

Object Oriented Design Heuristics

Object-Oriented Design Heuristics
Object-Oriented Design Knowledge: Principles, Heuristics and Best Practices
Object-oriented Design Heuristics
Heuristics for Object-oriented Design
Software Development, Design and Coding
Object-oriented Design in Java
Perspectives of System Informatics
Encyclopedia of Library and Information Science, Second Edition -Dr. Dobb's Journal
Waste Is Information
Asia-Pacific Software Engineering Conference, 1996
AntiPatterns and Patterns in Software Configuration Management
Guide to the Software Engineering Body of Knowledge
ACM SIGPLAN Notices
Introduction to Software Engineering Design
Sams Teach Yourself Data Structures and Algorithms in 24 Hours
Computing Fundamentals with Java
10th International Symposium on Software Metrics
Modular Programming Languages
Conference on Software Engineering Education and Training
Arthur J. Riel Garz s, Javier Arthur J. Riel Cleveland Augustine Gibbon John F. Dooley Stephen Gilbert Dines Bjørner Miriam Drake Dietmar Offenhuber William J. Brown Alain Abran Christopher John Fox Robert Lafore Rick Mercer Timothy Christian Lethbridge
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Software Metrics Modular Programming Languages Conference on Software Engineering Education and Training *Arthur J. Riel Garz s, Javier Arthur J. Riel Cleveland Augustine Gibbon John F. Dooley Stephen Gilbert Dines Bjørner Miriam Drake Dietmar Offenhuber William J. Brown Alain Abran Christopher John Fox Robert Lafore Rick Mercer Timothy Christian Lethbridge*

here is the first object oriented development book to provide specific experience based guidelines to help developers make the right design decisions this book offers the next step for readers that know the basics of object oriented development and now need to know if they are doing it right and making the right choices

the software engineering community has advanced greatly in recent years and we currently have numerous defined items of knowledge such as standards methodologies methods metrics techniques languages patterns knowledge related to processes concepts etc the main objective of this book is to give a unified and global vision about micro architectural design knowledge analyzing the main techniques experiences and methods provided by publisher

this tutorial based approach born out of the author s extensive experience developing software teaching thousands of students and critiquing designs in a variety of domains allows you to apply the guidelines in a personalized manner

learn the principles of good software design and how to turn those principles into great code this book introduces you to software engineering from the application of engineering principles to the development of software you ll see how to run a software development project examine the different phases of a project and learn how to design and implement programs that solve specific problems it s also about code construction how to write great programs and make them work whether you re new to programming or have written hundreds of applications in this book you ll re examine what you already do and you ll investigate ways to improve using

the java language you ll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs with software development design and coding author and professor john dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding what you ll learn review modern agile methodologies including scrum and lean programming leverage the capabilities of modern computer systems with parallel programming work with design patterns to exploit application development best practices use modern tools for development collaboration and source code controls who this book is for early career software developers or upper level students in software engineering courses

targeting the needs of java application programmers this book uses an experience based hands on approach the cd rom contains the code warrior lite multi platform integrated development environment ide and borland s jbuilder trial version

this book constitutes the refereed post conference proceedings of the second international andrei ershov memorial conference on system informatics held in akademgorodok novosibirsk russia in june 1996 the 27 revised full papers presented together with 9 invited contributions were thoroughly refereed for inclusion in this volume the book is divided in topical sections on programming methodology artificial intelligence natural language processing machine learning dataflow and concurrency models parallel programming supercompilation partial evaluation object oriented programming semantics and abstract interpretation programming and graphical interfaces and logic programming

a revitalized version of the popular classic the encyclopedia of library and information science second edition targets new and dynamic movements in the distribution acquisition and development of print and online media compiling articles from more than 450 information specialists on topics including program planning in the digital era recruitment information management advances in digital technology and encoding intellectual property and hardware software database selection and design competitive intelligence electronic

records preservation decision support systems ethical issues in information online library instruction telecommuting and digital library projects

the relationship between infrastructure governance and the ways we read and represent waste systems examined through three waste tracking and participatory sensing projects waste is material information landfills are detailed records of everyday consumption and behavior much of what we know about the distant past we know from discarded objects unearthed by archaeologists and interpreted by historians and yet the systems and infrastructures that process our waste often remain opaque in this book dietmar offenhuber examines waste from the perspective of information considering emerging practices and technologies for making waste systems legible and how the resulting datasets and visualizations shape infrastructure governance he does so by looking at three waste tracking and participatory sensing projects in seattle são paulo and boston offenhuber expands the notion of urban legibility the idea that the city can be read like a text to introduce the concept of infrastructure legibility he argues that infrastructure governance is enacted through representations of the infrastructural system and that these representations stem from the different stakeholders interests which drive their efforts to make the system legible the trash track project in seattle used sensor technology to map discarded items through the waste and recycling systems the forager project looked at the informal organization processes of waste pickers working for brazilian recycling cooperatives and mobile systems designed by the city of boston allowed residents to report such infrastructure failures as potholes and garbage spills through these case studies offenhuber outlines an emerging paradigm of infrastructure governance based on a complex negotiation among users technology and the city

the three keynote addresses cover the new for new software technology principles of software evolution and auditing informal software testing and analysis processes others of the 41 papers consider a design metric for module coupling a class testing technique based on data binding safety analysis using colored petri nets a dynamic extension for specifying distributed systems designing and

implementing dynamically reconstructing system software a dialog oriented user interface generation mechanism real time system design tools based on a real time object model and other topics no subject index annotation copyrighted by book news inc portland or introduction to patterns and antipatterns the nature of a patterns a brief tutorial the lost disciplines a system engineering perspective the father of all management antipatterns software engineering antipatterns and patterns software configuration management pattern and antipatterns management and process patterns and antipatterns requirements and testing patterns and antipatterns conclusions and resources

the purpose of the guide to the software engineering body of knowledge is to provide a validated classification of the bounds of the software engineering discipline and topical access that will support this discipline the body of knowledge is subdivided into ten software engineering knowledge areas ka that differentiate among the various important concepts allowing readers to find their way quickly to subjects of interest upon finding a subject readers are referred to key papers or book chapters emphases on engineering practice lead the guide toward a strong relationship with the normative literature the normative literature is validated by consensus formed among practitioners and is concentrated in standards and related documents the two major standards bodies for software engineering ieee computer society software and systems engineering standards committee and iso iec jtc1 sc7 are represented in the project

the focus of introduction to software engineering design is the processes principles and practices used to design software products key topics the discipline of design generic design processes and managing design are introduced in part i part ii covers software product design use case modeling and user interface design part iii of the book is its core and covers engineering data analysis including conceptual modeling and both architectural and detailed engineering design market this book is for anyone interested in learning

software design

please provide course information please provide

computing fundamentals with java is the current effort in the author s 11 year journey of integrating object oriented programming into the first computer science course while retaining the commonly accepted fundamentals of computing in addition to traditional topics and the newer objects and classes this text provides three bonus chapters on object oriented software development in the context of a case study this book is written to clearly present fundamental concepts to beginning programmers

annotation metrics explores the latest studies in software measurement empirical software engineering and software quality it focuses on the practice of software measurement and on the use of data to understand evaluate and model software engineering phenomena

this volume originated from the 15th conference on software engineering education and training and examines software design and development it is aimed at researchers professors practitioners and students

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Introduction

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