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KEY=EDITION - SASHA MCDOWELL

OBJECT-ORIENTED AND CLASSICAL SOFTWARE ENGINEERING

McGraw-Hill Science, Engineering & Mathematics *Classical and Object-Oriented Software Engineering, 5/e is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques.Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details.In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programmming.The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.*

OBJECT-ORIENTED AND CLASSICAL SOFTWARE ENGINEERING

McGraw-Hill Education *Building on seven strong editions, the eighth edition maintains the organization and approach for which Object-Oriented and Classical Software Engineering is known while making significant improvements and additions to content as well as problems and projects. The revisions for the eighth edition make the text easier to use in a one-semester course. Integrating case studies to show the object oriented approach to software engineering, Object-Oriented and Classical Software Engineering, 8/e presents an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. While maintaining a unique organization with Part I covering underlying software engineering theory, and Part II presenting the more practical life cycle, the eighth edition includes significant revision to problems, new content, as well as a new chapter to enable instructors to better-utilize the book in a one-semester course. Complementing this well-balanced approach is the straightforward, student-friendly writing style, through which difficult concepts are presented in a clear, understandable manner.*

DESIGN PATTERNS

ELEMENTS OF REUSABLE OBJECT-ORIENTED SOFTWARE

Pearson Deutschland GmbH *Software -- Software Engineering.*

JAVA SOFTWARE SOLUTIONS

FOUNDATIONS OF PROGRAM DESIGN

Java Software Solutions teaches a foundation of programming techniques to foster well-designed object-oriented software. Heralded for its integration of small and large realistic examples, this worldwide best-selling text emphasizes building solid problem-solving and design skills to write high-quality programs. -- Provided by publisher.

PHP SOLUTIONS

DYNAMIC WEB DESIGN MADE EASY

Apress *This is the second edition of David Powers' highly-respected PHP Solutions: Dynamic Web Design Made Easy. This new edition has been updated by David to incorporate changes to PHP since the first edition and to offer the latest techniques—a classic guide* *modernized for 21st century PHP techniques, innovations, and best practices. You want to make your websites more dynamic by adding a feedback form, creating a private area where members can upload images that are automatically resized, or perhaps storing all your content in a database. The problem is, you're not a programmer and the thought of writing code sends a chill up your spine. Or maybe you've dabbled a bit in PHP and MySQL, but you can't get past baby steps. If this describes you, then you've just found the right book. PHP and the MySQL database are deservedly the most popular combination for creating dynamic websites. They're free, easy to use, and provided by many web hosting companies in their standard packages. Unfortunately, most PHP books either expect you to be an expert already or force you to go through endless exercises of little practical value. In contrast, this book gives you real value right away through a series of practical examples that you can incorporate directly into your sites, optimizing performance and adding functionality such as file uploading, email feedback forms, image galleries, content management systems, and much more. Each solution is created with not only functionality in mind, but also visual design. But this book doesn't just provide a collection of ready-made scripts: each PHP Solution builds on what's gone before, teaching you the basics of PHP and database design quickly and painlessly. By the end of the book, you'll have the confidence to start writing your own scripts or—if you prefer to leave that task to others—to adapt existing scripts to your own requirements. Right from the start, you're shown how easy it is to protect your sites by adopting secure coding practices.*

THE CRC CARD BOOK

Addison-Wesley Professional *This concise book addresses the actual details involved with using CRC cards, including coverage of the team approach to analysis and examples of program code (Java, C++, and Smalltalk) derived from the use of the CRC card method.*

INTRODUCTION TO SOFTWARE ENGINEERING

CRC Press *Practical Guidance on the Efficient Development of High-Quality Software Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software* *requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.*

DESIGN PATTERNS EXPLAINED

A NEW PERSPECTIVE ON OBJECT-ORIENTED DESIGN

Pearson Education *"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples–this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." –Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." –James Noble Leverage the quality and productivity benefits of patterns–without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern–a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns–or if you've struggled to make them work for you–read this book.*

A STUDENT GUIDE TO OBJECT-ORIENTED DEVELOPMENT

Elsevier *A Student Guide to Object-Oriented Development is an introductory text that follows the software development process, from requirements capture to implementation, using an object-oriented approach. The book uses object-oriented techniques to present a practical viewpoint on developing software, providing the reader with a basic understanding of object-oriented concepts by developing the subject in an uncomplicated and easy-to-follow manner. It is based on a main worked case study for teaching purposes, plus others with password-protected answers on the web for use in coursework or exams. Readers can benefit from the authors' years of teaching experience. The book outlines standard object-oriented modelling techniques and illustrates them with a variety of examples and exercises, using UML as the modelling language and Java as the language of implementation. It adopts a simple, step by step approach to object-oriented development, and includes case studies, examples, and exercises with solutions to consolidate learning. There are 13 chapters covering a variety of topics such as sequence and collaboration diagrams; state diagrams; activity diagrams; and implementation diagrams. This book is an ideal reference for students taking undergraduate introductory/intermediate computing and information systems courses, as well as business studies courses and conversion masters' programmes. Adopts a simple, step by step approach to object-oriented development Includes case studies, examples, and exercises with solutions to consolidate learning Benefit from the authors' years of teaching experience*

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

HEAD FIRST OBJECT-ORIENTED ANALYSIS AND DESIGN

A BRAIN FRIENDLY GUIDE TO OOA&D

O'Reilly Media *"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the* *shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!*

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

THE INDUSTRIAL INFORMATION TECHNOLOGY HANDBOOK

CRC Press *The Industrial Information Technology Handbook focuses on existing and emerging industrial applications of IT, and on evolving trends that are driven by the needs of companies and by industry-led consortia and organizations. Emphasizing fast growing areas that have major impacts on industrial automation and enterprise integration, the Handbook covers topics such as industrial communication technology, sensors, and embedded systems. The book is organized into two parts. Part 1 presents material covering new and quickly evolving aspects of IT. Part 2 introduces cutting-edge areas of industrial IT. The Handbook presents material in the form of tutorials, surveys, and technology overviews, combining fundamentals and advanced issues, with articles grouped into sections for a cohesive and comprehensive presentation. The text contains 112 contributed reports by industry experts from government, companies at the forefront of development, and some of the most renowned academic and research institutions worldwide. Several of the reports on recent developments, actual deployments, and trends cover subject matter presented to the* *public for the first time.*

SERVICE-ORIENTED ARCHITECTURE

SOA STRATEGY, METHODOLOGY, AND TECHNOLOGY

CRC Press *Aggressively being adopted by organizations in all markets, service-oriented architecture (SOA) is a framework enabling business process improvement for gaining competitive advantage. Service-Oriented Architecture: SOA Strategy, Methodology, and Technology guides you through the challenges of deploying SOA. It demonstrates conclusively that strategy and methodology are the keys to implementing SOA and provides the methodology needed for SOA success. The book examines the role of both non-agile and agile project management techniques for deploying SOA. Its methodology applies frameworks of governance, communications, product realization, project management, architecture, data management, service management, human resource management and post implementation processes. Filled with case studies, the book shows the methodology in action. This reference benefits business managers, business analysts, and technology project managers who are serious about adopting SOA as a long-term strategy. It is also benefits those new to business process management, enterprise architecture, and information systems and need to understand SOA, its business drivers, and its methodology.*

OBJECT-ORIENTED TECHNOLOGY: ECOOP ’97 WORKSHOP READER

ECOOP’97 WORKSHOPS JYVÄSKYLÄ, FINLAND, JUNE 9–13, 1997 PROCEEDINGS

Springer *This book constitutes the joint refereed post-conference proceedings of 12 workshops held in conjunction with the 11th European Conference on Object-Oriented Programming, ECOOP '97, in Jyvskyl, Finland, in June 1997. The volume presents close to 100 revised selected contributions, including surveys by the respective workshop organizers. The wealth of up-to-date information provided spans the whole spectrum of Object Technologies, from theoretical and foundational issues to applications in a variety of domains.*

INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING WITH JAVA

REFACTORING

IMPROVING THE DESIGN OF EXISTING CODE

Addison-Wesley Professional *Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.*

DESIGN PATTERNS

ELEMENTS OF REUSABLE OBJECT-ORIENTED SOFTWARE

Four designers present a catalog of simple and succinct solutions to commonly occuring design problems. This book shows the role that patterns can play in architecting complex systems. It provides references to a set of well-engineered patterns that the practicing developer can apply to craft specific applications. Each pattern includes code that demonstrates the implementation in object-oriented programming languages such as C++ or Smalltalk.

BUSINESS OBJECT DESIGN AND IMPLEMENTATION

OOPSLA ’95 WORKSHOP PROCEEDINGS 16 OCTOBER 1995, AUSTIN, TEXAS

Springer Science & Business Media *Over the past 10 years, object technology has gained widespread acceptance within the software industry. Within a wider context, however, it has made little impact on the core applications which support businesses in carrying out their tasks. This volume contains a collection of papers establishing the need for Business Objects, with particular reference to work undertaken by the Object Management Group (OMG). The emphasis is on defining an agenda for establishing Business Object standards and architectures, for developing software technology to support Business Objects applications and managing object oriented development projects. The wide variety of papers presented, and their authors' expertise, make this book a significant contribution to the development of Business Objects and their management.*

OBJECT-ORIENTED SOFTWARE ENGINEERING USING UML, PATTERNS, AND JAVA

PEARSON NEW INTERNATIONAL EDITION

Pearson Higher Ed *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).

TECHNOLOGY OF OBJECT-ORIENTED LANGUAGES, SYSTEMS AND ARCHITECTURES

Springer Science & Business Media *The TOOLS EE (Technology of Object-Oriented Languages and Systems Eastern Europe) conference series combines the experience with object technology and its applications in industrial environments, with an academically-oriented vision. They offer a meeting place for Eastern European experts and practitioners, and their colleagues from all over the world. Technology of Object-Oriented Languages, Systems and Architectures is a compilation of contributing papers presented at TOOLS Eastern Europe 2000 and 2002, respectively, second and third conference in this series. Both conferences were held in Eastern Europe, more specifically in Sofia, Bulgaria. Technology of Object-Oriented Languages, Systems and Architectures is designed to meet the needs of a professional audience composed of in computer science and engineering.*

HANDBOOK OF TECHNOLOGY IN FINANCIAL SERVICES

CRC Press *The calculus of IT support for the banking, securities and insurance industries has changed dramatically and rapidly over the past few years. Unheard of just a few years ago, corporate intranets are now used for everything from job postings to enhanced team communications. Whole new departments are being created to support e-commerce. And the Internet/Intranet/Extranet triple-whammy is the most critical component of most financial IT shops. At the same time, new intelligent agents stand ready to take on such diverse functions as customer profiling and data mining. Get a handle on all these new and newer ripples with Handbook of Technology in Financial Services. Here, in this exhaustive new guide and reference book, industry guru Jessica Keyes gives you the no-nonsense scoop on not just the tried and true IT tools of today, but also the up-and-coming "hot" technologies of tomorrow, and how to plan for them. Keyes gives you extensive, example-driven explanations of such topics as: digital check imaging and Internet-based billing e-commerce and Internet banking portfolio management systems for the 21st century GIS technology in financial services and much more. Focusing on problems from both a technology perspective and a business perspective, the Handbook also addresses challenges and solutions associated with: supporting the self-service revolution by servicing kiosks and ATMs efficiently and* *economically straight-through processing for the securities industry outsourcing business communications in the insurance industry distributed integration as a cost-effective alternative to data warehousing and putting inbound fax automation to work in financial organizations. Packed with real-world case-studies and practical solutions to problems confronting financial services IT managers every day of the week, Handbook of Technology in Financial Services covers everything from system security to IT support for the Web marketing of financial services. In short, it is a compendium of essential information no professional can afford to be without.*

TRANSACTIONS ON ASPECT-ORIENTED SOFTWARE DEVELOPMENT VIII

Springer Science & Business Media *This volume, the 8th in the Transactions on Aspect-Oriented Software Development series, contains two regular submissions and a special section, consisting of five papers, on the industrial applications of aspect technology. The regular papers describe a framework for constructing aspect weavers, and patterns for reusable aspects. The special section begins with an invited contribution on how AspectJ is making its way from an exciting new hype topic to a valuable technology in enterprise computing. The remaining four papers each cover different industrial applications of aspect technology, which include a telecommunication platform, a framework for embedding user assistance in independently developed applications, a platform for digital publishing, and a framework for program code analysis and manipulation.*

THE OBJECT-ORIENTED THOUGHT PROCESS

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.

WEB SERVICES - ICWS-EUROPE 2003

INTERNATIONAL CONFERENCE ICWS-EUROPE 2003, ERFURT, GERMANY, SEPTEMBER 23-24, 2003, PROCEEDINGS

Springer *After some time of early experience Web Services are moving themselves from a new highly fragmented technology to a piece of nowadays infrastructures which promise to address various current challenges. These include especially classical issues of integration and data in a heterogeneous environment. The Web Service technology provides an open and technology-agnostic interface, and furthermore propels new usage paradigms in distributed computing infrastructures like Grid Services. Successful adoption of Web Service technology relies on the de?nition of interoperable architectural building blocks which can be integrated in existing softwarearchitectures,likeJ2EEorCORBAheritage. Interoperabilitywillsurely proveitselfasthecriticalsuccessfactoroftheWebServiceproliferation. Inorder to accomplish these interoperability various standardization bodies such as the W3C, UN or OASIS founded activities to create speci?cations and products implementing these building blocks. As the sister event of the First International Conference on Web Services (ICWS 2003), which was held in Las Vegas, June 23 - 26, USA, has proven to be an excellent catalyst for research and collaboration, the 2003 International C- ference on Web Services - Europe (ICWS-Europe 2003) is expected to continue this trend. The topics of papers collected in this proceedings volume ranges from issues like modeling, development, deployment, publishing, as well as discovery, composition and collaboration, plus monitoring and analytical control. Addit- nal contributions summarize some research and development challenges of bu- ding Web Service solutions. Especially, some contributions present an emerging research direction, namely, Web Services collaboration. Moreover, some major research activities associated with facilitating extended business collaboration using Web services and semantic annotation are also covered.*

CONFERENCE PUBLICATION

ECOOP '94 - OBJECT-ORIENTED PROGRAMMING

8TH EUROPEAN CONFERENCE, BOLOGNA, ITALY, JULY 4-8, 1994. PROCEEDINGS

Springer Science & Business Media *This volume contains the proceedings of the 8th European Conference on Object-Oriented Programming (ECCOP '94), held in Bologna, Italy in July 1994. ECOOP is the premier European event on object-oriented programming and technology. The 25 full refereed papers presented in the volume were selected from 161 submissions; they are grouped in sessions on class design, concurrency, patterns, declarative programming, implementation, specification, dispatching, and experience. Together with the keynote speech "Beyond Objects" by Luc Steels (Brussels) and the invited paper "Putting Objects to Work" by Norbert A. Streitz (GMD-IPSI, Darmstadt) they offer an exciting perspective on object-oriented programming research and applications.*

PRACTICAL OBJECT-ORIENTED DESIGN IN RUBY

AN AGILE PRIMER

Pearson Education *The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site,poodr.info. The first title to focus squarely on object-oriented Ruby application design, Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you Understand how object-oriented programming can help you craft*

Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

MODEL-DRIVEN DEVELOPMENT OF RELIABLE AUTOMOTIVE SERVICES

SECOND AUTOMOTIVE SOFTWARE WORKSHOP, ASWSD 2006, SAN DIEGO, CA, USA, MARCH 15-17, 2006, REVISED SELECTED PAPERS

Springer *Software development for the automotive domain has become the enabling te- nologyforalmostallsafety-criticalandcomfortfunctionso?eredtothecustomer. Ninety percentofallinnovations inautomotive systems aredirectly or indirectly enabled by embedded software. The numbers of serious accidents have declined in recent years, despite constantly increasing tra?c; this is correlated with the introduction of advanced, software-enabled functionality for driver assistance, such as electronic stability control. Software contributes signi?cantly to the - tomotive value chain. By 2010 it is estimated that software will make up 40% of the value creation of automotive electrics/electronics. However, with the large number of software-enabled functions, their int- actions, and the corresponding networking and operating infrastructure, come signi?cant complexities both during the automotive systems engineering p- cess and at runtime. A central challenge for automotive systems development is the scattering of functionality across multiple subsystems, such as electronic control units (ECUs) and the associated networks. As an example, consider the central locking systems (CLS), whose functionality is spread out over up to 19 di?erent ECUs in some luxury cars. Of course, this includes advanced functi- ality, such as seat positioning and radio tuning according to driver presets upon entry, as well as unlocking in case of a detected impact or accident. However, thisexampledemonstratesthatmodernautomotivesystemsbridgecomfort-and safety-critical functionality. This induces particular demands on safety and - curity, and, in general, software and systems quality. The resulting challenges and opportunities were discussed, in depth, at the second Automotive Software Workshop San Diego (ASWSD) 2006, on whose results we report here.*

OBJECT-ORIENTED TECHNOLOGY AND COMPUTING SYSTEMS RE-ENGINEERING

Elsevier *This book delivers the latest developments in object technology and their impact in computing systems re-engineering. Object-oriented programming is here shown to provide support for constructing large scale systems that are cheaply built and with reusable components, adaptable to changing requirements and use efficient and cost-effective techniques. Internationally recognised* *authorities from Finland, France, Germany, Italy, Poland, Spain, the UK and the USA here record their research and development work on the industrial techniques and structured object-oriented methodologies in forward and reverse engineering of computing systems. This book takes stock of progress of that work showing its promise and feasibility, and how its structured technology can overcome the limitations of forward engineering methods used in industry. Forward methods are focused in the domain of reverse engineering to implement a high level of specification for existing software. The book contains the selected, quintessential content of the first UK Colloquium on Object Technology and Systems Re-Engineering held at Oxford University in 1998. The conference was sponsored by British Telecom Laboratories, EMSI limited and the OOSP Specialised Group of The British Computer Society. Delivers the latest developments in object technology and their impact in computing systems re-engineering Provides support for constructing large scale systems that are cheaply built and with reusable components, adaptable to changing requirements and use efficient and cost-effective techniques Contains the content of the first UK Colloquium on Object Technology and Systems Re-Engineering held at Oxford University in 1998*

MASTERING ENTERPRISE JAVABEANS

John Wiley & Sons *Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in conjunction with EJB*

THE OBJECT-ORIENTED THOUGHT PROCESS

OBJECTOR THOUGHT PROCESS_4

Addison-Wesley *The Object-Oriented Thought Process, Fourth Edition 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#, Visual Basic .NET, Ruby, and Objective-C. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse–but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular* *programming language (such as Objective-C, VB .NET, C++, C# .NET, or Java) or a modeling language (such as UML), and instead first take the time to learn what author Matt Weisfeld calls “the object-oriented thought process.” Written by a developer for developers who want to make the leap to object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant–no matter what the platform. This revised edition focuses on interoperability across programming technologies, whether you are using objects in traditional application design, in XML-based data transactions, in web page development, in mobile apps, or in any modern programming environment. “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 Contents at a Glance 1 Introduction to Object-Oriented Concepts 2 How to Think in Terms of Objects 3 Advanced Object-Oriented Concepts 4 The Anatomy of a Class 5 Class Design Guidelines 6 Designing with Objects 7 Mastering Inheritance and Composition 8 Frameworks and Reuse: Designing with Interfaces and Abstract Classes 9 Building Objects and Object-Oriented Design 10 Creating Object Models 11 Objects and Portable Data: XML and JSON 12 Persistent Objects: Serialization, Marshaling, and Relational Databases 13 Objects in Web Services, Mobile Apps, and Hybrids 14 Objects and Client/Server Applications 15 Design Patterns*

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OBJECT SOLUTIONS

MANAGING THE OBJECT-ORIENTED PROJECT

Addison-Wesley Professional *Object Solutions is a direct outgrowth of Grady Booch's experience with object-oriented project in development around the world. This book focuses on the development process and is the perfect resource for developers and managers who want to implement object technologies for the first time or refine their existing object-oriented development practice. The book is divided into two major sections. The first four chapters describe in detail the process of object-oriented development in* *terms of inputs, outputs, products, activities, and milestones. The remaining ten chapters provide practical advice on key issues including management, planning, reuse, and quality assurance. Drawing upon his knowledge of strategies used in both successful and unsuccessful projects, Grady Booch offers pragmatic advice for applying object-technologies and controlling projects effectively.*

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

OBJECT-ORIENTED ANALYSIS AND DESIGN

Springer Science & Business Media *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.*

THE OBJECT-ORIENTED THOUGHT PROCESS

Addison-Wesley Professional *Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse–but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming* *language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls "the object-oriented thought process." Written by a developer for developers who want to improve their understanding of object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant–no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.*

NETWORKS AND SYSTEMS MANAGEMENT

PLATFORMS ANALYSIS AND EVALUATION

Springer Science & Business Media *The deployment of communications networks and distributed computing systems requires the use of open, standards-based, integrated management systems. During the last five years, the overall industry effort to develop, enhance, and integrate man agement systems has crystallized in the concept of management platforms. Manage ment platforms are software systems which provide open, multi vendor, multiprotocol distributed management services. They allow multiple management applications to run over core platform services which constitute the essential part of the management platform framework. This book provides a comprehensive analysis of the features and technical character istics of distributed management platforms by examining both qualitative and quanti tative management capabilities required by each management platform service. The analysis covers the management platform run-time environment, the operational aspects of using management platforms, the development environment, which con sists of software toolkits that are used to build management applications, the imple mentation environment, which deals with testing interoperability aspects of using management platforms, and of course the distributed applications services which plat forms make available to management applications. Finally, the analysis covers the capabilities of several management applications, either generic or specific to devices or resources which run on top of management platforms.*

INTEGRATED NETWORK MANAGEMENT IV

PROCEEDINGS OF THE FOURTH INTERNATIONAL SYMPOSIUM ON INTEGRATED NETWORK MANAGEMENT, 1995

Springer *Integrated network management plays a pivotal role in establishing and maintaining an efficient worldwide information* *infrastructure. This volume presents a state-of-the-art review of the latest worldwide research results covering this topic. The book contains the selected proceedings of the fourth International Symposium on Integrated Network Management, arranged by the International Federation for Information Processing and jointly sponsored by the IEEE. The Symposium was held in Santa Barbara, California, May 1995.*

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