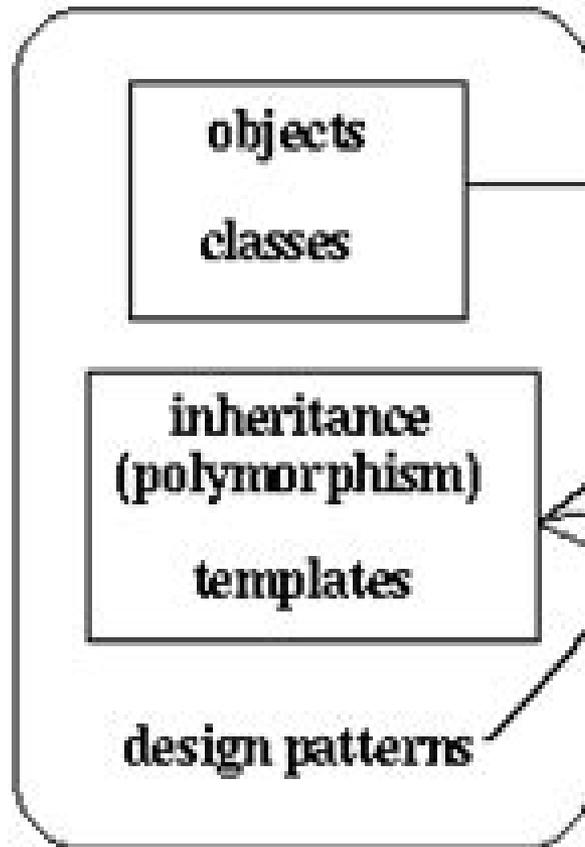
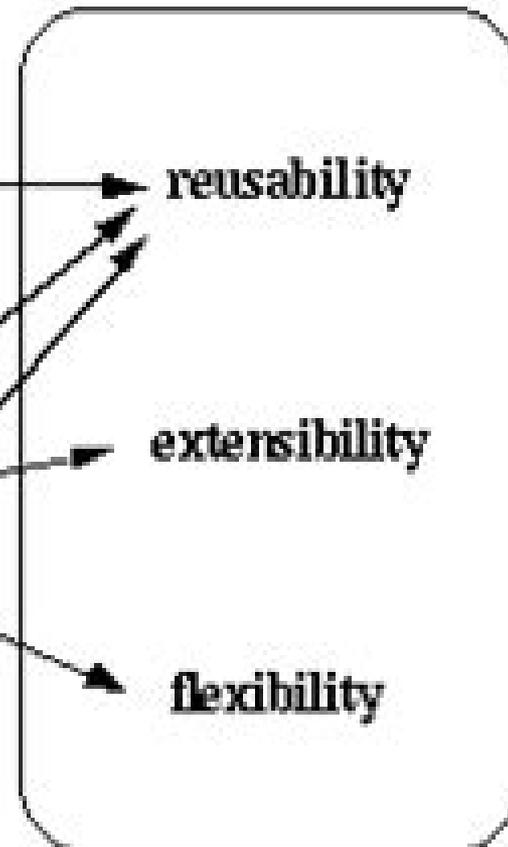


Object-Oriented Software Structures



Software Engineering Goals



objects

classes

inheritance
(polymorphism)

templates

design patterns

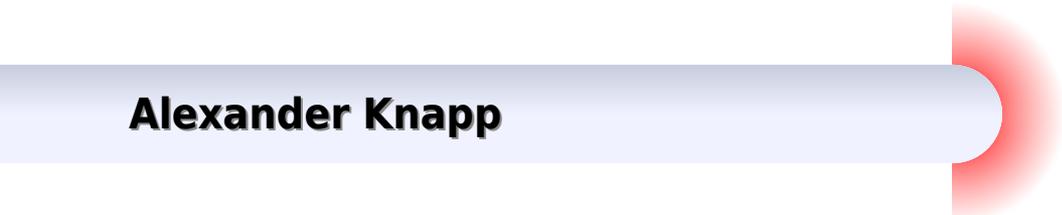
reusability

extensibility

flexibility

Software Engineering An Object Oriented Perspective

Alexander Knapp



Software Engineering An Object Oriented Perspective:

Software Engineering Eric J. Braude,2001 *Software Engineering and Environment* Phillip C.-Y. Sheu,2012-12-06 Software Engineering and Environment examines the various aspects of software development describing a number of software life cycle models Twelve in depth chapters discuss the different phases of a software life cycle with an emphasis on the object oriented paradigm In addition to technical models algorithms and programming styles the author also covers several managerial issues key to software project management Featuring an abundance of helpful illustrations this cogent work is an excellent resource for project managers programmers and other computer scientists involved in software production □□□□□□ E.J. □□□ (□),Eric J. Braude,2001 **Object-oriented Software Engineering** Ivar Jacobson,1992 Based on Objectory which is the first commercially available comprehensive object oriented process for developing large scale industrial systems *Software Engineering* Scott S. Preston,David Russell,1991 Object-oriented Software Engineering with UML Roger Y. Lee,2019 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 Software Engineering: A Hands-On Approach Roger Y. Lee,2013-07-04 This textbook provides a progressive approach to the teaching of software engineering First readers are introduced to the core concepts of the object oriented methodology which is used throughout the book to act as the foundation for software engineering and programming practices and partly for the software engineering process itself Then the processes involved in software engineering are

explained in more detail especially methods and their applications in design implementation testing and measurement as they relate to software engineering projects At last readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands on project The impact of such a format is the potential for quicker and deeper understanding Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters

Reverse Engineering of Object Oriented Code Paolo Tonella, Alessandra Potrich, 2005

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

Computer Aided Software Engineering Hausi A. Muller, Ronald J. Norman, Jacob Slonim, 2012-12-06

Computer Aided Software Engineering brings together in one place important contributions and up to date research results in this important area Computer Aided Software Engineering serves as an excellent reference providing insight into some of the most important research issues in the field

A Formal Approach to Object Oriented Software Engineering Alexander Knapp, 2000

Object-oriented Software Engineering Mohamed Ebrahim Fayad, 1994

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

Software Engineering Eric J. Braude, 2000-11-14

This book has been written to communicate the complexity of software engineering a field that is on the rise Braude has combined practical industrial experience with up to date academic experience to give the reader a feel for the complexity and important issues of real world development A longitudinal case study using IEEE standards is implemented throughout the book along with many other examples which enables the reader to understand the implications of quality factors proper requirements documents appropriate design and appropriate project management techniques

Object-oriented Software Engineering Ivar

Jacobson,1995 *Software Engineering* Bimlesh Wadhwa,2007 *Shifting Paradigms in Software Engineering* Roland Mittermeir,2012-12-06 Object orientation and the need for multi paradigmatic systems constitute a challenge for researchers practitioners and instructors Presentations at the OCG NJSZT joint conference in Klagenfurt Austria in September 1992 addressed these issues The proceedings comprise such topics as project management artificial intelligence modelling aspects artificial intelligence tool building aspects language features object oriented software development the challenge of coping with complexity methodology and experience software engineering education science policy etc Object-Oriented and Classical Software Engineering Stephen Schach,2007 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: Design And Maintenance** Miriam A M Capretz,Luiz Fernando Capretz,1996-09-09 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 **Innovations and Advanced Techniques in Systems, Computing Sciences and Software Engineering** Khaled Elleithy,2008-08-17 Innovations and Advanced Techniques in Systems Computing Sciences and Software Engineering includes a set of rigorously reviewed world class manuscripts addressing and detailing state of the art research projects in the areas of Computer Science Software Engineering Computer Engineering and Systems Engineering and Sciences Innovations and Advanced Techniques in Systems Computing Sciences and Software Engineering includes selected papers form the conference proceedings of the International Conference on Systems Computing Sciences and Software Engineering SCSS 2007 which was part of the International Joint Conferences on Computer Information and Systems Sciences and Engineering CISSE 2007 **Object-Oriented and Classical Software Engineering** Stephen R. Schach,2010-07-19 Building on seven strong editions the eighth edition maintains the organization and approach for which Object Oriented and Classical Software

Engineering is known while making significant improvements and additions to content as well as problems and projects The revisions for the eighth edition make the text easier to use in a one semester course Integrating case studies to show the object oriented approach to software engineering Object Oriented and Classical Software Engineering 8 e presents an excellent introduction to software engineering fundamentals covering both traditional and object oriented techniques While maintaining a unique organization with Part I covering underlying software engineering theory and Part II presenting the more practical life cycle the eighth edition includes significant revision to problems new content as well as a new chapter to enable instructors to better utilize the book in a one semester course Complementing this well balanced approach is the straightforward student friendly writing style through which difficult concepts are presented in a clear understandable manner

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