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Examines object-oriented methods, practices, terminology, and concepts Addresses critical software engineering issues, showing how an object - oriented approach can provide much improved solutions over other methods. Designed as a technology tool. Project-Based Software Engineering is the first book to provide hands-on process and practice in software engineering essentials for the beginner. The book presents steps through the software development life cycle and two running case studies that develop as the steps are presented. Running parallel to the process presentation and case studies, the book supports a semester-long software development project. This book focuses on object-oriented software development, and supports the conceptualization, analysis, design and implementation of an object-oriented project. It is mostly language-independent, with necessary code examples in Java. A subset of UML is used, with the notation explained as needed to support the readers' work. Two running case studies a video game and a library check out system show the development of a software project. Both have sample deliverables and thus provide the reader with examples of the type of work readers are to create. This book is appropriate for readers looking to gain experience in project analysis, design implementation, and testing. Designed to help readers master the complexity of distributed real-time systems, this volume concentrates on the methodology involved--showing the step-by-step development of a common system example--from requirements through functional design and implementation design, to implementation, testing, and reuse. This book delivers the latest developments in object technology and their impact in computing systems re-engineering. Object-oriented programming is here shown to provide support for constructing large scale systems that are cheaply built and with reusable components, adaptable to changing requirements and use efficient and cost-effective techniques. Internationally recognised authorities from Finland, France, Germany, Italy, Poland, Spain, the UK and the USA here record their research and development work on the industrial techniques and structured object-oriented methodologies in forward and reverse engineering of computing systems. This book takes stock of progress of that work showing its promise and feasibility, and how its structured technology can overcome the limitations of forward engineering methods used in industry. Forward methods are focused in the domain of reverse engineering to implement a high level of specification for existing software. The book contains the selected, quintessential content of the first UK Colloquium on Object Technology and Systems Re-Engineering held at Oxford University in 1998. The conference was sponsored by British Telecom Laboratories, EMSI limited and the OOSP Specialised Group of The British Computer Society. Delivers

the latest developments in object technology and their impact in computing systems re-engineering Provides support for constructing large scale systems that are cheaply built and with reusable components, adaptable to changing requirements and use efficient and cost-effective techniques Contains the content of the first UK Colloquium on Object Technology and Systems Re-Engineering held at Oxford University in 1998 All the ideas, examples and designs are drawn from the author's years of experience in designing object-oriented business models for Fortune 500 companies. This concise, practical book contains proven techniques on applying object technology for the design and analysis of business information systems (IS). Demonstrates how to overcome IS limitations in the re-engineering process. The central theme of this practical book is that we can build much better computer systems if we re-engineer their business information. This book will provide readers with the tools, techniques, and understanding of object-orientation techniques/re-engineering to enable them to improve/build business computing/information systems. During maintenance of a software system, not all questions can be answered directly by resorting to otherwise reliable and accurate source code. Reverse engineering aims at extracting abstract, goal-oriented views of the system, able to summarize relevant properties of the program's computations. Reverse Engineering of Object-Oriented Code provides a comprehensive overview of several techniques that have been recently investigated in the field of reverse engineering. The book describes the algorithms involved in recovering UML diagrams from the code and the techniques that can be adopted for their visualization. This is important because the UML has become the standard for representing design diagrams in object-oriented development. A state-of-the-art exposition on how to design object-oriented code and accompanying algorithms that can be reverse engineered for greater flexibility in future code maintenance and alteration. Essential object-oriented concepts and programming methods for software engineers and researchers. Exploring The Web presents a unique, comprehensible treatment of the Web, from its foundations to cutting-edge technologies and applications. The work goes beyond major web developments by demonstrating how the Semantic Web facilitates joint interaction between human beings and machines. In a systematic exposition, the book examines the principles underlying web design, the technologies that support its operations, and a host of web applications. The material covers web fundamentals and XML, Web Services, the Semantic Web, and an array of applications. This work targets researchers and professionals working in web areas that affect software engineering, systems architecture, analysis and design methods, and modeling and simulation, making the book relevant to developers of various domains. It is also designed for advanced undergraduates and graduates in

courses such as Web Services, Web technologies, Semantic Web, Analysis and Design of Web-based Systems, and Modeling Web Applications. Object orientation has become of critical importance to a wide spectrum of application developers. This text covers re-engineering for object orientation as well as object-oriented programming languages and database management systems. It also provides critical information on client/server and cooperative processing. Provides an introduction to software engineering fundamentals, covering traditional and object-oriented techniques, and can be used in a classroom setting. Case studies help students apply software engineering principles to a real project. The book uses the Unified Process model, with material conforming to ISO/IEC 12207 standards. 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. Object-Oriented Information Engineering: Analysis, Design, and Implementation discusses design, both its object-oriented and traditional development and analysis, on which the book gives much focus. The book begins with an introduction to information engineering and its phases, object-oriented information engineering, and object orientation. The text then moves on to more specific topics, such as business information requirements; detailed object modeling; business functions and subject areas; and individual object behaviors and object interactions. The book also explains the integration and validation of analysis models; object structure designs; and system designs and its different applications. The text is recommended for undergraduates and

practitioners of computer and/or information engineers who want to learn more about object-oriented design, its relation with traditional design, and its analysis. The book is also for those who wish to contribute and conduct further studies in the field of object-oriented design. Object-Oriented Reengineering Patterns collects and distills successful techniques in planning a reengineering project, reverse-engineering, problem detection, migration strategies and software redesign. This book is made available under the Creative Commons Attribution-ShareAlike 3.0 license. You can either download the PDF for free, or you can buy a softcover copy from lulu.com. Additional material is available from the book's web page at http://scg.unibe.ch/oorp Presents the latest advances in object modelling techniques, supported by CASE tools and implemented in C++. This book shows programmers how to improve modelling techniques, provides a proven and consistent synthesis of current modelling processes, introduces a new software-development technique--hypergenericity, a form of recursive design, and more. Object-Oriented Software Engineering is written for both the traditional one-semester and the newer two-semester software engineering curriculum. Part I covers the underlying software engineering theory, while Part II presents the more practical life cycle, workflow by workflow. The text is intended for the substantial object-oriented segment of the software engineering market. It focuses exclusively on object-oriented approaches to the development of large software systems that are the most widely used. Text includes 2 running case studies, expanded coverage of agile processes and open-source development. This book provides an introduction to the understanding and use of object-oriented methodologies for engineering problem solving with a specific emphasis on analysis and design. (Object-oriented programming is a general computer language methodology. The name comes from the focus on describing problems in terms of objects, both physical and conceptual). Contains papers presented at the October 1998 SIAM Workshop on Object Oriented Methods for Interoperable Scientific and Engineering Computing that covered a variety of topics and issues related to designing and implementing computational tools for science and engineering. Object-Process Methodology (OPM) is an intuitive approach to systems engineering. This book presents the theory and practice of OPM with examples from various industry segments and engineering disciplines, as well as daily life. OPM is a generic, domain independent approach that is applicable almost anywhere in systems engineering. Provides complete coverage of the Ada language and Ada programming in general by recognized authorities in Ada software engineering. Demonstrates the power and performance of Ada in the management of large-scale object-oriented systems, and shows how to use Ada features such as generics, packages, and tasking. 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. The object-oriented methodology OOram is new and different from all others on the market, and has been in use and development in Norway for over 12 years. This book is the authoritative account of the OOram methodology for software analysis, design, development, maintenance, and reuse. "The first edition set a standard of excellence that has eluded all followers, and I have recommended it to my clients for years. The new edition is a gift to the field and should be required reading for all managers." - Adrian J. Bowles, Ph.D., Vice President Giga Information Group "One of the most readable introductions you will find. The new edition offers vital insights into the effective use of objects in business." - Chris Stone, President Object Management Group The first edition of "Object Technology: A Manager's Guide" is widely viewed as the classic introduction to this powerful computing concept. Object technology offers increased agility, significant time-to-market reduction, and the opportunity to exploit the potential of the World Wide Web by deploying globally distributed business systems. At a time when many of the world's largest companies are making the transition to object technology, David Taylor has updated his book to address the important issues facing the growth of object technology and to provide a glimpse into the future of this evolving paradigm. In updating this seminal work, David Taylor has retained the signature conciseness and, clarity of discussion that made the first edition a best-seller. "Object Technology: A Manager's Guide, Second Edition," covers the key terms, emerging concepts, and useful applications of objects. Managers, salespeople, engineers, software developers-anyone interested in understanding or implementing object technology-will find this a lucid introduction to the topic. Highlights of this new edition include: An explanation of how to use objects to create evolutionarysoftware that rapidly adapts to changing business conditions, eliminating the need for most new application development. An introduction to Java, and an explanation of how its useof message interfaces enables a new generation of portable, mix-and-match, Internet-enabled business objects. An update on the state of object databases and extended relationaldatabases, with guidelines for combining the two for optimal informationstorage. An introduction to the new generation of object engines andhow they combine storage and execution capabilities for maximumsoftware integration. 0201309947B09102001 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. A concise and practical introduction to C++ aimed primarily as a first programming course for engineers. It features a range of engineering problems and provides supportive tutorial examples (available on IBM diskette included free with this text). It is also suitable for computer science students, as it should appeal to those who prefer a hands-on approach. Class variants (pre- and post- conditions) are explained throughout the book. Solutions (C++ code and the five-step design methodolgy) to exercises are included on the accompanying diskette. Designed for an introductory software engineering course. This two-part book provides an introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. It presents the underlying software engineering theory in Part I and follows it up with the practical life-cycle material in Part II. This book constitutes the thoroughly refereed post-proceedings of the Second International Workshop on Engineering Distributed Objects, EDO 2000, held in November 2000 in Davis, California, USA.The 15 revised full papers presented together with session surveys were carefully reviewed and selected from 30 submissions. The book presents topical sections on middleware selection, resource management, architectural reasoning, distributed communication, advanced

transactions, and service integration. Describes how to design object-oriented code and accompanying algorithms that can be reverse engineered for greater flexibility in future code maintenance and alteration. Provides essential object-oriented concepts and programming methods for software engineers and researchers. 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. 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.

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