

UML and C++

A Practical Guide To
Object-Oriented Development
SECOND EDITION



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Uml And C A Practical Guide To Object Oriented Development

Stephen Schach



Uml And C A Practical Guide To Object Oriented Development:

UML and C++ Richard C. Lee, William M. Tepfenhart, 1997 If you are interested in learning object oriented technology using UML Unified Modeling Language and C then this guide from two leading software developers at Bell Laboratories of Lucent Technologies and AT teaches the professional to make and trade off decisions to meet business needs explains the differences among object oriented analysis object oriented design and object oriented programming provides a strategy for employing all the steps of object oriented technology fully worked case study that takes the reader through the entire development process every concept is introduced with an example

Object-Oriented Project Management with UML Murray Cantor, 1998-08-17 Almost all software projects are risky The goal of every project manager is to somehow deal with the cost and schedule uncertainty while meeting your customer's needs In *Object Oriented Project Management with UML* Murray Cantor describes an elegant UML based approach to managing object oriented projects guaranteed to deliver high quality software on time and within budget Drawing on his experience managing major software projects at IBM and TASC Cantor supplies you with Proven ways to reap the benefits of using UML tools to tame most project demons and deliver optimal OO systems Tips on integrating object based techniques with traditional methods for project planning risk management scheduling time phased budgeting and more Expert advice on how to handle all the important people issues that crop up during a development project Real life war stories that let you see firsthand what worked and what didn't on several major development projects A full length project example that walks you through every phase of a project told in terms of problems and solutions Visit the companion Web site at www.wiley.com/compbooks/cantor to find Sample project schedules budgets database templates for managing use cases and a work breakdown structure A spreadsheet workbook for managing incremental development A development tracking diagram Prior to joining TASC Dr Cantor was a development manager at IBM where he oversaw the development of high end graphics and multimedia systems

UML and C++ Richard C. Lee, William M. Tepfenhart, 2001 This practical book by two industry leaders continues to be a self teaching guide for software analysts and developers This revised edition teaches readers how to actually do object oriented modeling using UML notation as well as how to implement the model using C The authors introduce all of the basic object oriented fundamentals necessary so readers can understand and apply the object oriented paradigm FEATURES Teaches readers to build an object oriented application using C and make the right trade off decisions to meet business needs Exposes a number of the myths surround object oriented technology while focusing on its practicality as a software engineering tool Gives readers a recipe or step by step guide to do all of the steps of object oriented technology Provides a practical approach to analysis design and programming in the object oriented technology NEW TO THE SECOND EDITION Gives a practical approach for the development of use cases as part of object oriented analysis Provides greater coverage of UML diagramming Introduces key C libraries that provide important functionality supporting implementation of an object oriented

model in C Improved coverage of dynamic behavior modeling implementation of the state model and class projects *The Rational Unified Process Made Easy* Per Kroll, Philippe Kruchten, 2003 The authors explain the underlying software development principles behind the RUP and guide readers in its application in their organization **A Practical Guide to Feature-driven Development** Stephen R. Palmer, John M. Felsing, 2002 Feature Driven Development FDD combines the speed and flexibility of agile methods with model driven techniques that scale to the largest projects This definitive book A Practical Guide to Feature Driven Development shows FDD at work in real world projects as it presents start to finish guidance on adapting FDD to the reader's needs It offers in depth coverage of all five FDD stages modeling feature lists planning design and software construction Applied Software Architecture Christine Hofmeister, Robert Nord, Dilip Soni, 2000 Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals and evaluating differing options Applied Software Architecture is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design Len Bass author of Software Architecture in Practice Quality software architecture design has always been important but in today's fast paced rapidly changing and complex development environment it is essential A solid well thought out design helps to manage complexity to resolve trade offs among conflicting requirements and in general to bring quality software to market in a more timely fashion Applied Software Architecture provides practical guidelines and techniques for producing quality software designs It gives an overview of software architecture basics and a detailed guide to architecture design tasks focusing on four fundamental views of architecture conceptual module execution and code Through four real life case studies this book reveals the insights and best practices of the most skilled software architects in designing software architecture These case studies written with the masters who created them demonstrate how the book's concepts and techniques are embodied in state of the art architecture design You will learn how to create designs flexible enough to incorporate tomorrow's technology use architecture as the basis for meeting performance modifiability reliability and safety requirements determine priorities among conflicting requirements and arrive at a successful solution and use software architecture to help integrate system components Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development 0201325713B07092001 The Unified Modeling Language, 2001 *Object-oriented Software Development* Mark Lorenz, 1993 This book provides an interactive development process and an object oriented O O development methodology including techniques on scheduling milestone completion and other requirements for tools to support O O development It provides a process and methodology that can be followed to accomplish an analysis design implementation and test of model objects for an application being developed Use Case Modeling Kurt Bittner, Ian Spence, 2003 Discusses how to define and organize use cases that model the user requirements of a software application The approach focuses on identifying all the parties who will be using the system then

writing detailed use case descriptions and structuring the use case model An ATM example runs throughout the book The authors work at Rational Software Annotation copyrighted by Book News Inc Portland OR

Journal of Object-oriented Programming, 1999

Analysis Patterns Martin Fowler, 1997 Martin Fowler is a consultant specializing in object oriented analysis and design This book presents and discusses a number of object models derived from various problem domains All patterns and models presented have been derived from the author's own consulting work and are based on real business cases

Research Reports: 2001 NASA/ASEE Summer Faculty Fellowship Program, 2002

Computers and Their Applications Narayan C. Debnath, 1998

The Rational Unified Process Philippe Kruchten, 2004

Reflects all of the changes that were integrated into RUP v2003 the latest version of the very popular product

Learn the key concepts fundamentals of structure integral content and motivation behind the RUP

Covers all phases of the software development lifecycle from concept to delivery to revision

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

Classical and Object-oriented Software Engineering with UML and C++ Stephen R. Schach, 1999 The Universal Modeling Language UML has become an industry standard in software engineering In this text it is used for object oriented analysis and design as well as when diagrams depict objects and their interrelationships

Classical and Object-oriented Software Engineering with UML and Java Stephen R. Schach, 1999

C++ how to Program Harvey M. Deitel, Paul J. Deitel, 2005 With over 250 000 sold Harvey and Paul Deitel's C How to Program is the world's best selling introduction to C programming Now this classic has been thoroughly updated The Deitels groundbreaking How to Program series offers unparalleled breadth and depth of programming concepts and intermediate level topics for further study The books in this series feature hundreds of complete working programs with thousands of lines of code Deitel's C How to Program is the most comprehensive practical introduction to C ever published with hundreds of hands on exercises roughly 250 complete programs written and documented for easy learning and exceptional insight into good programming practices maximizing performance avoiding errors debugging and testing The updated Fifth Edition now includes a new early classes pedagogy classes and objects are introduced in Chapter 3 and used

throughout the book as appropriate The new edition uses string and vector classes to make earlier examples more object oriented Large chapters are broken down into smaller more manageable pieces A new OOD UML ATM case study replaces the elevator case study of previous editions and UML in the OOD UML case study and elsewhere in the book has been upgraded to UML 2 The Fifth Edition features new mini case studies e g GradeBook and Time classes An employee hierarchy replaces Point Circle Cylinder to introduce inheritance and polymorphism Additional enhancements include tuned treatment of exception handling new Using the Debugger material and a new Before You Begin section to help readers get set up properly Also included are separate chapters on recursion and searching sorting The Fifth Edition retains every key concept and technique ANSI C developers need to master control statements functions arrays pointers and strings classes and data abstraction operator overloading inheritance virtual functions polymorphism I O templates exception handling file processing data structures and more It also includes a detailed introduction to Standard Template Library STL containers container adapters algorithms and iterators The accompanying CD ROM includes all the source code from the book A valuable reference for programmers and anyone interested in learning the C programming language and object oriented development in C

C++ how to Program Paul J. Deitel,Harvey M. Deitel,2008 Introduces the fundamentals of object oriented programming and generic programming in C Topics include classes objects and encapsulation inheritance and polymorphism and object oriented design with the UML **American Book Publishing Record** ,2004

Decoding **Uml And C A Practical Guide To Object Oriented Development**: Revealing the Captivating Potential of Verbal Expression

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