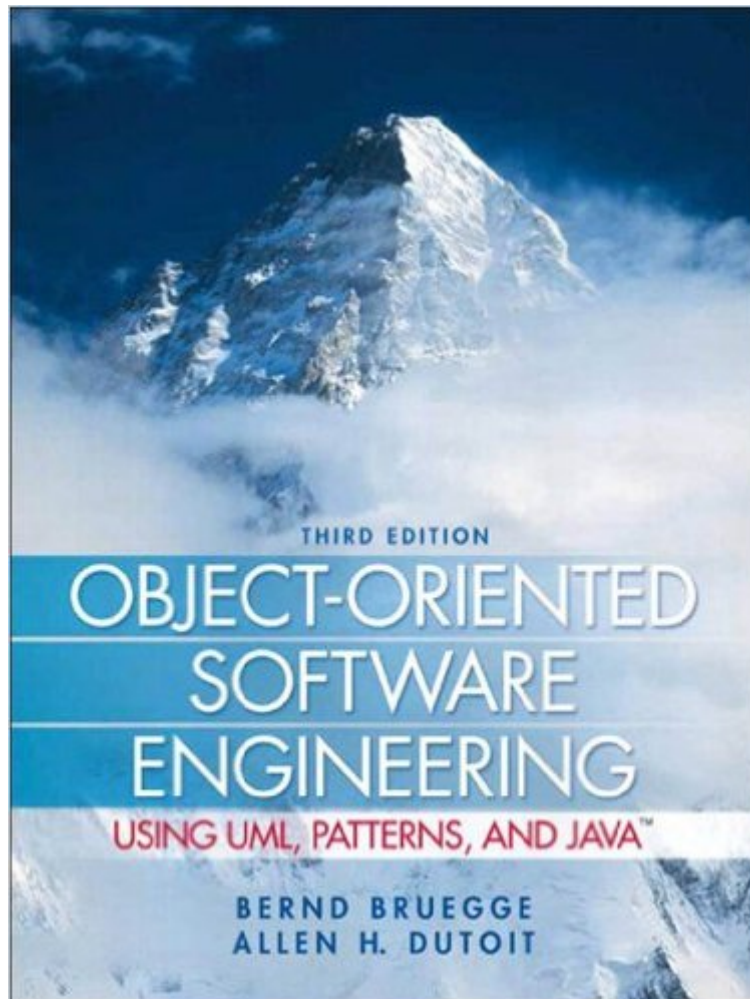


The book was found

Object-Oriented Software Engineering Using UML, Patterns, And Java



Synopsis

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. **Object-Oriented Software Engineering Using UML, Patterns, and Java, 3e**, shows readers how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: readers can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

Book Information

File Size: 10187 KB

Print Length: 800 pages

Simultaneous Device Usage: Up to 2 simultaneous devices, per publisher limits

Publisher: Pearson; 3 edition (January 11, 2011)

Publication Date: January 11, 2011

Language: English

ASIN: B008VIXZGY

Text-to-Speech: Not enabled

X-Ray for Textbooks: Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #907,943 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #106

in Books > Computers & Technology > Programming > Software Design, Testing & Engineering >

UML #1194 in Kindle Store > Kindle eBooks > Computers & Technology > Programming >

Software Design > Software Development #1760 in Books > Computers & Technology >

Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

This is NOT a book on Unified Modeling Language (UML). It's not a book on Object Constraint Language (OCL). It's also not a book on Capability Maturity Models (CMM),

Class-Responsibilities-Collaborators (CRC) cards, Decision Representation Language (DRL), Extreme Programming (XP), Gantt charts, Issue-Based Information Systems (IBIS), Joint Application Design (JAD), Key Process Areas (KPA), the Liskov Substitution Principle, Model-View-Controller (MVC) architectural styles, Nonfunctional Requirements (NFR) Frameworks, Object Design Documents (ODD), PERT charts, the Questions-Options-Criteria (QOC) model, Requirements Analysis Documents (RAD), Royce's methodology, Software Configuration Management Plans (SCMP), System Design Documents (SDD), Software Project Management Plans (SPMP), the Unified Software Development Process, User Manuals, V-Models, Work Breakdown Structures (WBS), or any of the myriad other tools introduced in the book. This is a book to introduce newly-minted programmers to the kind of things, tools, and processes they can look forward to (with either anticipation or dread) in the real world of software development. As the authors state on page viii of the Preface: "We have observed that students are taught programming and software engineering techniques in isolation, often using small problems as examples. As a result, they are able to solve well-defined problems efficiently, but are overwhelmed by the complexity of their first real development experience, when many different techniques and tools need to be used and different people need to collaborate." It's been many years since I was involved in major software development projects (and those were all in the military).

[Download to continue reading...](#)

JAVA: Quick and Easy JAVA Programming for Beginners (Java, java programming, java for dummies, java ee, java swing, java android, java mobile java apps) Object-Oriented Software Engineering Using UML, Patterns, and Java (3rd Edition) Object-Oriented Software Engineering Using UML, Patterns, and Java Object-Oriented Reengineering Patterns (The Morgan Kaufmann Series in Software Engineering and Programming) Systems Analysis and Design: An Object-Oriented Approach with UML, 5th Edition Object-Oriented Modeling and Design with UML JAVA: The Ultimate Guide to Learn Java Programming Fast (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, Javascript, ... Developers, Coding, CSS, PHP Book 1) Object-Oriented Data Structures Using Java Crochet: Easy Crochet Patterns: Crochet Patterns for Beginners (Crochet: Step by Step Crochet, Crochet Patterns, Easy Crochet Patterns, Crochet Patterns for Beginners, and Crochet Projects) Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) UML Práctico: Aprende UML paso a paso (Spanish Edition) Java: The Ultimate Guide to Learn Java and C++ (Programming, Java, Database, Java for dummies, coding books, C programming, c plus plus, programming for ... Developers, Coding, CSS, PHP Book 2) JAVA: Easy Java Programming for

Beginners, Your Step-By-Step Guide to Learning Java Programming (Java Series) ActionScript 3.0
Design Patterns: Object Oriented Programming Techniques (Adobe Developer Library) Learn PHP
7: Object Oriented Modular Programming using HTML5, CSS3, JavaScript, XML, JSON, and
MySQL Small Memory Software: Patterns for systems with limited memory (Software Patterns
Series) PHP Advanced and Object-Oriented Programming: Visual QuickPro Guide Ada 95: The
Craft of Object-Oriented Programming Microsoft Visual C# 2015: An Introduction to Object-Oriented
Programming Object-Oriented Programming in ColdFusion

[Dmca](#)