

The Object Oriented Approach to Software Engineering

- Software Engineering

The process of specifying, designing, implementing, testing, maintaining large scale software systems

- Analogy with other engineering disciplines
- Use of a set of principles, methods, tools, procedures, metrickation to produce a high quality product
- SE is a young discipline



Software Engineering An Object Oriented Perspective

Jianjun Gao



Software Engineering An Object Oriented Perspective:

Software Engineering Eric J. Braude, 2001 This volume communicates the complexity of software engineering a field that is on the rise It extensively uses design patterns giving readers sophisticated eminently practical tools and adds a technical edge to software engineering 000000 E.J.·000 (0), Eric J. Braude, 2001

Software Engineering and Environment Phillip C.-Y. Sheu, 2012-12-06 Software Engineering and Environment examines the various aspects of software development describing a number of software life cycle models Twelve in depth chapters discuss the different phases of a software life cycle with an emphasis on the object oriented paradigm In addition to technical models algorithms and programming styles the author also covers several managerial issues key to software project management Featuring an abundance of helpful illustrations this cogent work is an excellent resource for project managers programmers and other computer scientists involved in software production

Software Engineering Eric J. Braude, 2000-11-14 This book has been written to communicate the complexity of software engineering a field that is on the rise Braude has combined practical industrial experience with up to date academic experience to give the reader a feel for the complexity and important issues of real world development A longitudinal case study using IEEE standards is implemented throughout the book along with many other examples which enables the reader to understand the implications of quality factors proper requirements documents appropriate design and appropriate project management techniques

Object-oriented Software Engineering Ivar Jacobson, 1992 Based on Objectory which is the first commercially available comprehensive object oriented process for developing large scale industrial systems

Software Engineering: A Hands-On Approach Roger Y. Lee, 2013-07-04 This textbook provides a progressive approach to the teaching of software engineering First readers are introduced to the core concepts of the object oriented methodology which is used throughout the book to act as the foundation for software engineering and programming practices and partly for the software engineering process itself Then the processes involved in software engineering are explained in more detail especially methods and their applications in design implementation testing and measurement as they relate to software engineering projects At last readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands on project The impact of such a format is the potential for quicker and deeper understanding Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters

Object-oriented Software Engineering George Wilkie, 1993 Addresses critical software engineering issues showing how an object oriented approach can provide much improved solutions over other methods Designed as a technology tool

Object-oriented Software Engineering with UML Roger Y. Lee, 2019 The object oriented paradigm supplements traditional software engineering by providing solutions to common problems such as modularity and reusability Objects can be written for a specific purpose acting as an encapsulated black box API that can work with other components by forming a complex system This book provides a comprehensive overview of

the many facets of the object oriented paradigm and how it applies to software engineering Starting with an in depth look at objects the book naturally progresses through the software engineering life cycle and shows how object oriented concepts enhance each step Furthermore it is designed as a roadmap with each chapter preparing the reader with the skills necessary to advance the project This book should be used by anyone interested in learning about object oriented software engineering including students and seasoned developers Without overwhelming the reader this book hopes to provide enough information for the reader to understand the concepts and apply them in their everyday work After learning about the fundamentals of the object oriented paradigm and the software engineering life cycle the reader is introduced to more advanced topics such as web engineering cloud computing agile development and big data In recent years these fields have been rapidly growing as many are beginning to realize the benefits of developing on a highly scalable automated deployment system Combined with the speed and effectiveness of agile development legacy systems are beginning to make the transition to a more adaptive environment

Core Features

- 1 Provides a thorough exploration of the object oriented paradigm
- 2 Provides a detailed look at each step of the software engineering life cycle
- 3 Provides supporting examples and documents
- 4 Provides a detailed look at emerging technology and standards in object oriented software engineering

Object-oriented Software Engineering Ivar Jacobson,1995 **Software Engineering** Scott S. Preston,David Russell,1991 **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 **Project-Based Software Engineering** Evelyn Stiller,Cathie LeBlanc,2012-06-01

Reverse Engineering of Object Oriented Code Paolo Tonella,Alessandra Potrich,2005 During maintenance of a software system not all questions can be answered directly by resorting to otherwise reliable and accurate source code Reverse engineering aims at extracting abstract goal oriented views of the system able to summarize relevant properties of the program s computations Reverse Engineering of Object Oriented Code provides a comprehensive overview of several techniques that have been recently investigated in the field of reverse engineering The book describes the algorithms involved in recovering UML diagrams from the code and the techniques that can be adopted for their visualization This is important because the UML has become the standard for representing design

diagrams in object oriented development A state of the art exposition on how to design object oriented code and accompanying algorithms that can be reverse engineered for greater flexibility in future code maintenance and alteration

Essential object oriented concepts and programming methods for software engineers and researchers **Software Engineering** Elvis Foster,Bradford Towle Jr.,2021-07-19 Software Engineering A Methodical Approach Second Edition provides a comprehensive but concise introduction to software engineering It adopts a methodical approach to solving software engineering problems proven over several years of teaching with outstanding results The book covers concepts principles design construction implementation and management issues of software engineering Each chapter is organized systematically into brief reader friendly sections with itemization of the important points to be remembered Diagrams and illustrations also sum up the salient points to enhance learning Additionally the book includes the author s original methodologies that add clarity and creativity to the software engineering experience New in the Second Edition are chapters on software engineering projects management support systems software engineering frameworks and patterns as a significant building block for the design and construction of contemporary software systems and emerging software engineering frontiers The text starts with an introduction of software engineering and the role of the software engineer The following chapters examine in depth software analysis design development implementation and management Covering object oriented methodologies and the principles of object oriented information engineering the book reinforces an object oriented approach to the early phases of the software development life cycle It covers various diagramming techniques and emphasizes object classification and object behavior The text features comprehensive treatments of Project management aids that are commonly used in software engineering An overview of the software design phase including a discussion of the software design process design strategies architectural design interface design database design and design and development standards User interface design Operations design Design considerations including system catalog product documentation user message management design for real time software design for reuse system security and the agile effect Human resource management from a software engineering perspective Software economics Software implementation issues that range from operating environments to the marketing of software Software maintenance legacy systems and re engineering This textbook can be used as a one semester or two semester course in software engineering augmented with an appropriate CASE or RAD tool It emphasizes a practical methodical approach to software engineering avoiding an overkill of theoretical calculations where possible The primary objective is to help students gain a solid grasp of the activities in the software development life cycle to be confident about taking on new software engineering projects **Object-oriented Software and Engineering** ,1996 **Object-oriented Software: Design And Maintenance** Miriam A M Capretz,Luiz Fernando Capretz,1996-09-09 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 Computer Aided Software Engineering Hausi A. Muller,Ronald J. Norman,Jacob Slonim,2012-12-06 Computer Aided Software Engineering brings together in one place important contributions and up to date research results in this important area Computer Aided Software Engineering serves as an excellent reference providing insight into some of the most important research issues in the field **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 A Formal Approach to Object Oriented Software Engineering Alexander Knapp,2001 **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

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