Object-Oriented Software Engineering (OOSE)

Understanding Object Oriented Software Engineering

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Understanding Object Oriented Software Engineering:

Understanding Object-oriented Software Engineering Stefan Sigfried,1996 Software Software Engineering OBJECT-ORIENTED SOFTWARE ENGINEERING YOGESH SINGH,RUCHIKA MALHOTRA,2012-03-05 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 A Concise Introduction to Software Engineering Pankaj Jalote,2008-10-17 An introductory course on Software Engineering remains one of the hardest subjects to teach largely because of the wide range of topics the area enc passes I have believed for some time that we often tend to teach too many concepts and topics in an introductory course resulting in shallow knowledge and little insight on application of these concepts And Software Engineering is nally about application of concepts to e ciently engineer good software solutions Goals I believe that an introductory course on Software Engineering should focus on imparting to students the knowledge and skills that are needed to successfully execute a commercial project of a few person months e ort while employing proper practices and techniques It is worth pointing out that a vast majority of the projects executed in the industry today fall in this scope executed by a small team over a few months I also believe that by carefully selecting the concepts and topics we can in the course of a semester achieve this This is the motivation of this book The goal of this book is to introduce to the students a limited number of concepts and practices which will achieve the following two objectives Teach the student the skills needed to execute a smallish commercial project Software Engineering Merlin Dorfman,Richard H. Thayer,1996-11-15 This first edition of the popular tutorial Software Engineering describes the current state of the practice of software engineering This book begins with an overview of current issues and in particular the engineering of large complex systems Its collection of landmark papers goes on to describe the problems that occur in developing software and presents the concepts for system engineering of software intensive systems and of

engineering software products as the solution to the software crisis The text illustrates the phases of the software development life cycle requirements design implementation testing and maintenance Furthermore it discusses the current practices in requirements and design and defines software development methodologies including a special emphasis on object oriented tools and formal methods The book also covers programming activities as they affect software engineering details verification and validation throughout the software life cycle and discusses software quality assurance configuration management and standards In addition the book covers project management and risk management concerns and discusses the various life cycle process models including the spiral and incremental models *An Integrated Approach to Software Engineering* Pankaj Jalote,2012-12-06 A lot has changed in the fast moving area of software engineering since the first edition of this book came out However two particularly dominant trends are clearly discernible focus on software processes and object orientation A lot more attention is now given to software processes because process improvement is con sidered one of the basic mechanisms for improving quality and productivity And the object oriented approach is considered by many one of the best hopes for solving some of the problems faced by software developers In this second edition these two trends are clearly highlighted Aseparate chapter has been included entitled Software Processes In addition to talking about the various development process models the chapter discusses other processes in soft ware development and other issues related to processes Object orientation figures in many chapters Object oriented analysis is discussed in the chapter on require ments while there is a complete chapter entitled Object Oriented Design Some aspects of object oriented programming are discussed in the chapter on coding while specific techniques for testing object oriented programs are discussed in the chapter on testing Overall if one wants to develop software using the paradigm of object orientation aB aspects of development that require different handling are discussed Most of the other chapters have also been enhanced in various ways In particular the chapters on requirements specification and testing have been considerably enhanced Emerging Methods, Technologies, and Process Management in Software Engineering Andrea De Lucia,Filomena Ferrucci,Genny Tortora,Maurizio Tucci,2008-02-25 A high level introduction to new technologies andmethods in the field of software engineering Recent years have witnessed rapid evolution of software engineering methodologies and until now there has been no single source introduction to emerging technologies in the field Written by a panel of experts and divided into four clear parts Emerging Methods Technologies and Process Management in SoftwareEngineering covers Software Architectures Evolution of software composition mechanisms compositionality in software product lines and teaching design patterns Emerging Methods The impact of agent oriented software engineering in service oriented computing testing object oriented software the UML and formal methods and modern Web application development Technologies for Software Evolution Migrating to Web services and software evolution analysis and visualization Process Management Empirical experimentation in software engineering and foundations of agile methods Emerging Methods Technologies and Process

Management in Software Engineering is a one stop resource for software engineering practitioners and professionals and also serves as an ideal textbook for undergraduate and graduate students alike *Software Development with C++* Kjell Nielsen,2014-06-28 Software Development with C Maximizing Reuse with Object Technology is about software development and object oriented technology OT with applications implemented in C The basis for any software development project of complex systems is the process rather than an individual method which simply supports the overall process This book is not intended as a general all encompassing treatise on OT The intent is to provide practical information that is directly applicable to a development project Explicit guidelines are offered for the infusion of OT into the various development phases The book is divided into five major parts Part I describes why we need a development process the phases and steps of the software process and how we use individual methods to support this process Part II lays the foundation for the concepts included in OT Part III describes how OT is used in the various phases of the software development process including the domain analysis system requirements analysis system design software requirements analysis software design and implementation Part IV deals exclusively with design issues for an anticipated C implementation Part V is devoted to object oriented programming with C This book is intended for practicing software developers software managers and computer science and software engineering students Sufficient guidelines are included to aid project leaders in establishing an overall development process for small medium and large system applications Encyclopedia of Information Science and Technology Mehdi Khosrow-Pour,Mehdi Khosrowpour,2009 This set of books represents a detailed compendium of authoritative research based entries that define the contemporary state of knowledge on technology Provided by publisher **Encyclopedia of Software Engineering** ,1994 *Object-Oriented Design Measurement* Scott A. Whitmire,1997-09-30 Based on a thorough study of measurement theory category theory and a strong mathematic foundation Scott Whitmire presents his own formal model of objects a ground breaking development for object oriented design measurement Using this model or any other formal model you can create a custom metric for any design characteristic you can describe through careful observation This indispensable book guides you through the development process for nine unique design characteristics including a controversial new quality of abstraction characteristic which combines Sufficiency Completeness and Cohesion to help you determine the extent to which components include all the features required of your design Page 4 of cover **Software Engineering with Student Project Guidance** Barbee Teasley Mynatt,1990 *Understanding Object-oriented Programming with Java* Timothy Budd,2006 **Understanding Program Design and Data Structures with C++** Kenneth Alfred Lambert,Thomas L. Naps,1996 This text provides coverage of object oriented programming while introducing advanced programming and software engineering concepts and techniques along with basic data structures Problem solving is emphasized throughout the text through numerous exercises programming problems and projects It also includes module specifications structure charts Note of Interest boxes Focus on Program Design boxes and running debugging and testing

tips This book corresponds to chapters 11 19 of Lambert Nance and Nap s Introduction to Computer Science with C

Journal of Information Science and Engineering ,2000   **Object-Oriented Software** Luiz Fernando Capretz,1996-09-01 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   **Journal of Object-oriented Programming** ,1988   **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   *Object Oriented Software Engineering* Object Oriented Software Engineering,2024-11-08 Object Oriented Software Engineering is a definitive resource that offers a comprehensive exploration of the principles methodologies and practical applications of object oriented approaches in software engineering Authored by Ms Sonia Wadhwa Mr Prince Kumar Sahu Mr Vishnu Prasad Verma Mr V Ramu and Mr K Surendra Reddy this book is designed for students educators and professionals in the field of computer science and engineering It begins with an introduction to software engineering and the importance of modularity abstraction and reusability providing a strong foundation for understanding object oriented design The book covers key topics such as software process models agile development methodologies requirement analysis and the use of Unified Modeling Language UML for object modeling Readers are guided through various stages of software engineering including software design testing maintenance and project management with a focus on real world applications and case studies Advanced concepts such as design patterns architectural styles and object oriented frameworks like the Unified Process UP and Rational Unified Process RUP are explored in depth Practical examples and detailed explanations help bridge the gap between theoretical knowledge and industrial practices Published by Quill Tech Publications in November 2024 this book is an invaluable resource for understanding how object oriented methods can address complex software development challenges Whether developing small scale applications or managing large enterprise systems Object Oriented Software Engineering equips readers with the tools and techniques needed to design robust scalable and maintainable software solutions   *Mastering Object-Oriented Programming* Virversity Online Courses,2025-04-30 Mastering Object Oriented

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   Object-Oriented and Classical Software Engineering Stephen R. Schach,2001-11 Designed for an introductory software engineering course This two part book provides an introduction to software engineering fundamentals covering both traditional and object oriented techniques It presents the underlying software engineering theory in Part I and follows it up with the practical life cycle material in Part II

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