTI-TIER TECHNOLOGIES. AFTER COVERING SOME BASIC GROUND WORK UNDERPINNING OO SOFTWARE PROJECTS, THE BOOK FOLLOWS THE STEPS OF A TYPICAL DEVELOPMENT PROJECT (REQUIREMENTS CAPTURE - DESIGN - SPECIFICATION & TEST), SHOWING HOW AN ABSTRACT PROBLEM IS TAKEN THROUGH TO A CONCRETE SOLUTION. THE BOOK IS PROGRAMMING LANGUAGE AGNOSTIC - SO CODE IS KEPT TO A MINIMUM TO AVOID DETAIL AND DEVIATION INTO IMPLEMENTATION MINUTIAE. A SINGLE CASE STUDY RUNNING THROUGH THE TEXT PROVIDES A REALISTIC EXAMPLE SHOWING DEVELOPMENT FROM AN INITIAL PROPOSAL THROUGH TO A FINISHED SYSTEM. KEY ARTIFACTS SUCH AS THE REQUIREMENTS DOCUMENT AND DETAILED DESIGNS ARE INCLUDED. FOR EACH ASPECT OF THE CASE STUDY, THERE IS AN EXERCISE FOR THE READER TO PRODUCE SIMILAR DOCUMENTS FOR A DIFFERENT SYSTEM.

OBJECT-ORIENTED DESIGN USING JAVA - DALE SKRIEN 2008-01-22

THE PRIMARY STRENGTH OF OBJECT-ORIENTED DESIGN USING JAVA IS THAT IT HAS ONE OF THE BEST PRESENTATIONS OF PROBLEM SOLVING USING PATTERNS AVAILABLE. IT HAS RECEIVED RAVE REVIEWS FROM INSTRUCTORS AND HAS BEEN CLASS TESTED AT A NUMBER OF SCHOOLS WHERE THE RESPONSE FROM BOTH PROFESSORS AND STUDENTS HAS BEEN EXTREMELY POSITIVE. THIS BOOK IS INTENDED FOR THE OBJECT-ORIENTED PROGRAMMING DESIGN COURSE WHERE UML IS USED EXTENSIVELY FOR DESIGN AND NOTATION. IT HAS BEEN ESPECIALLY DESIGNED TO BE ACCESSIBLE TO STUDENTS AND IS FULL OF REAL-WORLD EXAMPLES, CASE STUDIES, AND OTHER AIDS TO ASSIST STUDENT UNDERSTANDING.

OBJECT-ORIENTED DESIGN WITH UML AND JAVA - J SAVAGE 2008-01-01

ENTERPRISE JAVA WITH UML - C. T. ARRINGTON 2002-03-14

HOW TO USE UML TO MODEL ENTERPRISE JAVA BEANS, SWING COMPONENTS, CORBA, AND OTHER POPULAR TECHNOLOGIES ENTERPRISE JAVA WITH UML IS THE FIRST COMPREHENSIVE GUIDE ON USING UML (UNIFIED MODELING LANGUAGE) TO MODEL JAVA APPLICATIONS. WRITTEN BY THREE WELL-KNOWN MEMBERS OF THE UML AND JAVA COMMUNITY, THE BOOK PRESENTS STRATEGIES FOR DEVELOPING ENTERPRISE SYSTEMS USING JAVA AND RELATED TECHNOLOGIES -- XML, SERVLETS, ENTERPRISE JAVA BEANS, SWING COMPONENTS, CORBA, RMI, AND OTHERS. THE AUTHORS EXPLAIN HOW UML IS USED AS A MODELING TOOL FOR OBJECT-ORIENTED COMPUTER SYSTEMS IN THE REAL WORLD, BREAK DOWN COMMON SITUATIONS THAT DEVELOPMENT TEAMS ENCOUNTER, AND DISCUSS THE TRADEOFFS OF USING DIFFERENT TECHNOLOGIES IN DIFFERENT COMBINATIONS. THEY ALSO EXPLORE DIFFERENT PRODUCTS, LOOKING CLOSELY AT THEIR STRENGTHS AND WEAKNESSES. FOUR IN-DEPTH STUDIES COMPLETE THE PRESENTATION, SHOWING READERS HOW TO MAKE THE RIGHT DECISION FOR THEIR PROJECT THROUGH EXAMPLES OF BOTH SUCCESSES AND FAILURES.

OBJECT-ORIENTED SOFTWARE ENGINEERING - BERND BRUEGGE 2004

"THIS THOROUGHLY UPDATED TEXT TEACHES STUDENTS OR INDUSTRY R & D PRACTITIONERS TO SUCCESSFULLY NEGOTIATE THE TERRAIN FOR BUILDING AND MAINTAINING LARGE, COMPLEX SOFTWARE SYSTEMS. THE AUTHORS INTRODUCE THE BASIC SKILLS NEEDED FOR A DEVELOPER TO APPLY SOFTWARE ENGINEERING TECHNIQUES. NEXT, THEY FOCUS ON METHODS AND TECHNOLOGIES THAT ENABLE DEVELOPERS TO SPECIFY, DESIGN, AND IMPLEMENT COMPLEX SYSTEMS. FINALLY, THE AUTHORS SHOW HOW TO SUPPORT THE SYSTEM CHANGES THROUGHOUT THE SOFTWARE LIFE CYCLE." --BOOK JACKET. TITLE SUMMARY FIELD PROVIDED BY BLACKWELL NORTH AMERICA, INC. ALL RIGHTS RESERVED

UML FOR JAVA PROGRAMMERS - ROBERT C. MARTIN 2003

THE UNIFIED MODELING LANGUAGE HAS BECOME THE INDUSTRY STANDARD FOR THE EXPRESSION OF SOFTWARE DESIGNS. THE JAVA PROGRAMMING LANGUAGE CONTINUES TO GROW IN POPULARITY AS THE LANGUAGE OF CHOICE FOR THE SERIOUS APPLICATION DEVELOPER. USING UML AND JAVA TOGETHER WOULD APPEAR TO BE A NATURAL MARRIAGE, ONE THAT CAN PRODUCE CONSIDERABLE BENEFIT. HOWEVER, THERE ARE NUANCES THAT THE SEASONED DEVELOPER NEEDS TO KEEP IN MIND WHEN USING UML AND JAVA TOGETHER. SOFTWARE EXPERT ROBERT MARTIN PRESENTS A CONCISE GUIDE, WITH NUMEROUS EXAMPLES, THAT WILL HELP THE PROGRAMMER LEVERAGE THE POWER OF BOTH DEVELOPMENT CONCEPTS. THE AUTHOR IGNORES FEATURES OF UML THAT DO NOT APPLY TO JAVA PROGRAMMERS, SAVING THE READER TIME AND EFFORT. HE PROVIDES DIRECT GUIDANCE AND POINTS THE

READER TO REAL-WORLD USAGE SCENARIOS. THE OVERALL PRACTICAL APPROACH OF THIS BOOK BRINGS KEY INFORMATION RELATED TO JAVA TO THE MANY PRESENTATIONS. THE RESULT IS AN HIGHLY PRACTICAL GUIDE TO USING THE UML WITH JAVA.

EBOOK: OBJECT-ORIENTED SYSTEMS ANALYSIS AND DESIGN USING UML - BENNETT 2010-04-16

EBOOK: OBJECT-ORIENTED SYSTEMS ANALYSIS AND DESIGN USING UML FUNDAMENTALS OF OBJECT-ORIENTED DESIGN IN UML - MEILIR PAGE-JONES 2000

WITH THIS BOOK, OBJECT-ORIENTED DEVELOPERS CAN HONE THE SKILLS NECESSARY TO CREATE THE FOUNDATION FOR QUALITY SOFTWARE: A FIRST-RATE DESIGN. THE BOOK INTRODUCES NOTATION, PRINCIPLES, AND TERMINOLOGY THAT DEVELOPERS CAN USE TO EVALUATE THEIR DESIGNS AND DISCUSS THEM MEANINGFULLY WITH COLLEAGUES. EVERY DEVELOPER WILL APPRECIATE THE DETAILED DIAGRAMS, ON-POINT EXAMPLES, HELPFUL EXERCISES, AND TROUBLESHOOTING TECHNIQUES.

THE UNIFIED PROCESS FOR PRACTITIONERS - JOHN HUNT 2013-03-14

THE UNIFIED PROCESS FOR PRACTITIONERS GUIDES THE READER THROUGH THE USE OF THE UNIFIED MODELING LANGUAGE (UML) AND THE UNIFIED PROCESS, AND THEIR APPLICATION TO JAVA SYSTEMS. THE FIRST PART PROVIDES A PRACTICAL INTRODUCTION TO OBJECT-ORIENTED ANALYSIS AND DESIGN USING THE UNIFIED PROCESS. THE UML IS INTRODUCED AND A COMPLETE LISTING OF THE UML IS PROVIDED AS AN APPENDIX. THE SECOND PART FOCUSES ON THE REAL WORLD USE OF UML AND THE UNIFIED PROCESS, INCLUDING A DETAILED CASE STUDY TAKING A SYSTEM FROM INITIAL INCEPTION TO JAVA IMPLEMENTATION.

OBJECT-ORIENTED COMPUTATION IN C++ AND JAVA - CONRAD WEISERT 2013-07-15

THIS IS THE DIGITAL VERSION OF THE PRINTED BOOK (COPYRIGHT 2007). VIRTUALLY ALL BUSINESS, SCIENTIFIC, AND ENGINEERING APPLICATIONS ARE HEAVILY RELIANT ON NUMERIC DATA ITEMS. C++ AND JAVA OFFER OBJECT-ORIENTED PROGRAMMERS UNIQUE FLEXIBILITY AND CONTROL OVER THE COMPUTATIONS REQUIRED WITHIN SUCH APPLICATIONS. HOWEVER, MOST BOOKS ON OBJECT-ORIENTED PROGRAMMING GLOSS OVER SUCH NUMERIC DATA ITEMS, EMPHASIZING INSTEAD ONE-DIMENSIONAL CONTAINERS OR COLLECTIONS AND COMPONENTS OF THE GRAPHICAL USER INTERFACE. OBJECT-ORIENTED COMPUTATION IN C++ AND JAVA FILLS THE GAP LEFT BY SUCH BOOKS. DRAWING ON MORE THAN TWENTY YEARS' EXPERIENCE AS A SOFTWARE DEVELOPER, TESTER, CONSULTANT, AND PROFESSOR, CONRAD WEISERT SHOWS READERS HOW TO USE NUMERIC OBJECTS EFFECTIVELY. NOT LIMITED TO ANY LANGUAGE OR METHODOLOGY, THE CONCEPTS AND TECHNIQUES DISCUSSED IN THIS BOOK ARE ENTIRELY INDEPENDENT OF ONE'S CHOICE OF DESIGN AND CODING METHODOLOGY. PRACTITIONERS OF EXTREME PROGRAMMING, UML-DRIVEN DESIGN, AGILE METHODS, INCREMENTAL DEVELOPMENT, AND SO ON WILL ALL DEVELOP THESE SAME DATA CLASSES. WHETHER YOU ARE A SEASONED PROFESSIONAL OR AN ADVANCED COMPUTER SCIENCE STUDENT, THIS BOOK CAN TEACH YOU TECHNIQUES THAT WILL IMPROVE THE QUALITY OF YOUR PROGRAMMING AND THE EFFICIENCY OF YOUR APPLICATIONS. THE EXERCISES (AND ANSWERS) PRESENTED IN THIS BOOK WITH TEACH YOU NEW WAYS TO IMPLEMENT THE COMPUTATIONAL POWER OF C++, JAVA, AND NUMERIC DATA ITEMS. TOPICS INCLUDE TAXONOMY OF DATA TYPES DEVELOPING AND USING OBJECT-ORIENTED CLASSES FOR NUMERIC DATA DESIGN PATTERNS FOR COMMONLY OCCURRING NUMERIC DATA TYPES FAMILIES OF INTERACTING NUMERIC DATA TYPES CHOOSING EFFICIENT AND FLEXIBLE INTERNAL DATA REPRESENTATIONS TECHNIQUES FOR EXPLOITING PATTERN REUSE IN C++ CONVENTIONS FOR ARITHMETIC OPERATIONS IN JAVA NUMERIC VECTORS AND MATRICES

HEAD FIRST OBJECT-ORIENTED ANALYSIS AND DESIGN - BRETT McLAUGHLIN 2006-11-27

PROVIDES INFORMATION ON ANALYZING, DESIGNING, AND WRITING OBJECT-ORIENTED SOFTWARE.

OBJECT-ORIENTED SOFTWARE ENGINEERING USING UML, PATTERNS, AND JAVA - BERND BRUEGGE 2013-08-29

FOR COURSES IN SOFTWARE ENGINEERING, SOFTWARE DEVELOPMENT, OR OBJECT-ORIENTED DESIGN AND ANALYSIS AT THE JUNIOR/SENIOR OR GRADUATE LEVEL. THIS TEXT CAN ALSO BE UTILIZED IN SHORT TECHNICAL COURSES OR IN SHORT, INTENSIVE MANAGEMENT COURSES. SHOWS STUDENTS HOW TO USE BOTH THE PRINCIPLES OF SOFTWARE ENGINEERING AND THE PRACTICES OF VARIOUS OBJECT-ORIENTED TOOLS, PROCESSES, AND PRODUCTS. USING A STEP-BY-STEP CASE STUDY TO ILLUSTRATE THE CONCEPTS AND TOPICS IN EACH CHAPTER, BRUEGGE AND DUTOIT EMPHASIZE LEARNING OBJECT-ORIENTED SOFTWARE ENGINEER THROUGH PRACTICAL EXPERIENCE: STUDENTS CAN APPLY THE TECHNIQUES LEARNED IN CLASS BY IMPLEMENTING A REAL-WORLD SOFTWARE PROJECT. THE THIRD EDITION ADDRESSES NEW TRENDS, IN PARTICULAR AGILE PROJECT MANAGEMENT (CHAPTER 14 PROJECT MANAGEMENT) AND AGILE METHODOLOGIES (CHAPTER 16 METHODOLOGIES).

ADVANCED SYSTEMS DESIGN WITH JAVA, UML AND MDA - KEVIN LANO 2005-04-21

THE MODEL DRIVEN ARCHITECTURE DEFINES AN APPROACH WHERE THE SPECIFICATION OF THE FUNCTIONALITY OF A SYSTEM CAN BE SEPARATED FROM ITS IMPLEMENTATION ON A PARTICULAR TECHNOLOGY PLATFORM. THE IDEA BEING THAT THE ARCHITECTURE WILL BE ABLE TO EASILY BE ADAPTED FOR DIFFERENT SITUATIONS, WHETHER THEY BE LEGACY SYSTEMS, DIFFERENT LANGUAGES OR YET TO BE INVENTED PLATFORMS. MDA IS THEREFORE, A SIGNIFICANT EVOLUTION OF THE OBJECT-ORIENTED APPROACH TO SYSTEM DEVELOPMENT. ADVANCED SYSTEM DESIGN WITH JAVA, UML AND MDA DESCRIBES THE FACTORS INVOLVED IN DESIGNING AND CONSTRUCTING LARGE SYSTEMS, ILLUSTRATING THE DESIGN PROCESS THROUGH A SERIES OF EXAMPLES, INCLUDING A SCRABBLE PLAYER, A JUKEBOX USING WEB STREAMING, A SECURITY SYSTEM, AND OTHERS. THE BOOK FIRST CONSIDERS THE CHALLENGES OF SOFTWARE DESIGN, BEFORE INTRODUCING THE UNIFIED MODELLING LANGUAGE AND OBJECT CONSTRAINT LANGUAGE. THE BOOK THEN MOVES ON TO DISCUSS SYSTEMS DESIGN AS A WHOLE, COVERING INTERNET SYSTEMS DESIGN, WEB SERVICES, FLASH, XML, XSLT, SOAP, SERVLETS, JAVASCRIPT AND JSP. IN THE FINAL SECTION OF THE BOOK, THE CONCEPTS AND TERMINOLOGY OF THE MODEL DRIVEN ARCHITECTURE ARE DISCUSSED. TO GET THE MOST FROM THIS BOOK, READERS WILL NEED INTRODUCTORY KNOWLEDGE OF SOFTWARE ENGINEERING, PROGRAMMING IN JAVA AND BASIC KNOWLEDGE OF HTML. * EXAMINES ISSUES RAISED BY THE MODEL-DRIVEN ARCHITECTURE APPROACH TO DEVELOPMENT * USES EASY TO GRASP CASE STUDIES TO ILLUSTRATE COMPLEX CONCEPTS * FOCUSED ON THE INTERNET APPLICATIONS AND TECHNOLOGIES THAT ARE ESSENTIAL FOR STUDENTS IN THE ONLINE AGE

OBJECT-ORIENTED ANALYSIS, DESIGN AND IMPLEMENTATION - BRAHMA DATHAN

2015-10-29

THE SECOND EDITION OF THIS TEXTBOOK INCLUDES REVISIONS BASED ON THE FEEDBACK ON THE FIRST EDITION. IN A NEW CHAPTER THE AUTHORS PROVIDE A CONCISE INTRODUCTION TO

THE REMAINDER OF UML DIAGRAMS, ADOPTING THE SAME HOLISTIC APPROACH AS THE FIRST EDITION. USING A CASE-STUDY-BASED APPROACH FOR PROVIDING A COMPREHENSIVE INTRODUCTION TO THE PRINCIPLES OF OBJECT-ORIENTED DESIGN, IT INCLUDES: A SOUND FOOTING ON OBJECT-ORIENTED CONCEPTS SUCH AS CLASSES, OBJECTS, INTERFACES, INHERITANCE, POLYMORPHISM, DYNAMIC LINKING, ETC. A GOOD INTRODUCTION TO THE STAGE OF REQUIREMENTS ANALYSIS USE OF UML TO DOCUMENT USER REQUIREMENTS AND DESIGN AN EXTENSIVE TREATMENT OF THE DESIGN PROCESS COVERAGE OF IMPLEMENTATION ISSUES APPROPRIATE USE OF DESIGN AND ARCHITECTURAL PATTERNS INTRODUCTION TO THE ART AND CRAFT OF REFACTORING POINTERS TO RESOURCES THAT FURTHER THE READER'S KNOWLEDGE THE FOCUS OF THE BOOK IS ON IMPLEMENTATION ASPECTS, WITHOUT WHICH THE LEARNING IS INCOMPLETE. THIS IS ACHIEVED THROUGH THE USE OF CASE STUDIES FOR INTRODUCING THE VARIOUS CONCEPTS OF ANALYSIS AND DESIGN, ENSURING THAT THE THEORY IS NEVER SEPARATE FROM THE IMPLEMENTATION ASPECTS. ALL THE MAIN CASE STUDIES USED IN THIS BOOK HAVE BEEN IMPLEMENTED BY THE AUTHORS USING JAVA. AN APPENDIX ON JAVA PROVIDES A USEFUL SHORT TUTORIAL ON THE LANGUAGE.

JAVA DESIGN - KIRK KNOERNSCHILD 2002

DISCUSSES HOW THE UNIFIED MODELING LANGUAGE (UML) CAN BE USED DURING THE IMPLEMENTATION STAGE OF THE JAVA SOFTWARE DEVELOPMENT LIFECYCLE. THE BOOK FOCUSES ON REFACTORING OR CLEANING UP THE DESIGN OF EXISTING CODE, AND ADDRESSES THE MOST COMMON AND SIGNIFICANT DECISIONS MADE DURING ENTERPRISE JAVA DEVELOPMENT. THE AUTHOR IDENTIFIES INITIAL ANALYSIS CLASSES, INTRODUCES THE UML SEQUENCE DIAGRAM, AND DEMONSTRATES ARCHITECTURAL MODELING. ANNOTATION COPYRIGHTED BY BOOK NEWS INC., PORTLAND, OR.

PRACTICAL OBJECT-ORIENTED DEVELOPMENT WITH UML AND JAVA - RICHARD C. LEE 2002

THIS PRACTICAL BOOK TELLS READERS HOW TO ACTUALLY BUILD OBJECT-ORIENTED MODELS USING UML NOTATION, AND HOW TO IMPLEMENT THESE MODELS USING JAVA. THE AUTHORS INTRODUCE ALL OF THE BASIC FUNDAMENTALS NECESSARY TO START APPLYING AND UNDERSTANDING THE OBJECT-ORIENTED PARADIGM WITHOUT HAVING TO BE AN EXPERT IN COMPUTER SCIENCE OR ADVANCED MATHEMATICS. IT CAN HELP THE READER TO MAKE THE RIGHT DECISIONS TO MEET THEIR INDIVIDUAL BUSINESS NEEDS. USING CASES, RECOMMENDED APPROACH SCENARIOS, AND EXAMPLES, THIS CLEARLY-WRITTEN BOOK COVERS A MULTITUDE OF TOPICS: MANAGING COMPLEXITY, PRINCIPLES OF OBJECT-ORIENTATION, SPECIFICATION MODELS, CURRENT TECHNIQUES, BEHAVIORS, RELATIONSHIPS, RULES, DESIGN, JAVA BACKGROUND AND FUNDAMENTALS, MULTI-TASKING, JAR FILES, SECURITY, SWING APPLETS, CLASS AND INTERFACE, INTERNATIONALIZATION, AND IMPLEMENTING GENERALIZATION AND SPECIALIZATION. FOR PROFESSIONAL SOFTWARE ANALYSTS AND DEVELOPERS WHO WORK ON LARGE SYSTEMS, AND OTHERS IN THE FIELD OF COMPUTER SCIENCE.

OOP - LEARN OBJECT ORIENTED THINKING & PROGRAMMING - RUDOLF PECINOVSKY

2013-11-01

YOU CAN FIND A WHOLE RANGE OF PROGRAMMING TEXTBOOKS INTENDED FOR COMPLETE BEGINNERS. HOWEVER, THIS ONE IS EXCEPTIONAL TO CERTAIN EXTENT. THE WHOLE TEXTBOOK IS DESIGNED AS A RECORD OF THE DIALOGUE OF THE AUTHOR WITH HIS DAUGHTER WHO WANTS TO LEARN PROGRAMMING. THE AUTHOR ENDEAVORS NOT TO EXPLAIN THE JAVA PROGRAMMING LANGUAGE TO THE READERS, BUT TO TEACH THEM REAL PROGRAMMING. TO TEACH THEM HOW TO THINK AND DESIGN THE PROGRAM AS THE EXPERIENCED PROGRAMMERS DO. ENTIRE MATTER IS EXPLAINED IN A VERY ILLUSTRATIVE WAY WHICH MEANS EVEN A CURRENT SECONDARY SCHOOL STUDENT CAN UNDERSTAND IT QUITE SIMPLY.

PRACTICAL OBJECT-ORIENTED DESIGN WITH UML - MARK PRIESTLEY 2000

THIS TEXT LOOKS AT THE DESIGN OF COMPUTING PROGRAMS USING THE TECHNIQUES OF OBJECT-ORIENTED DESIGN AND UML. IT COVERS MODELLING TECHNIQUES AND NOTATION IN DETAIL, SUPPORTED BY EXERCISES THROUGHOUT. IT IS SUITABLE FOR BOTH JAVA AND C++ USERS.

APPLYING UML AND PATTERNS - CRAIG LARMAN 2005

CRAIG LARMAN AGAIN DELIVERS A CLEAR PATH FOR STUDENTS TO LEARN OBJECT-ORIENTED ANALYSIS AND DESIGN THROUGH HIS CLEAR AND PRECISE WRITING STYLE. LARMAN TEACHES NEWCOMERS TO OOA/D LEARN HOW TO "THINK IN OBJECTS" BY PRESENTING THREE ITERATIONS OF A SINGLE, COHESIVE CASE STUDY, INCREMENTALLY INTRODUCING THE REQUIREMENTS AND OOA/D ACTIVITIES, PRINCIPLES, AND PATTERNS THAT ARE MOST CRITICAL TO SUCCESS.

OBJECT-ORIENTED DESIGN AND PATTERNS - CAY HORSTMANN 2009-08

CAY HORSTMANN OFFERS READERS AN EFFECTIVE MEANS FOR MASTERING COMPUTING CONCEPTS AND DEVELOPING STRONG DESIGN SKILLS. THIS BOOK INTRODUCES OBJECT-ORIENTED FUNDAMENTALS CRITICAL TO DESIGNING SOFTWARE AND SHOWS HOW TO IMPLEMENT DESIGN TECHNIQUES. THE AUTHOR'S CLEAR, HANDS-ON PRESENTATION AND OUTSTANDING WRITING STYLE HELP READERS TO BETTER UNDERSTAND THE MATERIAL. * A CRASH COURSE IN JAVA * THE OBJECT-ORIENTED DESIGN PROCESS * GUIDELINES FOR CLASS DESIGN * INTERFACE TYPES AND POLYMORPHISM * PATTERNS AND GUI PROGRAMMING * INHERITANCE AND ABSTRACT CLASSES * THE JAVA OBJECT MODEL * FRAMEWORKS * MULTITHREADING * MORE DESIGN PATTERNS

UML AND OBJECT-ORIENTED DESIGN FOUNDATIONS - KAROLY NYISZTOR 2018-04-27

EXPLORE THE FUNDAMENTAL CONCEPTS BEHIND MODERN, OBJECT-ORIENTED SOFTWARE DESIGN BEST PRACTICES. LEARN HOW TO WORK WITH UML TO APPROACH SOFTWARE DEVELOPMENT MORE EFFICIENTLY. IN THIS COMPREHENSIVE BOOK, INSTRUCTOR KAROLY NYISZTOR HELPS TO FAMILIARIZE YOU WITH THE FUNDAMENTALS OF OBJECT-ORIENTED DESIGN AND ANALYSIS. HE INTRODUCES EACH CONCEPT USING SIMPLE TERMS, AVOIDING CONFUSING JARGON. HE FOCUSES ON THE PRACTICAL APPLICATION, USING HANDS-ON EXAMPLES YOU CAN USE FOR REFERENCE AND PRACTICE. THROUGHOUT THE BOOK, KAROLY NYISZTOR WALKS YOU THROUGH SEVERAL EXAMPLES TO FAMILIARIZE YOURSELF WITH SOFTWARE DESIGN AND UML. PLUS, HE WALKS YOU THROUGH A CASE STUDY TO REVIEW ALL THE STEPS OF DESIGNING A REAL SOFTWARE SYSTEM FROM START TO FINISH. TOPICS INCLUDE: - UNDERSTANDING SOFTWARE DEVELOPMENT METHODOLOGIES - CHOOSING THE RIGHT METHODOLOGY: WATERFALL VS. AGILE - FUNDAMENTAL OBJECT-ORIENTATION CONCEPTS: ABSTRACTION, POLYMORPHISM AND MORE - COLLECTING REQUIREMENTS - MAPPING REQUIREMENTS TO TECHNICAL DESCRIPTIONS - UNIFIED MODELING LANGUAGE (UML) - USE CASE, CLASS, SEQUENCE, ACTIVITY, AND STATE DIAGRAMS - DESIGNING A NOTE-TAKING APP FROM SCRATCH YOU WILL ACQUIRE PROFESSIONAL AND TECHNICAL SKILLS TOGETHER WITH AN UNDERSTANDING OF OBJECT-ORIENTATION PRINCIPLES AND CONCEPTS. AFTER COMPLETING THIS BOOK, YOU'LL BE ABLE TO

UNDERSTAND THE INNER WORKINGS OF OBJECT-ORIENTED SOFTWARE SYSTEMS. YOU WILL COMMUNICATE EASILY AND EFFECTIVELY WITH OTHER DEVELOPERS USING OBJECT-ORIENTATION TERMS AND UML DIAGRAMS. ABOUT THE AUTHOR KÉROLY NYISZTOR IS A VETERAN MOBILE DEVELOPER AND INSTRUCTOR. HE HAS BUILT SEVERAL SUCCESSFUL IOS APPS AND GAMES--MOST OF WHICH WERE FEATURED BY APPLE--AND IS THE FOUNDER AT LEAKKA, A SOFTWARE DEVELOPMENT, AND TECH CONSULTING COMPANY. HE'S WORKED WITH COMPANIES SUCH AS APPLE, SIEMENS, SAP, AND ZEN STUDIOS. CURRENTLY, HE SPENDS MOST OF HIS DAYS AS A PROFESSIONAL SOFTWARE ENGINEER AND IT ARCHITECT. IN ADDITION, HE TEACHES OBJECT-ORIENTED SOFTWARE DESIGN, IOS, SWIFT, OBJECTIVE-C, AND UML. AS AN INSTRUCTOR, HE AIMS TO SHARE HIS 20+ YEARS OF SOFTWARE DEVELOPMENT EXPERTISE AND CHANGE THE LIVES OF STUDENTS THROUGHOUT THE WORLD. HE'S PASSIONATE ABOUT HELPING PEOPLE REVEAL HIDDEN TALENTS, AND GUIDE THEM INTO THE WORLD OF STARTUPS AND PROGRAMMING. YOU CAN FIND HIS COURSES AND BOOKS ON ALL MAJOR PLATFORMS INCLUDING AMAZON, LYNDA, LINKEDIN LEARNING, PLURALSIGHT, UDEMY, AND iTUNES.

OBJECT-ORIENTED ANALYSIS AND DESIGN WITH APPLICATIONS - GRADY BOOCH
2007-04-30

OBJECT-ORIENTED DESIGN WITH APPLICATIONS HAS LONG BEEN THE ESSENTIAL REFERENCE TO OBJECT-ORIENTED TECHNOLOGY, WHICH, IN TURN, HAS EVOLVED TO JOIN THE MAINSTREAM OF INDUSTRIAL-STRENGTH SOFTWARE DEVELOPMENT. IN THIS THIRD EDITION--THE FIRST REVISION IN 13 YEARS--READERS CAN LEARN TO APPLY OBJECT-ORIENTED METHODS USING NEW PARADIGMS SUCH AS JAVA, THE UNIFIED MODELING LANGUAGE (UML) 2.0, AND .NET. THE AUTHORS DRAW UPON THEIR RICH AND VARIED EXPERIENCE TO OFFER IMPROVED METHODS FOR OBJECT DEVELOPMENT AND NUMEROUS EXAMPLES THAT TACKLE THE COMPLEX PROBLEMS FACED BY SOFTWARE ENGINEERS, INCLUDING SYSTEMS ARCHITECTURE, DATA ACQUISITION, CRYPTOANALYSIS, CONTROL SYSTEMS, AND WEB DEVELOPMENT. THEY ILLUSTRATE ESSENTIAL CONCEPTS, EXPLAIN THE METHOD, AND SHOW SUCCESSFUL APPLICATIONS IN A VARIETY OF FIELDS. YOU'LL ALSO FIND PRAGMATIC ADVICE ON A HOST OF ISSUES, INCLUDING CLASSIFICATION, IMPLEMENTATION STRATEGIES, AND COST-EFFECTIVE PROJECT MANAGEMENT. NEW TO THIS NEW EDITION ARE AN INTRODUCTION TO THE NEW UML 2.0, FROM THE NOTATION'S MOST FUNDAMENTAL AND ADVANCED ELEMENTS WITH AN EMPHASIS ON KEY CHANGES NEW DOMAINS AND CONTEXTS A GREATLY ENHANCED FOCUS ON MODELING--AS EAGERLY REQUESTED BY READERS--WITH FIVE CHAPTERS THAT EACH DELVE INTO ONE PHASE OF THE OVERALL DEVELOPMENT LIFECYCLE. FRESH APPROACHES TO REASONING ABOUT COMPLEX SYSTEMS AN EXAMINATION OF THE CONCEPTUAL FOUNDATION OF THE WIDELY MISUNDERSTOOD FUNDAMENTAL ELEMENTS OF THE OBJECT MODEL, SUCH AS ABSTRACTION, ENCAPSULATION, MODULARITY, AND HIERARCHY HOW TO ALLOCATE THE RESOURCES OF A TEAM OF DEVELOPERS AND MANGE THE RISKS ASSOCIATED WITH DEVELOPING COMPLEX SOFTWARE SYSTEMS AN APPENDIX ON OBJECT-ORIENTED PROGRAMMING LANGUAGES THIS IS THE SEMINAL TEXT FOR ANYONE WHO WISHES TO USE OBJECT-ORIENTED TECHNOLOGY TO MANAGE THE COMPLEXITY INHERENT IN MANY KINDS OF SYSTEMS. SIDEBARS PREFACE ACKNOWLEDGMENTS ABOUT THE AUTHORS SECTION I: CONCEPTS CHAPTER 1: COMPLEXITY CHAPTER 2: THE OBJECT MODEL CHAPTER 3: CLASSES AND OBJECTS CHAPTER 4: CLASSIFICATION SECTION II: METHOD CHAPTER 5: NOTATION CHAPTER 6: PROCESS CHAPTER 7: PRAGMATICS CHAPTER 8: SYSTEM ARCHITECTURE: SATELLITE-BASED NAVIGATION CHAPTER 9: CONTROL SYSTEM: TRAFFIC MANAGEMENT CHAPTER 10: ARTIFICIAL INTELLIGENCE: CRYPTANALYSIS CHAPTER 11: DATA ACQUISITION: WEATHER MONITORING STATION CHAPTER 12: WEB APPLICATION: VACATION TRACKING SYSTEM APPENDIX A: OBJECT-ORIENTED PROGRAMMING LANGUAGES APPENDIX B: FURTHER READING NOTES GLOSSARY CLASSIFIED BIBLIOGRAPHY INDEX

JAVA PROGRAMMING FUNDAMENTALS - PREMCHAND S. NAIR 2008-11-20

WHILE JAVA TEXTS ARE PLENTIFUL, IT'S DIFFICULT TO FIND ONE THAT TAKES A REAL-WORLD APPROACH, AND ENCOURAGES NOVICE PROGRAMMERS TO BUILD ON THEIR JAVA SKILLS THROUGH PRACTICAL EXERCISE. WRITTEN BY AN EXPERT WITH 19 EXPERIENCE TEACHING COMPUTER PROGRAMMING, JAVA PROGRAMMING FUNDAMENTALS PRESENTS OBJECT-ORIENTED PROGRAMMING BY EMPLOYING EXAMPLES TAKEN

APPLYING UML & PATTERNS 3RD EDITION - CRAIG LARMAN 2015

LARMAN COVERS HOW TO INVESTIGATE REQUIREMENTS, CREATE SOLUTIONS AND THEN TRANSLATE DESIGNS INTO CODE, SHOWING DEVELOPERS HOW TO MAKE PRACTICAL USE OF THE MOST SIGNIFICANT RECENT DEVELOPMENTS. A SUMMARY OF UML NOTATION IS INCLUDED **GUIDE TO THE UNIFIED PROCESS FEATURING UML, JAVA AND DESIGN PATTERNS** - JOHN HUNT 2003-07-30

JOHN HUNT'S BOOK GUIDES YOU THROUGH THE USE OF THE UML AND THE UNIFIED PROCESS AND THEIR APPLICATION TO JAVA SYSTEMS. KEY TOPICS FOCUS EXPLICITLY ON APPLYING THE NOTATION AND THE METHOD TO JAVA. THE BOOK IS CLEARLY STRUCTURED AND WRITTEN, MAKING IT IDEAL FOR PRACTITIONERS. THIS SECOND EDITION IS CONSIDERABLY REVISED AND EXTENDED AND INCLUDES EXAMPLES TAKEN FROM THE LATEST VERSION OF RATIONAL ROSE AND TOGETHER. CONSIDERS HOW AGILE MODELLING FITS WITH THE UNIFIED PROCESS, AND PRESENTS DESIGN PATTERNS SELF CONTAINED - COVERS BOTH THE UNIFIED PROCESS AND UML IN ONE BOOK INCLUDES REAL-WORLD CASE STUDIES WRITTEN BY AN EXPERIENCED AUTHOR AND INDUSTRY EXPERT IDEAL FOR STUDENTS ON SOFTWARE ENGINEERING COURSES

THE ESSENCE OF OBJECT-ORIENTED PROGRAMMING WITH JAVA AND UML - BRUCE E. WAMPLER 2002

CD-ROM CONTAINS: SOURCE CODE OF THE BOOK'S EXAMPLES AND SEVERAL SOFTWARE TOOLS USEFUL FOR PROGRAMMING IN JAVA.

- ELEMENT K CONTENT LLC 2000-01-01

OBJECT-ORIENTED DESIGN WITH UML AND JAVA - KENNETH BARCLAY 2003-12-17

OBJECT-ORIENTED DESIGN WITH UML AND JAVA PROVIDES AN INTEGRATED INTRODUCTION TO OBJECT-ORIENTED DESIGN WITH THE UNIFIED MODELLING LANGUAGE (UML) AND THE JAVA PROGRAMMING LANGUAGE. THE BOOK DEMONSTRATES HOW JAVA APPLICATIONS, NO MATTER HOW SMALL, CAN BENEFIT FROM SOME DESIGN DURING THEIR CONSTRUCTION. FULLY ROAD-TESTED BY STUDENTS ON THE AUTHORS' OWN COURSES, THE BOOK SHOWS HOW THESE COMPLEMENTARY TECHNOLOGIES CAN BE USED EFFECTIVELY TO CREATE QUALITY SOFTWARE. IT REQUIRES NO PRIOR KNOWLEDGE OF OBJECT ORIENTATION, THOUGH READERS MUST HAVE SOME EXPERIENCE OF JAVA OR OTHER HIGH LEVEL PROGRAMMING LANGUAGE. THIS BOOK COVERS OBJECT TECHNOLOGY; OBJECT-ORIENTED ANALYSIS AND DESIGN; AND IMPLEMENTATION OF OBJECTS WITH JAVA. IT INCLUDES TWO CASE STUDIES DEALING WITH LIBRARY APPLICATIONS. THE UML HAS BEEN INCORPORATED INTO A GRAPHICAL DESIGN TOOL CALLED ROME, WHICH CAN BE DOWNLOADED FROM THE BOOK'S WEBSITE. THIS OBJECT MODELLING ENVIRONMENT ALLOWS READERS TO PREPARE AND EDIT VARIOUS UML DIAGRAMS. ROME CAN BE USED ALONGSIDE A JAVA COMPILER TO GENERATE JAVA CODE FROM A UML CLASS DIAGRAM THEN COMPILE AND RUN THE RESULTING APPLICATION FOR HANDS-ON LEARNING. THIS TEXT WOULD BE A VALUABLE RESOURCE FOR UNDERGRADUATE STUDENTS TAKING COURSES ON O-O ANALYSIS AND DESIGN, O-O MODELLING, JAVA PROGRAMMING, AND MODELLING WITH UML. * INTEGRATES DESIGN AND IMPLEMENTATION, USING JAVA AND UML * INCLUDES CASE STUDIES AND EXERCISES * BRIDGES THE GAP BETWEEN PROGRAMMING TEXTS AND HIGH LEVEL ANALYSIS BOOKS ON DESIGN

OBJECT-ORIENTED SOFTWARE DEVELOPMENT USING JAVA - XIAOPING JIA 2003

JIA (SOFTWARE ENGINEERING, DePAUL UNIVERSITY) HELPS READERS DEVELOP SKILLS IN DESIGNING SOFTWARE, AND ESPECIALLY IN WRITING OBJECT-ORIENTED PROGRAMS USING JAVA. THE TEXT PROVIDES BROAD COVERAGE OF OBJECT-ORIENTED TECHNOLOGY, INCLUDING OBJECT-ORIENTED MODELING USING THE UNIFIED MODELING LANGUAGE (UML), OBJECT-ORIENTED DESIGN USING DESIGN PATTERNS, AND OBJECT-ORIENTED PROGRAMMING USING JAVA. THIS SECOND EDITION OFFERS EXPANDED COVERAGE OF DESIGN PATTERNS, ENHANCED MATERIAL ON UML, AND A NEW INTRODUCTION TO THE ITERATIVE SOFTWARE DEVELOPMENT PROCESS MADE POPULAR BY EXTREME PROGRAMMING. LEARNING FEATURES INCLUDE CHAPTER SUMMARIES, EXERCISES, AND PROJECTS.

OBJECT-ORIENTED MODELING AND DESIGN WITH UML - MICHAEL BLAHA 2005

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.

OBJECT-ORIENTED SOFTWARE ENGINEERING - TIMOTHY CHRISTIAN LETHBRIDGE 2004

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.

OBJECT-ORIENTED SOFTWARE ENGINEERING - BERND BRUEGGE 2010

THIS TEXTBOOK DEVELOPS A LONG-TERM SINGLE PROJECT AND EXPLORES BOTH THE THEORETICAL FOUNDATIONS OF SOFTWARE ENGINEERING AS WELL AS THE PRINCIPLES AND PRACTICES OF VARIOUS TOOLS, PROCESSES, AND PRODUCTS. IT EMPHASIZES PRACTICAL EXPERIENCE WHEREBY PARTICIPANTS CAN APPLY THE TECHNIQUES LEARNED IN CLASS TO A REALISTIC PROBLEM.

AN INTRODUCTION TO PROGRAMMING AND OBJECT-ORIENTED DESIGN USING JAVA - JAIME NIÑO 2004-10-28

NINO AND HOSCH HAVE UPDATED THEIR POPULAR INTRODUCTORY TEXT THAT PROVIDES AN OBJECTS FIRST INTRODUCTION TO PROGRAMMING AND SOFTWARE DESIGN USING JAVA. THE EMPHASIS THROUGHOUT IS ON PROBLEM MODELING USING FUNDAMENTAL SOFTWARE ENGINEERING PRINCIPLES AND CONCEPTS. JAVA USED AS A VEHICLE FOR TEACHING THESE TOPICS. NEW CONSTRUCTS AND FEATURES OF JAVA 5.0, SUCH AS GENERICS, ARE INTRODUCED. THE TEXT INCLUDES OPTIONAL, INTERACTIVE EXERCISES USING THE DRJAVA INTEGRATED DEVELOPMENT ENVIRONMENT (IDE). THE UML IS EMPLOYED (VERY INFORMALLY) FOR DENOTING OBJECTS, OBJECT RELATIONSHIPS, AND SYSTEM DYNAMICS. NO SPECIFIC PREVIOUS PROGRAMMING EXPERIENCE IS ASSUMED, AND THE TEXT IS APPROPRIATE FOR FIRST YEAR COMPUTER SCIENCE MAJORS. THE TEXT COULD ALSO CARRY OVER TO A SECOND COURSE ON DATA STRUCTURES OR SOFTWARE/OO DESIGN. ABOUT DRJAVA: DRJAVA IS AN IDE DESIGNED PRIMARILY FOR STUDENTS AND INCLUDES AN EASY TO USE FACILITY FOR INTERACTIVELY EVALUATING JAVA CODE. OPTIONAL DRJAVA EXERCISES ARE INCLUDED THROUGHOUT THE TEXT IF INSTRUCTORS WANT THEIR STUDENTS DOING MORE PROGRAMMING. DRJAVA IS THE IDE CHOSEN BY THE AUTHORS, BUT ANY IDE CAN BE USED FOR THESE EXERCISES. THIS UPDATE OF THE TEXT PROVIDES JAVA CODE IN NEWLY RELEASED VERSION 5.0.