

Object Oriented Software Engineering David Kung

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~~Interview with David West (part 1)~~

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~~Object-Oriented Software Engineering: An Agile Unified~~

Object-oriented software engineering : an agile unified methodology by David C. Kung, 2014, McGraw-Hill edition,

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Object-Oriented Software Engineering: An Agile Unified Methodology by David Kung, 9780073376257, available at Book Depository with free delivery worldwide.

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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.

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"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.

~~PDF: Object-Oriented Software Engineering: An Agile~~

Object-Oriented Software Engineering: An Agile Unified Methodology, 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.

~~Object-Oriented Software Engineering: An Agile Unified~~

Object-oriented software engineering (commonly known by acronym OOSE) is an object-modeling language and methodology. OOSE was developed by Ivar Jacobson in 1992 while at Objectory AB . It is the first object-oriented design methodology to employ use cases to drive software design .

~~Object-oriented software engineering—Wikipedia~~

In the object-oriented design method, the system is viewed as a collection of objects (i.e., entities). The state is distributed among the objects, and each object handles its state data. For example, in a Library Automation Software, each library representative may be a separate object with its data and functions to operate on these data.

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~~9780073376257—Object-Oriented Software Engineering—An~~

Focused on software quality, Eiffel is a purely object-oriented programming language and a notation supporting the entire software lifecycle. Meyer described the Eiffel software development method, based on a small number of key ideas from software engineering and computer science, in Object-Oriented Software Construction .

~~Object-oriented programming—Wikipedia~~

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It also discusses object-oriented analysis. Software Design Theory. Parnas, David L., and Paul C. Clements. "A Rational Design Process: How and Why to Fake It." IEEE Transactions on Software Engineering SE-12, no. 2 (February 1986): 251-57. This classic article describes the gap between how programs are really designed and how you sometimes ...

~~Code Complete: Design in Construction | Microsoft Press Store~~

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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.

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOASD and I loved it! The thing I liked most about this book was its focus on why we do OOASD-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOASD can help you write great software every time- software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use 00 principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

This book is the first to bring together the techniques of object modelling, advanced software engineering and simulation modelling in a comprehensive guide for students and professionals. By offering an introduction to simulation and state-of-the-art object model concepts, it enables readers to master modelling techniques which meet the challenges inherent in the design and utilization of complex software systems. Following an extensive study of the major object-oriented analysis and design techniques, David Hill shows how a modelling method adapted to simulation can be translated to industrial and research applications. It illustrates how to generate automatic simulation code for the simulation and animation of manufacturing systems, and thus is the only text to provide object-oriented code generation techniques and present the design of a simulation animation builder. Finally, the book includes detailed appendices on simulation languages and an introduction to the C++ programming language.

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

IN OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in Xtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

David A. Sykes is a member of Wofford College's faculty.

"The first edition set a standard of excellence that has eluded all followers, and I have recommended it to my clients for years. The new edition is a gift to the field and should be required reading for all managers." - Adrian J. Bowles, Ph.D., Vice President Giga Information Group "One of the most readable introductions you will find. The new edition offers vital insights into the effective use of objects in business." - Chris Stone, President Object Management Group The first edition of Object Technology: A Manager's Guide is widely viewed as the classic introduction to this powerful computing concept. Object technology offers increased agility, significant time-to-market reduction, and the opportunity to exploit the potential of the World Wide Web by deploying globally distributed business systems. At a time when many of the world's largest companies are making the transition to object technology, David Taylor has updated his book to address the important issues facing the growth of object technology and to provide a glimpse into the future of this evolving paradigm. In updating this seminal work, David Taylor has retained the signature conciseness and clarity of discussion that made the first edition a best-seller. Object Technology: A Manager's Guide, Second Edition, covers the key terms, emerging concepts, and useful applications of objects. Managers, salespeople, engineers, software developers--anyone interested in understanding or implementing object technology--will find this a lucid introduction to the topic. Highlights of this new edition include: An explanation of how to use objects to create evolutionary software that rapidly adapts to changing business conditions, eliminating the need for most new application development. An introduction to Java, and an explanation of how its use of message interfaces enables a new generation of portable, mix-and-match, Internet-enabled business objects. An update on the state of object databases and extended relational databases, with guidelines for combining the two for optimal information storage. An introduction to the new generation of object engines and how they combine storage and execution capabilities for maximum software integration. 0201309947809102001

Provides information on analyzing, designing, and writing object-oriented software.

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