
Bertrand Meyer

Object Oriented

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33rd Conference on Current Trends in Theory
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Learning to Program Well with Objects and
Contracts

With an Introduction to a Dynamic Web

Application and New Features of Php 7

51st International Conference, TOOLS 2019,

Innopolis, Russia, October 15-17, 2019,

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Dependable Systems: Software, Computing,

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Common Object Request Broker Architecture

SOFSEM 2007: Theory and Practice of Computer
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Elements of Reusable Object-Oriented Software

Introduction to the Theory of Programming

Languages

First IFIP TC 2/WG 2.3 Conference, VSTTE 2005,
Zurich, Switzerland, October 10-13, 2005,

Revised Selected Papers and Discussions

Beginning C# Object-Oriented Programming

Touch of Class

Fundamentals of OOP and Data Structures in Java

Objects Unencapsulated The Complete .NET Video Course

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Object-oriented Software Engineering with Eiffel Apress

"I further believe that object technology holds the potential for fundamental changes in the software industry and that it is here to stay." Bertrand Meyer wrote, in the preface of his famous book, "Object-Oriented Software Construction". The best part of the good news is PHP 7, a general-purpose scripting language, well suited for web applications, has now all the core combination of Object-

oriented-programming. Now it moves in a direction that would help PHP stay in the competition in the future. In this book, the core combination of Object Oriented Programming (OOP) has been explained in great detail. Mainly the four ideas govern the OOP principle - a structuring method, reliability discipline, an epistemological principle and a classification technique. These ideas have been stated step by step so that one could learn them and use them in the web applications. The structuring method shows us how you can decompose and reuse your code in PHP 7. The reliability discipline

helps us take the radical approach to the problems of building software. Now we can solve those problems by adhering to contracts or interfaces. The epistemological principle addresses the core question of how we define the classes and what we can do with those classes. This formally expresses the idea of Abstraction, Encapsulation and Information Hiding principles. Finally, we come to know about the classification technique or discipline that relies heavily on inheritance. This book teaches you how we can define classes. We learn how programs manipulate those classes and the corresponding objects? How can we maintain a relationship between classes so that they

can exchange messages? How can these ideas be applied in reality so that they relate to the key software engineering concerns as extendibility and efficiency? Answers to these questions are here. It's described in a lucid way so that the "learning OOP the hard way" becomes easy. This book provides you the tools that are straightaway practical to a wide range of problems in web applications. The Clean Coder Addison-Wesley Professional In Wisconsin, as her adoptive parents open their lake cabins for summer visitors, twelve-year-old Annalise, abandoned as an infant and able to communicate with the lake, discovers a

growing toxic algae bloom and teams up with her friends to save the beloved body of water.

Springer Science & Business Media
Guide to the object-oriented programming language

Agile! Addison-Wesley
Design by Contract is a general approach to software design that dramatically improves the quality of the resulting products. This book provides an example-based approach to learning the powerful concept of Design by Contract.

The Language Pearson Education

The principles of object technology change the way we envision, design and use software development environments. This book explains what it means for an

environment to be truly object-oriented, not just by having a modern user interface but by applying to its full extent the concept of data abstraction. It will provide precious material to anyone who is interested in finding out how an environment can support O-O development in its quest for software quality and productivity. Content highlights: introduces five design principles for object-oriented environments; presents a complete set of tools applying these principles, based on development object types rather than functional units; describes a novel approach to compilation: the Melting Ice Technology, which combines the

fast development turnaround of interpreters with the safety of compiled approaches, and generates high-performance final code; discusses how to use C as a target language for efficiency and portable cross-development, without impairing the benefits of the O-O method; takes the reader through a detailed demonstration of the environment's object-oriented tools, showing their application to compiling, browsing and symbolic debugging; explains the principles and application of GUI (Graphical User Interface) Application Building, going from mere 'interface builders' to the interactive construction of entire

applications - interface and semantics; and introduces the Context-Events-Command-State model of GUI application building and applies it to the interactive development of a complete mini-application.

33rd Conference on Current Trends in Theory and Practice of Computer Science, Harrachov, Czech Republic, January 20-26, 2007, Proceedings Prentice Hall

This text combines a practical, hands-on approach to programming with the introduction of sound theoretical support focused on teaching the construction of high-quality software. A major feature of the book is the use of Design by Contract.

Learning to Program Well with Objects and Contracts Prentice Hall Ptr

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

With an Introduction to a Dynamic Web Application and New Features of Php 7

Prentice Hall PTR
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. Shows students 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: students 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). 51st International Conference, TOOLS

2019, Innopolis, Russia, October 15-17, 2019, Proceedings
 Springer Science & Business Media
 Object-oriented Software Construction
 Prentice Hall
Software Systems Architecture
 Prentice Hall
 Techniques and principles; Presentation of the libraries; Class reference.

Research Results of the DICS Program

Pearson Education
 India
 BASIC APPROACH PLEASE PROVIDE COURSE INFORMATION
Advances in Object-oriented Software Engineering
 Prentice Hall
 A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to

create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography.
 Annotation copyright by Book News, Inc., Portland, OR
Dependable Systems: Software, Computing, Networks
 Pearson Education
 Software -- Software Engineering.
Object Design
 Springer Nature

This book constitutes invited papers from the First International Workshop on Frontiers in Software Engineering Education, FISEE 2019, which took place during November 11-13, 2019, at the Château de Villebrumier, France. The 25 papers included in this volume were considerably enhanced after the conference and during two different peer-review phases. The contributions cover a wide range of problems in teaching software engineering and are organized in the following sections: Course experience; lessons learnt; curriculum and course design; competitions and workshops; empirical studies, tools and automation; globalization of

education; and learning by doing. The final part "TOOLS Workshop: Artificial and Natural Tools (ANT)" contains submissions presented at a different, but related, workshop run at Innopolis University (Russia) in the context of the TOOLS 2019 conference. FISEE 2019 is part of a series of scientific events held at the new LASER center in Villebrumier near Montauban and Toulouse, France.

The Base Object-oriented Component Libraries Prentice Hall
Your complete jumpstart on Microsofts breakthrough Web platform! Bertrand Meyers popular 1-day .NET seminar costs \$650 -- now, watch it on your desktop, for a fraction of the price!
Covers all key .NET

technologies, including ASP+, C#, SOAP, XML, and WML. CD-ROM includes 6 hours of digital video lectures, .NET beta software, white papers, code samples, and more. Microsoft's .NET will enable enterprise developers to create programs that transcend device boundaries and harness the connectivity of the Internet as never before. Corporations worldwide are seeking to understand .NET, factor it into their strategies, and learn how to use it to build new software and extend legacy applications. In this video course, Bertrand Meyer -- one of the world's leading experts in object technology, and a consultant that has been deeply

involved with .NET from the outset -- delivers the first complete overview of .NET technology for decision-makers and technical professionals alike. One component and technology at a time, he offers detailed insight into .NET's advantages, the challenges associated with deploying it, and the best available approaches for migration. He covers objects, the C# language, ASP+, and SOAP; shows how to write new applications that take full advantage of the .NET framework, and demonstrates techniques for extending legacy code and applications into the .NET environment. The CD-ROM includes 6 hours of digital video lectures covering all

key aspects of the .NET platform, plus .NET beta software, white papers, code samples, and more. The package also includes a bonus workbook with all lecture slides, detailed background material, and a .NET glossary.

Analysis and Design of Reliable Systems

Springer

Venturing beyond C++ programming, this text shows how to engineer software products using object-oriented principles. It covers gathering requirements, specifying objects, object verification, defining relations between objects, translating object design into code, object testing, and software maintenance.

Empirical Software

Engineering and

Verification Cambridge

University Press

A book for an undergraduate course on data structures which integrates the concepts of object-oriented programming and GUI programming.

Object-oriented Software

Construction Pearson Education

The Object-Oriented Thought Process Third Edition Matt Weisfeld
An introduction to object-oriented concepts for developers looking to master modern application practices.

Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP

allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master *The Object-Oriented Thought Process*. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, *The Object-Oriented Thought Process* provides a solution-oriented approach to object-oriented programming. Readers will learn to

understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers

should-must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's *The Object-Oriented Thought Process*." -Bill McCarty, author of *Java Distributed Objects*, and *Object-Oriented Design in Java* Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in

project management. Weisfeld has published many articles in major computer trade magazines and professional journals. **Frontiers in Software Engineering Education** Springer Science & Business Media An indispensable resource for anyone working with Eiffel, this up-to-date guide provides full coverage of the most recent version of the language, focusing on Eiffel's practical use in the development of large, mission-critical software systems. In addition to a comprehensive description of Eiffel's syntax and semantics, you will find in-depth information on style guides, analysis and design, design

patterns, and validation and testing. Descriptions and comparisons of available compilers and libraries will help you decide which Eiffel tools best fit your development needs. The book even includes an Eiffel resource guide. The book's most notable feature is its three large-scale case studies that demonstrate Eiffel in action, illustrating implementation techniques and showcasing Eiffel's power and effectiveness in three different realms: the MIS world, the embedded systems/telecommunications world, and the numeric world. By reading this book, you will not only obtain a knowledge of the mechanics of Eiffel

programming, but you will also come away with an understanding of Eiffel's role in the field of object-oriented technology and a sense of the language's strong potential in large software development.

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Seamless Object-oriented Software Architecture Prentice Hall

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into

this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully

hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.