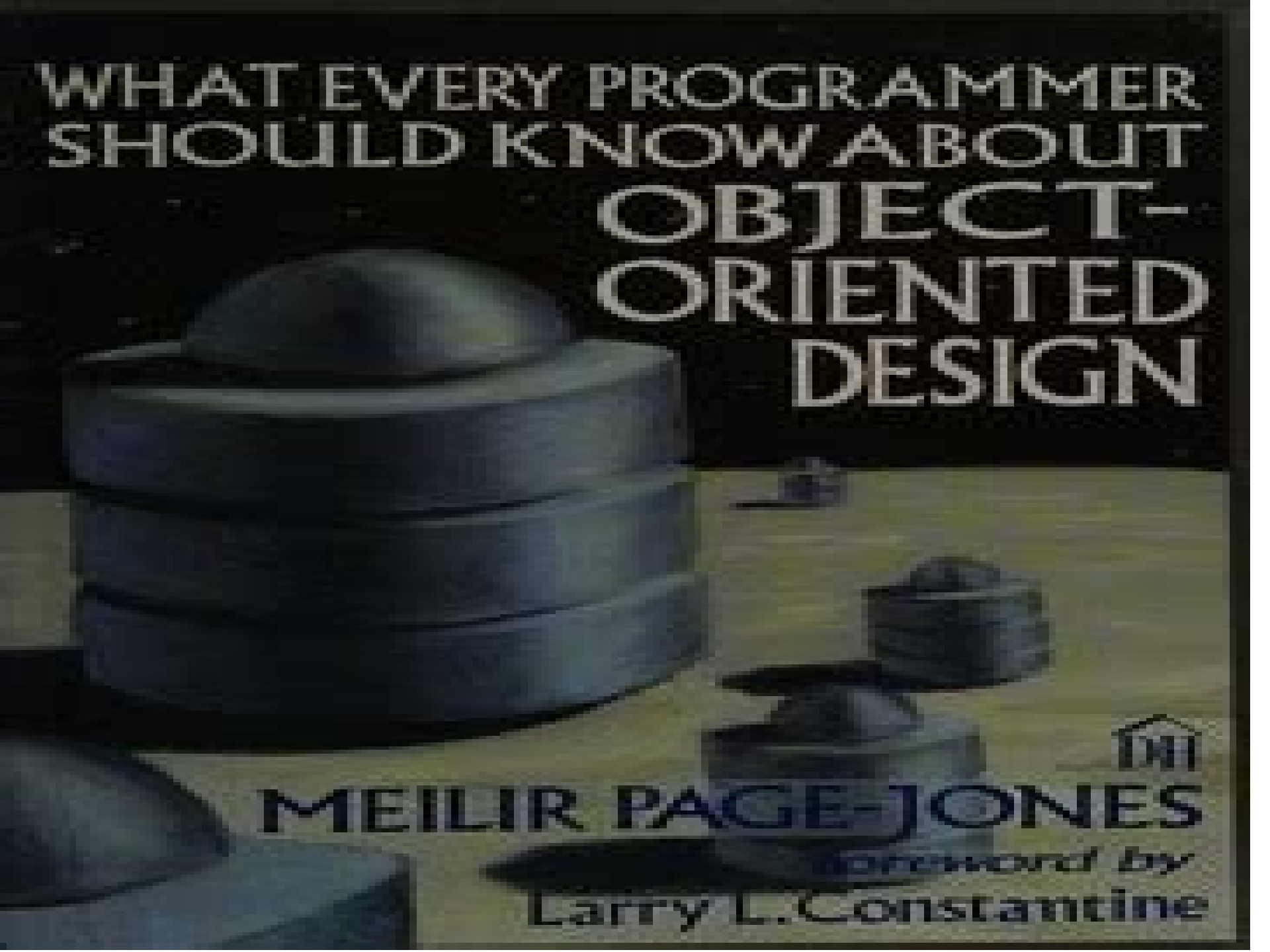




WHAT EVERY PROGRAMMER SHOULD KNOW ABOUT OBJECT- ORIENTED DESIGN

MEILIR PAGE-JONES

Foreword by
Larry L. Constantine

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Data Model Patterns David C. Hay, 2013 **Complete Systems Analysis** James Robertson, Suzanne Robertson, 1998

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The Psychology of Computer Programming Gerald M. Weinberg, 1998 Discover or Revisit One of the Most Popular Books in Computing This landmark 1971 classic is reprinted with a new preface chapter by chapter commentary and straight from the heart observations on topics that affect the professional life of programmers Long regarded as one of the first books to pioneer a people oriented approach to computing The Psychology of Computer Programming endures as a penetrating analysis of the intelligence skill teamwork and problem solving power of the computer programmer Finding the chapters strikingly relevant to today s issues in programming Gerald M Weinberg adds new insights and highlights the similarities and differences between now and then Using a conversational style that invites the reader to join him Weinberg reunites with some of his most insightful writings on the human side of software engineering Topics include egoless programming intelligence psychological measurement personality factors motivation training social problems on large projects problem solving ability programming language design team formation the programming environment and much more Dorset House Publishing is proud to make this important text available to new generations of programmers and to encourage readers of the first edition to return to its valuable lessons

What Every Programmer Should Know about Object-oriented Design Meilir Page-Jones, 1995 Introduction What does it mean to be object oriented anyway Object orientation Who ordered that Object oriented design notation The basic notation for classes em methods Inheritance and aggregation diagrams The object communication diagram State transition diagrams Additional OODN diagrams The principles of object oriented design Encapsulation and connascence Domains encumbrance and cohesion

Properties of classes and subclasses The perils of inheritance and polymorphism Class interfaces Appendix A Checklist for an object oriented design walkthrough Appendix B The Object oriented design owner s manual Appendix C Blitz guide to object oriented terminology

A Book of Object-oriented Knowledge Brian Henderson-Sellers,1992 A basic introduction to the object oriented approach to software engineering emphasising analysis and design rather than specific programming languages and syntax

The Object-Oriented Thought Process Matt Weisfeld,2013-03-05 The Object Oriented Thought Process Fourth Edition An introduction to object oriented concepts for developers looking to master modern application practices Object oriented programming OOP is the foundation of modern programming languages including C Java C Visual Basic NET Ruby and Objective C Objects also form the basis for many web technologies such as JavaScript Python and PHP It is of vital importance to learn the fundamental concepts of object orientation before starting to use object oriented development environments OOP promotes good design practices code portability and reuse but it requires a shift in thinking to be fully understood Programmers new to OOP should resist the temptation to jump directly into a particular programming language such as Objective C VB NET C C NET or Java or a modeling language such as UML and instead first take the time to learn what author Matt Weisfeld calls the object oriented thought process Written by a developer for developers who want to make the leap to object oriented technologies The Object Oriented Thought Process provides a solutions oriented approach to object oriented programming Readers will learn to understand the proper uses of inheritance and composition the difference between aggregation and association and the important distinction between interfaces and implementations While programming technologies have been changing and evolving over the years object oriented concepts remain a constant no matter what the platform This revised edition focuses on interoperability across programming technologies whether you are using objects in traditional application design in XML based data transactions in web page development in mobile apps or in any modern programming environment Programmers who aim to create high quality software as all programmers should must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes Doing so entails careful study of books such as Matt Weisfeld s *The Object Oriented Thought Process* Bill McCarty author of *Java Distributed Objects* and *Object Oriented Design in Java*

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The Object-oriented Thought Process Matt A. Weisfeld,2009 The Object Oriented Thought Process Third Edition Matt Weisfeld An introduction to object oriented concepts for developers looking to master modern application practices Object oriented programming OOP is the foundation of

modern programming languages including C Java C and Visual Basic NET By designing with objects rather than treating the code and data as separate entities OOP allows objects to fully utilize other objects services as well as inherit their functionality OOP promotes code portability and reuse but requires a shift in thinking to be fully understood Before jumping into the world of object oriented programming languages you must first master The Object Oriented Thought Process Written by a developer for developers who want to make the leap to object oriented technologies as well as managers who simply want to understand what they are managing The Object Oriented Thought Process provides a solution oriented approach to object oriented programming Readers will learn to understand object oriented design with inheritance or composition object aggregation and association and the difference between interfaces and implementations Readers will also become more efficient and better thinkers in terms of object oriented development This revised edition focuses on interoperability across various technologies primarily using XML as the communication mechanism A more detailed focus is placed on how business objects operate over networks including client server architectures and web services Programmers who aim to create high quality software as all programmers should must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes Doing so entails careful study of books such as Matt Weisfeld s *The Object Oriented Thought Process* Bill McCarty author of *Java Distributed Objects and Object Oriented Design in Java* Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland Ohio He has more than 20 years of experience as a professional software developer project manager and corporate trainer using C Smalltalk NET and Java He holds a BS in systems analysis an MS in computer science and an MBA in project management Weisfeld has published many articles in major computer trade magazines and professional journals *Object-Oriented Thought Process, Third Edition* Matt Weisfeld,2008 *Object-Oriented Design Heuristics* Arthur J. Riel,1996 Here is the first object oriented development book to provide specific experience based guidelines to help developers make the right design decisions This book offers the next step for readers that know the basics of object oriented development and now need to know if they are doing it right and making the right choices **Programming in an Object-Oriented Environment** Raimund K. Ege,2014-05-10

Programming in an Object Oriented Environment provides an in depth look at the concepts behind the technology of object oriented programming This book explains why object oriented programming has the potential to vastly improve the productivity of programmers and how to apply this technology in a practical environment Many programming examples are included focusing on how different programming languages support the core of object oriented concepts C is used as the main sample language throughout this text This monograph consists of two major parts Part I provides an introduction to object oriented concepts their rationale and their implementation in programming languages The object oriented approach to programming in an object oriented environment is discussed in Part II This publication is intended for software professionals who are interested in learning the fundamental concepts of object oriented programming and how to apply these concepts in

a practical computer environment **Object-oriented Design for C++** Tsvi Bar-David,1993 The guide teaches the reader how to program efficiently in C by concentrating on object oriented design and implementation Introducing object oriented design in both language independent as well as C specific terms the book presents scores of techniques used successfully in industry showing how to design medium to large applications in C *Object Orientation* Setrag Khoshafian,Razmik Abnous,1995-12-12 Quickly acquire the knowledge and skills you need to use object technology in your next development project A practical down to earth introduction to object oriented terms concepts and techniques Object Orientation Second Edition is for developers and programmers who are eager to start using object oriented technology right away Building step by step from the fundamentals to advanced design and development topics this book supplies you with all the in depth technical information and guidance you need to confidently incorporate object oriented tools and techniques into your next project no matter what your level of experience Thanks to the authors clear straightforward explanations and professional insights as well as the many real world examples appearing throughout the book you ll quickly acquire a solid working knowledge of Abstract data typing inheritance and identity Object oriented analysis and design including Booch Rumbaugh and other OOA and OOD methodologies Object oriented programming languages including the object oriented features of C Smalltalk Ada Eiffel and other languages Object oriented database management systems including OOODB ORDB client server concepts and examples from Object Design Gem Stone Versant UniSQL Objectivity ODB II and other systems Object oriented GUI design including explanations of Visual C and Foundation Classes MacAPP and NeXTStep Object sharing and interchange with OLE 2 and OpenDoc OMA ODMG 93 and other object oriented standardization efforts And much more Featuring over 50% new and revised material this Second Edition of Setrag Khoshafian and Razmik Abnous s bestseller is now more than ever the best practical introduction to object technology for programmers and developers Object-oriented Analysis and Design with Applications Grady Booch,1994 This revision of Grady Booch s classic offers the first industry wide standard for notation in developing large scale object oriented systems Laying the groundwork for the development of complex systems based on the object model the author works in C to provide five fully developed design examples along with many smaller applications Three of these capstone projects are new with this edition including an inventory tracking system which implements a client server The other four span problem domains as diverse as data acquisition for scientific tools framework artificial intelligence and command and control To measure progress metrics in object development are suggested so that the developer knows how the project is going In addition the author demonstrates good and bad object designs and shows how to manage the trade offs in complex systems **Object-oriented Software Engineering** George Wilkie,1993 **The Object-Oriented Paradigm** Mariano Pages,2020-11-04 If your goal is to understand what the object oriented paradigm is what its ideas and foundations are this is your book On the other hand if you want to learn object oriented design and analysis methodologies or learn a good programming language in depth you won t find those topics here

however you should read this first anyway **Object-oriented Software Engineering** George Wilkie,1993 Addresses critical software engineering issues showing how an object oriented approach can provide much improved solutions over other methods Designed as a technology tool **Object Oriented Analysis and Design with UML** Daminni Grover,2012-01-30 Object Oriented Analysis and Design with UML covers the conceptual underpinnings of object orientation This book provides practical guidance on the analysis and design of object oriented systems and the concepts presented are based on a solid theoretical foundation The book deals primarily with a method of software development Hence appropriate for courses in software engineering and as a supplement to courses involving specific object oriented programming languages This book introduces several tools for analysis and design including Use case narratives and diagrams class diagrams sequence and collaboration diagrams state and activity diagrams and design pattern principles It also covers fundamental object oriented concepts such as polymorphism inheritance encapsulation and interfaces The audience of this book can be divided into a number of segments The first segment is the undergraduate and graduate students of IT programs This book is based upon the syllabus of undergraduate and graduate courses of various Indian and international universities The second is for the industry people like programmers IS business analysts and IS managers so that they can effectively use object oriented technology to solve their problems *An Object-Oriented Approach to Programming Logic and Design* Joyce Farrell,2010-01-06 An Object Oriented Approach to Programming Logic and Design Third Edition provides the beginning programmer with a guide to developing object oriented program logic This textbook assumes no programming language experience The writing is nontechnical and emphasizes good programming practices The examples are business examples they do not assume mathematical background beyond high school business math Additionally the examples illustrate one or two major points they do not contain so many features that students become lost following irrelevant and extraneous details Important Notice Media content referenced within the product description or the product text may not be available in the ebook version **Object-Oriented Analysis, Design and Implementation** Brahma Dathan,Sarnath Ramnath,2025-02-08 This new edition demonstrates a modeling based approach to object oriented development It is a significant and comprehensive revision of the book While the central focus remains the same as in previous editions the reader will notice substantial improvements in the presentation Salient features All expected background materials are now in one chapter making it easier for both the teacher and the learner The treatment of modeling concepts and UML diagrams is both broader and deeper Securing the software is considered in the design and implementation phases The design is evaluated for bad smells which are corrected by refactoring Implementation is carried out in both JavaFX and Swing Software reuse is dealt with in much greater depth The role of substitutability is examined and explained in this context Comparison of the finite state machine and use case models is provided A procedure to assist readers in analysis and design using the finite state machine model is included *Principles of Object-oriented Software Development* Anton Eliëns,2000 This new edition

continues its unique approach to teaching all aspects of object oriented programming bringing it right up to date with the latest advances in technology It requires no extensive knowledge of programming languages It is divided into four parts each presenting the issues involved in object oriented programming from a different perspective software engineering and design languages and system development abstract data types and polymorphism and applications and frameworks Software engineers who want to understand the theory behind modern object oriented technology while learning about such new topics as patterns UML and Java

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