
Object Oriented Software Engineering

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Object-oriented Software Engineering Cambridge University Press

This is a textbook for a course in object-oriented software engineering at advanced undergraduate and graduate levels, as well as for software engineers. It contains more than 120 exercises of diverse complexity. The book discusses fundamental concepts and terminology on object-oriented software development, assuming little background on software engineering, and emphasizes design and maintenance rather than programming. It also presents up-to-date and easily understood methodologies and puts forward a software life cycle model which explicitly encourages reusability during software development and maintenance.

The OOram Software Engineering Method

Prentice Hall

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. Object-Oriented Software Engineering Using UML, Patterns, and Java, 3e, shows readers 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: readers 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). *Working with Objects* Tata McGraw-Hill Education Based on Objectory which is the first commercially available comprehensive object-oriented

process for developing large scale industrial systems.

Emerging Research and Opportunities Object-oriented Software Engineering A Use Case Driven Approach

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 Software Engineering Pearson College Division

This book is based on object-oriented techniques applied to software engineering. Employing the latest technologies such as UML, Patterns, and Java, Bernd Bruegge and Allen H. Dutoit offer a cohesive, class-tested presentation of object-oriented software engineering in a step-by-step format based on ten years of teaching and real-world software engineering experience. This text teaches practical experience in developing complex software appropriate for software engineering project courses, as well as industry R & D practitioners. The reader benefits from timely exposure to state-of-the-art tools and methods. Unlike other texts based on the teaching premise of multiple classes or developing multiple systems, this book focuses on techniques and applications in a reasonably complex environment, such as multi-team development projects including 20 to 60

participants. The book is based on concrete examples from real applications such as accident management, emissions modeling, facility management, and centralized traffic control. Provides an integrated communication infrastructure for distributed development Shows the state of the art in Software Engineering: UML, Java, Design Patterns, Distributed Development, and Multiproject Management Illustrates how the reader learns to develop in a distributed team with hands-on experience on real system development problems Offers a CD-ROM containing the materials used in courses taught by the authors- problem statements, requirement analysis documents, system design documents, test manuals, prototypes, and all the artifacts produced during the development of a facility management system Presents Companion

Website (www.prenhall.com/bruegge)
with supplemental material such as problem
statements, requirement analysis documents,
system design documents, test manuals, and
solutions to exercises

Object-oriented Software Engineering McGraw-Hill Education

An indispensable resource for anyone
working with Eiffel, this up-to-date guide
provides full coverage of the most recent
version of the language, focusing on Eiffel's
practical use in the development of large,
mission-critical software systems. In
addition to a comprehensive description of
Eiffel's syntax and semantics, you will find
in-depth information on style guides,
analysis and design, design patterns, and
validation and testing. Descriptions and

comparisons of available compilers and
libraries will help you decide which Eiffel
tools best fit your development needs. The
book even includes an Eiffel resource guide.
The book's most notable feature is its three
large-scale case studies that demonstrate
Eiffel in action, illustrating implementation
techniques and showcasing Eiffel's power
and effectiveness in three different realms:
the MIS world, the embedded
systems/telecommunications world, and the
numeric world. By reading this book, you
will not only obtain a knowledge of the
mechanics of Eiffel programming, but you
will also come away with an understanding
of Eiffel's role in the field of object-oriented
technology and a sense of the language's
strong potential in large software

development. 0201633817B04062001

Problems & Perspectives McGraw-Hill
Science/Engineering/Math

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.

Software Engineering with Ada McGraw-Hill
Science/Engineering/Math

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.

Object-oriented Software Engineering with Eiffel McGraw-Hill Companies

The authors analyze how the structure of a package determines its developmental complexity according to such measures as bug search times and documentation information content. The work presents arguments for why these issues impact solution cost and time more than does scalable performance. The final chapter explores the question of scalable execution and shows how scalable design relates to scalable execution. The book's focus is on program organization, which has received considerable attention in the broader software engineering community, where graphical description standards for modeling software structure and behavior have been developed by computer scientists. These discussions might be enriched by engineers who write scientific

codes. This book aims to bring such scientific programmers into discussion with computer scientists. The authors do so by introducing object-oriented software design patterns in the context of scientific simulation.

Discovering Smalltalk McGraw-Hill College Object-Oriented Software Engineering: An Agile Unified Methodology by David Kung presents a step-by-step methodology that integrates modeling and design, UML, patterns, test-driven development, quality assurance, configuration management, and agile principles throughout the life cycle. The overall approach is casual and easy to follow, with many practical examples that show the theory at work. The author uses his experiences as well as real-world stories to help the reader understand software

design principles, patterns, and other software engineering concepts. The book also provides stimulating exercises that go far beyond the type of question that can be answered by simply copying portions of the text.

An Introduction to Object-oriented Software Engineering McGraw-Hill Science, Engineering & Mathematics

Examines object-oriented methods, practices, terminology, and concepts

Object-oriented Software Engineering Tata McGraw-Hill Education

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.

A Hands-on Approach PHI Learning Pvt.

Ltd.

Integrating case studies to show the object oriented approach to software engineering, *Object-Oriented and Classical Software Engineering, 7/e* presents an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. The coverage of both Agile processes and Open Source Software has been considerably expanded. In addition, the Osbert Oglesby running case study has been replaced with a new case study on the Martha Stockton Greengage Foundation. The new study highlights even more aspects of the Unified Process. The book 's unique organization remains in place, with Part I covering underlying software engineering theory, and

Part II presenting the more practical life cycle. Complementing this well-balanced approach is the straightforward, student-friendly writing style, through which difficult concepts are presented in a clear, understandable manner. The new seventh edition provides an extensive updating of this classic software engineering text!

[Object-Oriented Software Engineering: Practical Software Development using UML and Java](#)
Addison-Wesley Professional
Software -- Software Engineering.
Object-oriented Software Engineering
McGraw-Hill College
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.

Object-oriented Software Engineering IGI Global

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 Use Case Driven Approach McGraw-Hill Companies

Classical and Object-Oriented Software Engineering is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both

traditional and object-oriented techniques. Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programming. The website in this edition will

be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quizz questions, and source code for the term project and case study.

Project-based Software Engineering McGraw-Hill Science, Engineering & Mathematics

This book describes how object-oriented language and object-oriented ideas can be employed throughout the software project. It describes the software engineering process from requirements analysis up to acceptance testing and contains such topics as unit testing, and system design. The book uses the C++ programming language and is intended for both the undergraduate student and the industrial developer. Material on the relationship between object-oriented techniques and prototyping is also included.

The Object-Oriented Way McGraw-Hill Book Company Limited

For professionals involved in large software development projects with thousands or even

millions of lines of code, this best-selling guide offers complete coverage of both classic Software Lifecycle -- requirements, specifications, design, implementation, testing, and maintenance -- and the latest Object-Oriented design approaches. Important new issues, such as object patterns and software architecture, are also included.

A Hands-On Approach McGraw-Hill Higher Education

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.