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**Object Lifecycles** Pearson Education India  
Object-Oriented Programming under Windows presents object-oriented programming (OOP) techniques that can be used in Windows programming. The book is comprised of 15 chapters that tackle an area in OOP.  
Object-oriented Analysis and Design with Applications John Wiley & Sons  
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, cryptanalysis, 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  
**Object-oriented Systems Analysis and Design** McGraw-Hill College  
This compact book presents a clear and thorough introduction to the object-oriented paradigm using the C++ language. It introduces the readers to various C++ features that support object-oriented programming (OOP) concepts. In an easy-to-comprehend format, the text teaches how to start and compile a C++ program and discusses the use of C++ in OOP. The book covers the full range of object-oriented topics, from the fundamental features through classes, inheritance, polymorphism, template, exception handling and standard template library.  
**KEY FEATURES** • Includes several pictorial descriptions of the concepts to facilitate better understanding. • Offers numerous class-tested programs and examples to show the practical application of theory. • Provides a summary at the end of each chapter to help students in revising all key facts. The book is designed for use as a text by undergraduate students of engineering, undergraduate and postgraduate students of computer applications, and postgraduate students of management.  
**OBJECT-ORIENTED PROGRAMMING USING C++** Addison-Wesley Professional  
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 Systems Development** Pearson Education  
Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams

encounter with TDD--from integrating TDD into your processes to testing your most difficult features. Coverage includes  
**Implementing TDD effectively:** getting started, and maintaining your momentum throughout the project  
**Creating cleaner, more expressive, more sustainable code**  
Using tests to stay relentlessly focused on sustaining quality  
**Understanding how TDD, Mock Objects, and Object-Oriented Design** come together in the context of a real software development project  
**Using Mock Objects** to guide object-oriented designs  
**Succeeding where TDD is difficult:** managing complex test data, and testing persistence and concurrency  
**Object-Oriented Analysis and Design with Applications** Pearson Education  
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 And Patterns** Cengage Learning  
**Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition** helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.  
**File Structures : An Object-Oriented Approach with C++, 3/e** Pearson Higher Ed  
Software -- Software Engineering.  
**Head First Object-Oriented Analysis and Design** Pearson Education  
Object-Oriented Systems Analysis and Design, Second Edition, provides a clear presentation of concepts, skills, and techniques students need to become effective system analysts in today's business world. It focuses on a hybrid approach to systems and their development, combining traditional systems development and object orientation.  
**Object-Oriented Analysis and Design for Information Systems** CreateSpace  
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).  
**Object Thinking** John Wiley & Sons  
Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not

just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

Object-Oriented Software Engineering Using UML, Patterns, and Java "O'Reilly Media, Inc."

A firm grounding in the theory of object-oriented analysis and design and its practical application is essential for understanding how to build good software. This book, the third of the Magnifying Series, attempts to explain the object-oriented analysis and design of software through case studies covering various business domains. The book describes various software development models and techniques before introducing the concepts and principles of object-oriented analysis and design. It explains analysis models with the help of business process diagrams, use-case diagrams, class diagrams and object diagrams. The book elaborates design models through sequence diagrams, collaboration diagrams, statechart diagrams and activity diagrams. It also deals with implementation models with the help of component and deployment diagrams. For each diagram, its purpose, notations and design guidelines are given. In addition, the book explains existing object-oriented methodologies.

**KEY FEATURES:** Develops a framework for analysis of business cases followed by design of software solutions for them. Includes several case studies to depict the application of object-oriented analysis and design. Presents chapter-end exercises for the students' comprehension of the subject matter. The text is designed for the students of computer applications (BCA/MCA), computer science (B.Sc./M.Sc.), and computer science and engineering (BE/B.Tech).

**Introduction to Programming** Packt Publishing Ltd

A companion book to Mellor and Shlaer's Object-Oriented Systems Analysis which covers the Information Modeling step, this book details in three steps a systematic method for investigating and defining real-time, scientific, and business-oriented systems. It explains the State Modeling step, the Process Modeling step, and the External Specifications step.

*Design Patterns* "O'Reilly Media, Inc."

Evolutionary in approach, this book explores informatino systems development--both analysis and design--using an object-oriented methodology combined with a relational database as part of the implementation.

Object-oriented Programming Under Windows Prentice Hall

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

**Systems Analysis and Design with UML Version 2.0** Elsevier

Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

*Head First Design Patterns* John Wiley & Sons

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 Analysis and Design "O'Reilly Media, Inc."

Software -- Software Engineering.

Object-oriented Software Engineering Springer Science & Business Media

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

*Learning UML 2.0* PHI Learning Pvt. Ltd.

Systems Analysis and Design: An Object-Oriented Approach with UML, 5th Edition by Dennis, Wixom, and Tegarden captures the dynamic aspects of the field by keeping students focused on doing SAD while presenting the core set of skills that every systems analyst needs to know today and in the future. The text enables students to do SAD—not just read about it, but understand the issues so they can actually analyze and design systems. The text introduces each major technique, explains what it is, explains how to do it, presents an example, and provides opportunities for students to practice before they do it for real in a project. After reading each chapter, the student will be able to perform that step in the system development process.