[Book] Object Oriented Modelling And Design With Uml Solution

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Object-oriented Modeling and Design with UML-Michael Blaha 2005 The revision offers a crisp, clear explanation of the basics of object-oriented thinking via UML models, then presents a process for applying these principles to software development, including C++, Java, and relational databases. An integrated case study threads throughout the book, illustrating key ideas as well as their application.

Object-oriented Modeling and Design-James Rumbaugh 1991 This text applies object-oriented techniques to the entire software development cycle.

Head First Object-Oriented Analysis and Design-Brett
Object-oriented Analysis and Design with Applications - Grady Booch

2007 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, cryptoanalysis, 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 manage 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 modeling and design.

**Object-oriented Modeling and Design for Database Applications**-Michael Blaha 1998 This new book refines, customizes, and extends the general Object Modeling Technique (OMT) methodology for the specific subject matter of database applications. By restricting the scope of coverage, the authors are able to present more focused examples and elaborate upon the appropriate methodological steps. The authors present a uniform treatment that addresses files, relational databases, and object-oriented databases.

**Object Modeling and User Interface Design**-Mark Van Harmelen 2001 "Object Modeling and User Interface Design merges theories with practical techniques to create methods for the design to today's systems. By reading this book you will gain an understanding of the benefits of integrating object-oriented analysis approaches with human computer interaction design, and learn how to systematically design interactive systems for their human users."--BOOK JACKET.

**Object-oriented Analysis and Design**-James Martin
This guide covers the underlying philosophy of object orientation and demonstrates its practical usage, exploring both the analysis and the design phases of applying object-oriented techniques. The authors use an innovative approach based not on reality, but rather the way reality is understood by people (not computers). Topics covered include project management of object-oriented programs, making the transition from analysis to design, databases and AI tools.

Object-Oriented Analysis and Design Using UML-k Venugopal Reddy 2018-08
This book is intended for Graduate and Post-graduate students in Computer Science and Engineering, Information Technology for the purpose of Object Oriented System Analysis and Design. This book covers details of UML (Unified Modeling Language) which is used to model software intensive systems.

Object-Oriented Design
with UML and Java-Kenneth Barclay 2003-12-17 Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to
prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. * Integrates design and implementation, using Java and UML * Includes case studies and exercises * Bridges the gap between programming texts and high level analysis books on design.

Object-Oriented Analysis and Design - Sarnath Ramnath
2010-12-06 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.

Real-Time Object-Oriented Analysis and Design - Sarnath Ramnath
2010-12-06 Real-time 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 Real-Time 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 real-time 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.
Are you looking for a more effective approach to real-time systems development? Real-Time Object-Oriented Modeling The development of real-time distributed systems is one of the most difficult engineering problems ever faced, taxing the capabilities of traditional real-time software development approaches. Real-Time Object-Oriented Modeling is the first book that brings together, in a single harmonious approach, the power of object-oriented concepts tailored specifically for real-time systems, with an iterative and incremental process based on the use of executable models. Developed by practitioners, the proven methodology described here is becoming a leader in the industry. Using a learn-by-example approach, this book offers: * A single consistent set of graphical modeling concepts, chosen to improve developer effectiveness, which apply uniformly to analysis, design, and implementation. This reduces the learning curve to master the entire method and eliminates expensive discontinuities across different stages of development. * An approach to the object paradigm that is easy to learn and that applies to the construction of reusable architectural design components, not just low-level language elements. This unleashes the true power of the object paradigm. * Techniques for constructing executable models to gain early confidence in specifications and design decisions. * Approaches to project management that deliver the benefits of the object paradigm and executable models.

This is a new edition of this pack which covers the three leading object modelling notations, Coad, OMT and the new Unified (Booch-Rumbaugh) methodology. It presents 177 state-of-the-art strategies and 31 patterns for object model development. The new edition includes 29 new strategies which include: using feature milestones to deliver results more quickly; extracting useful content from data models; using patterns to
discover new features, separating definition from usage; when to use, or not use, inheritance; how to decide whether you need an attribute or something more; and why you should nearly always ask for more than a data value.

Object-oriented Software Engineering - Ivar Jacobson 1993

Streamlined Object Modeling - Jill Nicola 2001-09-21 A rigorous and practical framework for modeling business systems Pares object modeling down to its core concepts, making it easier than ever. Twelve object collaboration patterns that address virtually any business scenario Powerful techniques—not fancy notation! Streamlined Object Modeling presents the first rigorous, practical framework for object modeling complex business domains, rules, and systems. Three world-renowned leaders in object development have pared object modeling down to the core concepts for all business domains, business rules, and business services. Starting from the first principles of "object think," the authors offer a fully integrated approach to building, validating, and critiquing object models. Coverage includes: Proven principles and techniques for successfully modeling the structure and operations of any business domain. Guidelines for finding and associating objects, assembling object models, and distributing system behavior among objects. Rigorous methods for discovering, organizing, and implementing business rules around objects. Twelve all-encompassing "collaboration patterns"—what they represent, how they relate, and how to apply them. Five kinds of business rules, three types of services, and six categories of properties completely specify object-oriented business requirements From start to finish, the book makes extensive use of examples drawn from real commercial applications. To illustrate how streamlined object modeling
flows from analysis to code, it also presents a complete case study derived from a real-world application, and implemented in two leading object-oriented languages- Java, and the Squeak implementation of Smalltalk.

**UML 2 and the Unified Process** - Jim Arlow

2005-06-27 "This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines. Even for people not working with the Unified Process, the book is still of great use. UML 2 and the Unified Process, Second Edition is a must-read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner." -- Roland Leibundgut, Technical Director, Zuehlke Engineering Ltd. "This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the different aspects needed to satisfy it. " -- Eric Naiburg, Market Manager, Desktop Products, IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object-oriented analysis and design using UML 2. It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process (UP). UML 2 and the Unified Process contains a wealth of practical, powerful, and useful techniques that you can apply immediately. As you progress through the text, you will learn OO analysis and design techniques, UML syntax and semantics, and the relevant aspects of the UP. The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO analyst and designer. This book provides Chapter roadmaps, detailed diagrams, and margin notes allowing you to focus on your needs Outline summaries for each chapter, making it ideal for revision, and a comprehensive index that can be used as a reference New to this edition: Completely revised and updated for UML 2 syntax Easy to understand
explanations of the new UML 2 semantics More real-world examples A new section on the Object Constraint Language (OCL) Introductory material on the OMG's Model Driven Architecture (MDA) The accompanying website provides A complete example of a simple e-commerce system Open source tools for requirements engineering and use case modeling Industrial-strength UML course materials based on the book

**Principles of Object-Oriented Modeling and Simulation with Modelica 3.3**-Peter Fritzson 2015-01-06 Fritzson covers the Modelica language in impressive depth from the basic concepts such as cyber-physical, equation-base, object-oriented, system, model, and simulation, while also incorporating over a hundred exercises and their solutions for a tutorial, easy-to-read experience. The only book with complete Modelica 3.3 coverage Over one hundred exercises and solutions Examines basic concepts such as cyber-physical, equation-based, object-oriented, system, model, and simulation

**Analysis Patterns**-Martin Fowler 1996-10-09 This innovative book recognizes the need within the object-oriented community for a book that goes beyond the tools and techniques of the typical methodology book. In Analysis Patterns: Reusable Object Models, Martin Fowler focuses on the end result of object-oriented analysis and design—the models themselves. He shares with you his wealth of object modeling experience and his keen eye for identifying repeating problems and transforming them into reusable models. Analysis Patterns provides a catalogue of patterns that have emerged in a wide range of domains including trading, measurement, accounting and organizational relationships. Recognizing that conceptual patterns cannot exist in isolation, the author also presents a series of "support patterns" that discuss how to turn conceptual models into software that in turn fits into an architecture for a large
information system. Included in each pattern is the reasoning behind their design, rules for when they should and should not be used, and tips for implementation. The examples presented in this book comprise a cookbook of useful models and insight into the skill of reuse that will improve analysis, modeling and implementation.

Object-oriented Design - Peter Coad 1991
Notations and strategies are delivered for: designing the problem domain component; designing the human interaction component; designing the task management component; designing the data management component; applying object-oriented design with object-oriented programming language; applying object-oriented design criteria; and selecting CASE for object-oriented design.

This book presents a comprehensive documentation of the scientific outcome of 14 satellite events held at the 13th International Conference on Model-Driven Engineering, Languages and Systems, MODELS 2010, held in Oslo, Norway, in October 2010. Besides the 21 revised best papers selected from 12 topically focused workshops, the post-proceedings also covers the doctoral symposium and the educators symposium; each of the 14 satellite events covered is introduced by a summary of the respective organizers. All relevant current aspects in model-based systems design and analysis are addressed. This book is the companion of the MODELS 2010 main conference proceedings LNCS 6394/6395.

APPLYING UML & PATTERNS 3RD EDITION - Craig Larman 2015
Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included.
UML @ Classroom-Martina Seidl 2015-02-21 This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

The Art of the Metaobject Protocol-Gregor Kiczales 1991 The CLOS metaobject protocol is an elegant, high-performance extension to the CommonLisp Object System. The authors, who developed the metaobject protocol and who were among the group that developed CLOS, introduce this new approach to programming language design, describe its evolution and design principles, and present a formal specification of a metaobject protocol.
forCLOS. Kiczales, des Rivières, and Bobrow show that the "art of metaobject protocol design" lies in creating a synthetic combination of object-oriented and reflective techniques that can be applied under existing software engineering considerations to yield a new approach to programming language design that meets a broad set of design criteria. One of the major benefits of including the metaobject protocol in programming languages is that it allows users to adjust the language to better suit their needs. Metaobject protocols also disprove the adage that adding more flexibility to a programming language reduces its performance. In presenting the principles of metaobject protocols, the authors work with actual code for a simplified implementation of CLOS and its metaobject protocol, providing an opportunity for the reader to gain hands-on experience with the design process. They also include a number of exercises that address important concerns and open issues.

Gregor Kiczales and Jim des Rivières, are Members of the Research Staff, and Daniel Bobrow is a Research Fellow, in the System Sciences Laboratory at Xerox Palo Alto Research Center.

**Advances in Object-oriented Data Modeling**

M. Papazoglou 2000 This book focuses on recent developments in representational and processing aspects of complex data-intensive applications. Until recently, information systems have been designed around different business functions, such as accounts payable and inventory control. Object-oriented modeling, in contrast, structures systems around the data--the objects--that make up the various business functions. Because information about a particular function is limited to one place--to the object--the system is shielded from the effects of change. Object-oriented modeling also promotes better understanding of requirements, clear designs, and more easily maintainable

**Designing Object Systems** - Steve Cook 1994
The authors describe a range of techniques, notations, principles, and procedures that will be useful to software developers using any kind of object-oriented analysis or design method. The book will help readers to think more clearly about what their object-oriented descriptions and notations mean and when they can best be used.

**Object-oriented Systems Analysis** - Sally Shlaer 1988
This book explains how to model a problem domain by abstracting objects, attributes, and relationships from observations of the real world. It provides a wealth of examples, guidelines, and suggestions based on the authors' extensive experience in both real time and commercial software development. This book describes the first of three steps in the method of Object-Oriented Analysis. Subsequent steps are described in Object Lifecycles by the same authors.

**Hypermedia Design** - Sylvain Fraisse 2012-12-06
This is the...
latest volume in the 'Workshops in Computing' series, and contains papers from the International Workshop on Hypermedia Design, held in Montpellier, France, from 1 - 2 June 1995. The workshop aimed to provide a forum for researchers and practitioners from a variety of backgrounds to discuss the many facets of hypermedia design. Among the specific topics covered by the papers are: design methods, multimedia modelling, higher structures in hypermedia design spaces, user-interface design for hypermedia, building distributed web applications, and hyperdialogs. The resulting volume provides a comprehensive overview of the state of the art in this important field. It will be of interest to researchers, practitioners and students involved in any aspect of hypermedia design.

**Object-Oriented Analysis and Design for Information Systems**-Raul Sidnei Wazlawick 2014-01-28

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.

**3D Discrete Element Workbench for Highly Dynamic Thermo-mechanical Analysis**
Damien Andre 2015-10-27
Complex behavior models (plasticity, cracks, viscoelasticity) face some theoretical difficulties for the determination of the behavior law at the continuous scale. When homogenization fails to give the right behavior law, a solution is to simulate the material at a meso scale in order to simulate directly a set of discrete properties that are responsible of the macroscopic behavior. The discrete element model has been developed for granular material. The proposed set shows how this method is capable to solve the problem of complex behavior that are linked to discrete meso scale effects. The first book solves the local problem, the second one presents a coupling approach to link the structural effects to the local ones, this third book presents the software workbench that includes all the theoretical developments.

**Object-oriented Modelling in Design and Production**
Benoît Eynard 2004

**Object-oriented Methods**
James Martin 1995 This book presents those concepts and techniques that support almost any system development approach—whether it involves computers, people, or machines. It considers object structure, object behavior and more advanced concepts such as composition, structural constraints, rules, using rules and diagrams, meta-modeling, and power types.

**Object-oriented Analysis and Simulation**
David R. C. Hill 1996 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.

**Object-oriented Systems Analysis and Design Using UML**

- Simon Bennett 2002

This work introduces students to the overall process of systems analysis and design. It can be used as a course book for students who are first encountering systems analysis and design at any level. This second edition contains many updates, including the latest version of the UML standard, and reflects the most up to date approaches to the information systems development process. It provides a clear and comprehensive treatment of UML 1.4 in the context of the systems development life cycle, without assuming previous knowledge of analysis and design. It also discusses implementation issues in detail and gives code fragments to show possible mappings to implementation technology. Extensive use of examples and exercises from two case studies provides the reader with many opportunities to practise the application of UML.

**Software Modeling and Design**

- Hassan Gomaa

2011-02-21 This book covers
all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.

**Navigating C++ and Object-oriented Design**
Paul Anderson 1998 Featuring chapter summaries, a detailed glossary, and extensive exercises, a comprehensive, hands-on tutorial guide explains both C++ and object-oriented design techniques; shows how C++ improves on C; and covers the latest ANSI C++ features. Original. (Intermediate).

**Object Oriented Systems Development**
Ali Bahrami 1999-02-01

**Object-oriented Systems Design**
Edward Yourdon 1994 Text written in 6 parts:
1) Introduction; 2) Management issues; 3) Object oriented analysis; 4) Object
oriented design; 5) Case for OO; 6) How to get started.

**Applying UML and Patterns Training Course**-Craig Larman 2002-07-01 Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.

**Object Oriented Modeling And Design With UML**-Ajit Singh 2019-05-16 The Unified Modeling Language™ (UML®) is inherently object-oriented modeling language and was designed for use in object-oriented software applications. The applications could be based on the object-oriented technologies recommended by the Object Management Group (OMG), which owns the UML. The initial versions of UML (UML 1.x) were based on three leading object-oriented methods - Booch, OMT, andOOSE, to represent "the culmination of best practices in practical object-oriented modeling". UML 2.x is still object-oriented in its core (though there were some apparently unsuccessful attempts to extend UML to support other development methods). This book provides practical guidance on the modeling and design of object-oriented systems. Its specific goals are the following: ■ To provide a sound understanding of the fundamental concepts and historical evolution of the object model. ■ To facilitate a mastery of the notation and process of object-oriented modelling and design. ■ To teach the realistic application of object-oriented modelling and design within a variety of problem domains. The concepts presented all stand on a solid theoretical foundation, but this is primarily a pragmatic book that addresses the practical needs and concerns of software engineering practitioners, from the architect to the software developer.

**UML and Object-Oriented Design Foundations**-Karoly Nyisztor 2018-04-27 Explore the fundamental concepts
behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently. In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he walks you through a case study to review all the steps of designing a real software system from start to finish. Topics include:

- Understanding software development methodologies
- Choosing the right methodology: Waterfall vs. Agile
- Fundamental object-Orientation concepts: Abstraction, Polymorphism and more
- Collecting requirements
- Mapping requirements to technical descriptions
- Unified Modeling Language (UML)- Use case, class, sequence, activity, and state diagrams
- Designing a Note-Taking App from scratch
- You will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other developers using object-orientation terms and UML diagrams.

About the Author

Károly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games—most of which were featured by Apple—and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios. Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to
share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate about helping people reveal hidden talents, and guide them into the world of startups and programming. You can find his courses and books on all major platforms including Amazon, Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

Object-Oriented Modeling
Jean-Michel Bergé 1996-10-31

Object-oriented techniques and languages have been proven to significantly increase engineering efficiency in software development. Many benefits are expected from their introduction into electronic modeling. Among them are better support for model reusability and flexibility, more efficient system modeling, and more possibilities in design space exploration and prototyping. Object-Oriented Modeling explores the latest techniques in object-oriented methods, formalisms and hardware description language extensions. The seven chapters comprising this book provide an overview of the latest object-oriented techniques for designing systems and hardware. Many examples are given in C++, VHDL and real-time programming languages. Object-Oriented Modeling describes further the use of object-oriented techniques in applications such as embedded systems, telecommunications and real-time systems, using the very latest techniques in object-oriented modeling. It is an essential guide to researchers, practitioners and students involved in software, hardware and system design.