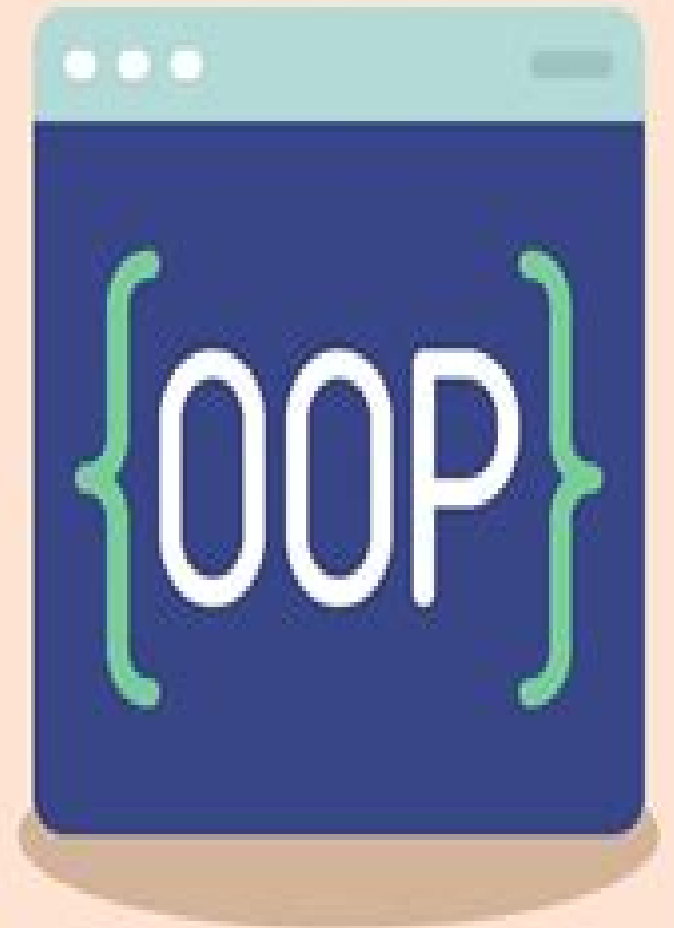


What Every Programmer Should Know About Object- Oriented Programming



What Every Programmer Should Know About Object Oriented Design

David Baud



What Every Programmer Should Know About Object Oriented Design:

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

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 [97 Things Every Programmer Should Know](#) Kevlin

Henney, 2010-02-05 Tap into the wisdom of experts to learn what every programmer should know no matter what language you use With the 97 short and extremely useful tips for programmers in this book you ll expand your skills by adopting new approaches to old problems learning appropriate best practices and honing your craft through sound advice With contributions from some of the most experienced and respected practitioners in the industry including Michael Feathers Pete Goodliffe Diomidis Spinellis Cay Horstmann Verity Stob and many more this book contains practical knowledge and principles that you can apply to all kinds of projects A few of the 97 things you should know Code in the Language of the Domain by Dan North Write Tests for People by Gerard Meszaros Convenience Is Not an ility by Gregor Hohpe Know Your IDE by Heinz Kabutz A Message to the Future by Linda Rising The Boy Scout Rule by Robert C Martin Uncle Bob Beware the Share by Udi Dahan [Software and Mind](#) Andrei Sorin, 2013-01-01 Addressing general readers as well as software practitioners Software and Mind discusses the fallacies of the mechanistic ideology and the degradation of minds caused by these fallacies Mechanism holds that every aspect of the world can be represented as a simple hierarchical structure of entities But while useful in fields like mathematics and manufacturing this idea is generally worthless because most aspects of the world are too complex to be reduced to simple hierarchical structures Our software related affairs in particular cannot be represented in this fashion And yet all programming theories and development systems and all software applications attempt to reduce real world problems to neat hierarchical structures of data operations and features Using Karl Popper s famous principles of demarcation between science and pseudoscience the book shows that the mechanistic ideology has turned most of our software related activities into pseudoscientific pursuits Using mechanism as warrant the software elites are promoting invalid even fraudulent software notions They force us to depend on generic inferior systems instead of

allowing us to develop software skills and to create our own systems Software mechanism emulates the methods of manufacturing and thereby restricts us to high levels of abstraction and simple isolated structures The benefits of software however can be attained only if we start with low level elements and learn to create complex interacting structures Software the book argues is a non mechanistic phenomenon So it is akin to language not to physical objects Like language it permits us to mirror the world in our minds and to communicate with it Moreover we increasingly depend on software in everything we do in the same way that we depend on language Thus being restricted to mechanistic software is like thinking and communicating while being restricted to some ready made sentences supplied by an elite Ultimately by impoverishing software our elites are achieving what the totalitarian elite described by George Orwell in Nineteen Eighty Four achieves by impoverishing language they are degrading our minds

The C++ Report ,2000 Journal of Object-oriented Programming ,1999

Java in a Nutshell Benjamin J Evans,David Flanagan,2014-10-27 The sixth edition of Java in a Nutshell helps experienced Java programmers get the most out of Java 7 and 8 but it s also a learning path for new developers With examples rewritten to take full advantage of modern Java APIs and development best practices this fully updated book brings you up to date and gets you ready to develop Java applications for the future Learn how lambda expressions make your programs shorter and easier to write and understand Explore Nashorn the brand new implementation of Javascript on the Java Virtual Machine Start using the new I O APIs to make your code cleaner shorter and safer Understand Java s concurrency model and learn how to write multithreaded code with confidence

A Book of Object-oriented Knowledge Brian Henderson-Sellers,1997 Aiming to provide a comprehensive introduction to object orientation this book places an emphasis on analysis and design and presents a coherent methodology It includes a chapter on software engineering and uses a running example to illustrate the concepts of object orientation

Dr. Dobb's Journal ,2000 Practical Analysis and Design for Client/server and GUI Systems David A. Ruble,1997 Appropriate for courses in Data Communication and Networking Witty and informative this practical guide arms students with the core competencies required to successfully analyze and design today s client server business information systems presenting a universal methodology and useful techniques that all developers can use regardless of the environment they work in

Complete Systems Analysis James Robertson,Suzanne Robertson,1998 Learn Analysis or Extend Your Skills with a Detailed Project and a Comprehensive Textbook In a fundamentally new approach Complete Systems Analysis teaches everything you need to know about analyzing systems the methods the models the techniques and more A definitive text on modern systems analysis techniques is combined with an extensive case study to give readers hands on experience in completing an actual analysis project Readers proceed through each step of a full scale analysis project analyzing the complex requirements of a television station s airtime programming department Each phase of the case study and each exercise in the textbook section is thoroughly explained in separate review and answer sections An innovative Trail Guide system inspired by the difficulty

levels marked on ski trails encourages readers to follow a sequence that suits their skill level Beginners follow the full trail while experienced analysts fill in gaps in their training refresh their understanding of key concepts and practice their skills Managers review key concepts but can skip the detailed work with models The book shows how analysis is used for object oriented implementation and how event response data flow models and entity relationship data models are complementary not competing models Since its first publication in 1994 as a two volume set in hardcover this highly acclaimed text released in 1998 as a single softcover volume has served as a course text in classes throughout the world

Journal of Research and Practice in Information Technology ,2000 **Object Magazine** ,1997 **Quantitative Approaches in Object-oriented Software Engineering** Fernando Brito e Abreu,2002 A comprehensive description is provided of four areas of quantitative approaches in object oriented software engineering metrics collection quality assessment metrics validation and process management

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

Object-oriented Software Construction Bertrand Meyer,1997 This volume aims to study how practicing software developers in industrial as well as academic environments can use object technology to improve the quality of the software they produce It includes topics on concurrency and Internet programming

Data Structures and Software Development in an Object-oriented Domain Jean-Paul Tremblay,Grant A. Cheston,2003 This text provides an introduction to basic data structures object oriented analysis and design and fundamental software design concepts and principles The authors begin with the traditional basic data structures and algorithms with their Java implementation and analysis

Software Development ,1997 **The OPEN Toolbox of Techniques** Brian Henderson-Sellers,Anthony Simons,Houman Younessi,1998 Readers will learn what they need to know in order to actually build an Object Oriented system using OPEN The Toolbox covers user requirements project management and quality modeling techniques coding modeling the user interface and reuse

The OPEN Process

Specification Ian Graham, Brian Henderson-Sellers, Houman Younessi, 1997 subject category Object oriented technology Software engineering The OPEN Process Specification Ian Graham Brian Henderson Sellers and Houman Younessi following line is just a line on its own to highlight the OPEN acronym and explain what it stands for pick out in some way the initial caps O P E and N Object oriented Process Environment and Notation The OPEN Process Specification describes a tailorable software development process part of the OPEN methodological framework that has been formulated to take account of the differing requirements of projects and provide a flexible framework into which project specific factors may be incorporated Here the reader will find a genuinely object oriented complete detailed model of the whole process involved in developing both object oriented and hybrid systems The model may be used in conjunction with any object oriented method or notation such as Coad Firesmith Odell SOMA or UML This book shows how to use the OPEN process to organize plan and manage both large and small scale object oriented software development projects The framework for the OPEN process consists of interconnecting activities which are represented as objects whose methods are the tasks needing to be accomplished This model provides a strategy that enables professional software developers project managers and students of software engineering to approach all kinds of software development projects and succeed in achieving timely delivery and high quality products As well as an in depth description of the important activities associated with a project and comprehensive coverage of the kinds of tasks which need to be achieved for different projects this book also contains an extensive reference section containing a detailed description of each task recommended techniques that provide support for accomplishing each task a summary of the COMN Light Notation a foreword by Ed Yourdon About the authors Ian Graham is an internationally recognized authority on Object Technology and is the developer of the SOMA object oriented method which was the chief source for the OPEN process object model He has over 20 years experience as a practitioner in the computing industry and is currently Vice President Global Markets Technology with the Chase Manhattan Bank Ian was a founder member of the OPEN Consortium His best selling books Object Oriented Methods and Migrating to Object Technology are also published under the Addison Wesley imprint Brian Henderson Sellers is Director of the Centre for Object Technology Applications and Research in Victoria Australia Professor of Computer Science Object Technology at Swinburne University and also a founder member of the OPEN Consortium He is the author of Object Oriented Metrics and A Book of Object Oriented Knowledge which introduced the fountain model that was the inspiration for OPEN's approach to reuse management Brian is a regular contributor of articles to magazines and journals Houman Younessi is an academic member of the School of Information Technology at Swinburne University of Technology and a member of the OPEN Consortium Previously the Managing Director of Australian Business Consultants Pty Ltd Houman is an internationally recognized consultant practitioner and educator specializing in organizational and information technology methods Im delighted to see the work of the OPEN Consortium come to the fruition represented by this book Graham Henderson Sellers and Younessi have done a marvelous job in

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