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KEY=DESIGN - WARREN SHERLYN

OBJECT-ORIENTED ANALYSIS AND DESIGN FOR INFORMATION SYSTEMS

MODELING WITH UML, OCL, AND IFML

Morgan Kaufmann Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

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Elsevier Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

MULTILEVEL BUSINESS PROCESSES

MODELING AND DATA ANALYSIS

Springer Christoph G. Schuetz examines the conceptual modeling aspects of multilevel business processes without neglecting the implementation aspects. Furthermore, he investigates the advantages of hetero-homogeneous models for quantitative business process analysis. Multilevel models reflect the reality of many information systems. In this respect process-aware information systems are no exception. Multilevel models capture interdependencies between business processes at different organizational levels and allow for a convenient representation of business process variability which, in turn, facilitates the analysis of business processes across different organizational units.

MODEL-DRIVEN SOFTWARE ENGINEERING IN PRACTICE

SECOND EDITION

Morgan & Claypool Publishers This book discusses how model-based approaches can improve the daily practice of software professionals. This is known as Model-Driven Software Engineering (MDSE) or, simply, Model-Driven Engineering (MDE). MDSE practices have proved to increase efficiency and effectiveness in software development, as demonstrated by various quantitative and qualitative studies. MDSE adoption in the software industry is foreseen to grow exponentially in the near future, e.g., due to the convergence of software development and business analysis. The aim of this book is to provide you with an agile and flexible tool to introduce you to the MDSE world, thus allowing you to quickly understand its basic principles and techniques and to choose the right set of MDSE instruments for your needs so that you can start to benefit from MDSE right away. The book is organized into two main parts. The first part discusses the foundations of MDSE in terms of basic concepts (i.e., models and transformations), driving principles, application scenarios, and current standards, like the well-known MDA initiative proposed by OMG (Object Management Group) as well as the practices on how to integrate MDSE in existing development processes. The second part deals with the technical aspects of MDSE, spanning from the basics on when and how to build a domain-specific modeling language, to the description of Model-to-Text and Model-to-Model transformations, and the tools that support the management of MDSE projects. The second edition of the book features: a set of completely new topics, including: full example of the creation of a new modeling language (IFML), discussion of modeling issues and approaches in specific domains, like business process modeling, user interaction modeling, and enterprise architecture complete revision of examples, figures, and text, for improving readability, understandability, and coherence better formulation of definitions, dependencies between concepts and ideas addition of a complete index of book content In addition to the contents of the book, more resources are provided on the book's website <http://www.mdse-book.com>, including the examples presented in the book.

ADVANCED INTELLIGENT SYSTEMS FOR SUSTAINABLE DEVELOPMENT (AI2SD'2019)

VOLUME 3 - ADVANCED INTELLIGENT SYSTEMS FOR SUSTAINABLE DEVELOPMENT APPLIED TO ENVIRONMENT, INDUSTRY AND ECONOMY

Springer Nature This book gathers papers from the International Conference on Advanced Intelligent Systems for Sustainable Development (AI2SD-2019), held on July 08–11, 2019 in Marrakech, Morocco, which address the environment, industry and economy, and the role of advanced intelligent systems and computing in connection with these three fields. The book includes a host of interesting studies and successful applications regarding the economy and industry, e.g. in Manufacturing, Digital Factories, Smart Supply Chain Management in Industry, Project Management in Industry, Digital Economy, Digital Business, M-commerce, Blockchain and Digital Currencies. In addition, the book highlights work that addresses the environmental aspect, covering topics such as Big Data Analysis & the Internet of Things for Environmental Management, Sensor Networks for Environmental Services, Network Interoperability in Environmental Ecosystems, Wireless Sensors and Cognitive Radio Networks, Environmental Management Computing Systems, Sustainable Mobility Solutions, Remote Sensing Applications, Geo-information & Geophysics. Addressing social, legislative and environmental aspects, the book is intended for all stakeholders in the industrial world. It will be of interest e.g. to customers, helping them improve their profits and economic profitability, and to professionals and fishermen working to evolve and optimize their supply chains, and to improve productivity, in the fiercely competitive I4.0 world. The authors of each chapter report on the state of the art and present the outcomes of their own research, laboratory experiments, and successful applications. The purpose of the book is to combine the idea of advanced intelligent systems with appropriate tools and techniques for modeling, management, and decision support in the fields of the environment, industry and economy.

EXECUTABLE UML

HOW TO BUILD CLASS MODELS

Prentice Hall For all software engineering courses on UML, object-oriented analysis and modeling, and analysis/modeling for real-time or embedded software. Executable UML is for students who want to apply object-oriented analysis and modeling techniques to real-world UML projects. Leon Starr presents the skills and techniques needed to build useful class models for creating precise, executable software specifications that generate target code in multiple languages and for multiple platforms. Leon, who wrote the definitive guide to Shlaer-Mellor modeling, emphasizes the practical use of executable UML modeling, presenting extensive examples from real-time embedded and scientific applications. Using the materials in his How to Build Shlaer-Mellor Object Models as a starting point, Leon presents an entirely new introduction to Executable UML, expresses all diagrams in Executable UML notation, and adds advanced new object modeling techniques.

INTERACTION FLOW MODELING LANGUAGE

MODEL-DRIVEN UI ENGINEERING OF WEB AND MOBILE APPS WITH IFML

Morgan Kaufmann Interaction Flow Modeling Language describes how to apply model-driven techniques to the problem of designing the front end of software applications, i.e., the user interaction. The book introduces the reader to the novel OMG standard Interaction Flow Modeling Language (IFML). Authors Marco Brambilla and Piero Fraternali are authors of the IFML standard and wrote this book to explain the main concepts of the language. They effectively illustrate how IFML can be applied in practice to the specification and implementation of complex web and mobile applications, featuring rich interactive interfaces, both browser based and native, client side components and widgets, and connections to data sources, business logic components and services. Interaction Flow Modeling Language provides you with unique insight into the benefits of engineering web and mobile applications with an agile model driven approach. Concepts are explained through intuitive examples, drawn from real-world applications. The authors accompany you in the voyage from visual specifications of requirements to design and code production. The book distills more than twenty years of practice and provides a mix of methodological principles and concrete and immediately applicable techniques. Learn OMG's new IFML standard from the authors of the standard with this approachable reference Introduces IFML concepts step-by-step, with many practical examples and an end-to-end case example Shows how to integrate IFML with other OMG standards including UML, BPMN, CWM, SoaML and SysML Discusses how to map models into code for a variety of web and mobile platforms and includes many useful interface modeling patterns and best practices

OBJECT MODELING WITH THE OCL

THE RATIONALE BEHIND THE OBJECT CONSTRAINT LANGUAGE

Springer Science & Business Media This volume, dedicated to Bernd Silbermann on his sixtieth birthday, collects research articles on Toeplitz matrices and singular integral equations written by leading area experts. The subjects of the contributions include Banach algebraic methods, Toeplitz determinants and random matrix theory, Fredholm theory and numerical analysis for singular integral equations, and efficient algorithms for linear systems with structured matrices, and reflect Bernd Silbermann's broad spectrum of research interests. The volume also contains a biographical essay and a list of publications. The book is addressed to a wide audience in the mathematical and engineering sciences. The articles are carefully written and are accessible to motivated readers with basic knowledge in functional analysis and operator theory.

MODELS TO CODE

WITH NO MYSTERIOUS GAPS

Apress Learn how to translate an executable model of your application into running code. This is not a book about theory, good intentions or possible future developments. You'll benefit from translation technology and solid software engineering principles that are demonstrated with concrete examples using an open source tool chain. Models don't deliver enough value if they are not on a direct path to code production. But to waste time building models that are merely pictures of your code doesn't add much value either. In this book, you'll translate detailed, yet platform-independent models that solve real application problems. Using a pragmatic approach, Models to Code quickly dives into two case studies of Executable UML models. The models and code are extensively annotated and illustrate key principles that are emphasized throughout the book. You'll work with code production using "C" as the implementation language and targeting microcomputer class processors. This might not be your particular target language or platform, but you can use what you learn here to engineer or re-evaluate your own code translation system to dramatically increase the value of both your modeling and code generation solution. Written by three leading experts, Models to Code is an exceptional resource for producing software by model translation— add it to your library today. What You'll Learn See how detailed models resolve ambiguity and contradiction common in requirements. Examine how a model can be detailed enough to be executable and testable while remaining platform independent Produce code from a model, leaving the model intact so it can be redeployed on new platforms or adapted to changing software and hardware technology. Implement platform independent model execution rules in platform specific run-time code Who This Book Is For Modelers and systems engineers on active MBSE projects (using Executable UML or not), projects using Simulink, Matlab, Dymola, MatrixX and other math modelling tools. Any developers with current or past model experience, professors, students, systems engineers, embedded systems developers, or anyone interested in learning more about software modelling.

PLAY AMONG BOOKS

A SYMPOSIUM ON ARCHITECTURE AND INFORMATION SPELT IN ATOM-LETTERS

Birkhäuser How does coding change the way we think about architecture? This question opens up an important research perspective. In this book, Miro Roman and his AI Alice_ch3n81 develop a playful scenario in which they propose coding as the new literacy of information. They convey knowledge in the form of a project model that links the fields of architecture and information through two interwoven narrative strands in an "infinite flow" of real books. Focusing on the intersection of information technology and architectural formulation, the authors create an evolving intellectual reflection on digital architecture and computer science.

ADVANCEMENTS IN MODEL-DRIVEN ARCHITECTURE IN SOFTWARE ENGINEERING

IGI Global An integral element of software engineering is model engineering. They both endeavor to minimize cost, time, and risks with quality software. As such, model engineering is a highly useful field that demands in-depth research on the most current approaches and techniques. Only by understanding the most up-to-date research can these methods reach their fullest potential. Advancements in Model-Driven Architecture in Software Engineering is an essential publication that prepares readers to exercise modeling and model transformation and covers state-of-the-art research and developments on various approaches for methodologies and platforms of model-driven architecture, applications and software development of model-driven architecture, modeling languages, and modeling tools. Highlighting a broad range of topics including cloud computing, service-oriented architectures, and modeling languages, this book is ideally designed for engineers, programmers, software designers, entrepreneurs, researchers, academicians, and students.

WEB INFORMATION SYSTEMS ENGINEERING - WISE 2019

20TH INTERNATIONAL CONFERENCE, HONG KONG, CHINA, JANUARY 19-22, 2020, PROCEEDINGS

Springer Nature This book constitutes the proceedings of the 20th International Conference on Web Information Systems Engineering, WISE 2019, held in Hong Kong, China, in November 2019. Due to the problems/protests in Hong Kong, WISE 2019 was postponed from November 26-30, 2019 until January 19-22, 2020. The 50 full papers presented were carefully reviewed and selected from 211 submissions. The papers are organized in the following topical sections: blockchain and crowdsourcing; machine learning; deep learning; recommender systems, data mining; web-based applications; entity linkage and disambiguation; graph learning; knowledge graphs; graph mining; and text mining.

CONCEPTUAL MODELING OF INFORMATION SYSTEMS

Springer Science & Business Media This brilliant textbook explains in detail the principles of conceptual modeling independently from particular methods and languages and shows how to apply them in real-world projects. The author covers all aspects of the engineering process from structural modeling over behavioral modeling to meta-modeling, and completes the presentation with an extensive case study based on the osCommerce system. Written for computer science students in classes on information systems modeling as well as for professionals feeling the need to formalize their experiences or to update their knowledge, Olivé delivers here a comprehensive treatment of all aspects of the modeling process. His book is complemented by lots of exercises and additional online teaching material.

İKTİSADI VE İDARI BİLİMLER ALANINDA ULUSLARARASI ARAŞTIRMALAR - 4

Eğitim Yayınevi İktisadi ve İdari Bilimler Alanında Uluslararası Çalışmalar IV" adlı bu kitabın amacı, iktisadi ve idari bilimler alanında gerek teorik gerekse pratik alan yazının veri ve araştırma düzeyini geliştirerek ilgililere rehber olabilecek bilgiler sunmaktır. Her bölümde yer alan konular, başta lisans ve lisansüstü programlara devam edenler üzere, akademisyenler, iş dünyası ve alana ilgi duyan herkese fayda sağlayacak güncel konulardan oluşmuştur. Bu anlamda yazarların gösterdiği katkılar takdire şayandır.

SYSTEMS ANALYSIS AND DESIGN WITH UML VERSION 2.0

AN OBJECT-ORIENTED APPROACH

John Wiley & Sons Incorporated A modern, hands-on approach to doing SAD--in UML! Get the core skills you need to actually do systems analysis and design with this highly practical, hands-on approach to SAD using UML! Authors Alan Dennis, Barbara Haley Wixom, and David Tegarden guide you through each part of the SAD process, with clear explanations of what it is and how to implement it, along with detailed examples and exercises that allow you to practice what you've learned. Now updated to include UML Version 2.0 and revised, this Second Edition features a new chapter on the Unified Process, increased coverage of project management, and more examples. Highlights Written in UML: The text takes a contemporary, object-oriented approach using UML. Focus on doing SAD: After presenting the how and what of each major technique, the text guides you through practice problems and then invites you to use the technique in a project. Rich examples of both success and failure: Concepts in Action boxes describe how real companies succeeded and failed in performing the activities in the chapters. Project approach: Each chapter focuses on a different step in the Systems Development Life Cycle (SDLC) process. Topics are presented in the order in which they are encountered in a typical project. A running case: This case threaded throughout the text allows you to apply each concept you have learned.

MORGAN KAUFMANN SERIES IN DATA MANAGEMENT SYSTEMS

DESIGNING DATA-INTENSIVE WEB APPLICATIONS

Morgan Kaufmann This text represents a breakthrough in the process underlying the design of the increasingly common and important data-driven Web applications.

ADVANCES IN CONCEPTUAL MODELING

ER 2016 WORKSHOPS, AHA, MOBID, MORE-BI, MREBA, QMMQ, SCME, AND WM2SP, GIFU, JAPAN, NOVEMBER 14-17, 2016, PROCEEDINGS

Springer This book constitutes the refereed proceedings of seven workshops and a symposium, held at the 35th International Conference on Conceptual Modeling, ER 2016, in Gifu, Japan. The 19 revised full and 3 keynote papers were carefully reviewed and selected out of 52 submissions to the following events: Conceptual Modeling for Ambient Assistance and Healthy Ageing, AHA 2016; Modeling and Management of Big Data, MoBiD 2016; Modeling and Reasoning for Business Intelligence, MORE-BI 2016; Conceptual Modeling in Requirements and Business Analysis, MREBA 2016; Quality of Models and Models of Quality, QMMQ 2016; and the Symposium on Conceptual Modeling Education, SCME 2016; and Models and Modeling on Security and Privacy, WM2SP 2016.

DEBUGGING TEAMS

BETTER PRODUCTIVITY THROUGH COLLABORATION

"*O'Reilly Media, Inc.*" In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven't really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

UML @ CLASSROOM

AN INTRODUCTION TO OBJECT-ORIENTED MODELING

Springer This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience - thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

UML 2 AND THE UNIFIED PROCESS

PRACTICAL OBJECT-ORIENTED ANALYSIS AND DESIGN

Pearson Education "This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines. Even for people not working with the Unified Process, the book is still of great use. UML 2 and the Unified Process, Second Edition is a must-read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner." --Roland Leibundgut, Technical Director, Zuehlke Engineering Ltd. "This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the different aspects needed to satisfy it." --Eric Naiburg, Market Manager, Desktop Products, IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object-oriented analysis and design using UML 2. It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process (UP). UML 2 and the Unified Process contains a wealth of practical, powerful, and useful techniques that you can apply immediately. As you progress through the text, you will learn OO analysis and design techniques, UML syntax and semantics, and the relevant aspects of the UP. The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO analyst and designer. This book provides Chapter roadmaps, detailed diagrams, and margin notes allowing you to focus on your needs Outline summaries for each chapter, making it ideal for revision, and a comprehensive index that can be used as a reference New to this edition: Completely revised and updated for UML 2 syntax Easy to understand explanations of the new UML 2 semantics More real-world examples A new section on the Object Constraint Language (OCL) Introductory material on the OMG's Model Driven Architecture (MDA) The accompanying website provides A complete example of a simple e-commerce system Open source tools for requirements engineering and use case modeling Industrial-strength UML course materials based on the book

ANALISA & PERANCANGAN SISTEM INFORMASI BERORIENTASI OBJEK

Penerbit Widina Analisis dan perancangan sistem informasi berbasis objek adalah salah satu metodologi pengembangan sistem informasi yang digunakan untuk membangun sistem informasi perusahaan. Metodologi ini dibagi menjadi dua bagian, yaitu analisis berorientasi objek (OOA) dan perancangan berorientasi objek (OOD). Langkah terakhir adalah melakukan coding berdasarkan langkah-langkah yang sudah disusun sebelumnya. Analisis berorientasi objek mendefinisikan seluruh tipe-tipe objek yang digunakan pada sistem dan menunjukkan kepada user kebutuhan yang diperlukan berinteraksi dengan sistem untuk menyelesaikan pekerjaan yang dilakukan. Teknik ini bertujuan untuk mempelajari objek yang ada dan mempertimbangkan apakah objek tersebut masih dapat digunakan lagi atau diambil lagi untuk penggunaan yang baru, juga digunakan untuk mendefinisikan objek-objek yang baru atau objek-objek yang sudah dimodifikasi yang akan digabungkan dengan objek yang sudah ada menjadi aplikasi komputasi yang berguna bagi bisnis. Objek adalah segala sesuatu yang memiliki attribute dan behaviors. Sedangkan perancangan berorientasi objek adalah mendefinisikan seluruh tipe objek-objek yang penting untuk berkomunikasi dengan manusia dan peralatan dalam sistem dan menunjukkan bagaimana objek-objek saling berinteraksi untuk menyelesaikan pekerjaan tertentu dan memperbaiki definisi masing-masing tipe objek sehingga dapat diimplementasikan dengan bahasa khusus atau lingkungan khusus. Langkah-langkah OOAD diantaranya dengan melakukan Activity Diagram, Event Table, Class Diagram, Usecase Diagram, Usecase Description, State Chart Diagram, Deployment and Software Architecture, First-Cut Design Class Diagram, Simple Sequence Diagram (SSD), Sequence Diagram (First-cut, View Layer, Data Access Layer), Communication Diagram, Updated Design Class Diagram, Package Diagram, Persistent Object dan diakhiri dengan User Interface.

SOFTWARE TECHNOLOGIES: APPLICATIONS AND FOUNDATIONS

STAF 2018 COLLOCATED WORKSHOPS, TOULOUSE, FRANCE, JUNE 25-29, 2018, REVISED SELECTED PAPERS

Springer This book contains the thoroughly refereed technical papers presented in eight workshops collocated with the International Conference on Software Technologies: Applications and Foundations, STAF 2018, held in Toulouse, France, in June 2018. The 65 full papers presented were carefully reviewed and selected from 120 submissions. The events whose papers are included in this volume are: CoSim-CPS 2018: 2nd International Workshop on Formal Co-Simulation of Cyber-Physical Systems DataMod 2018: 7th International Symposium From Data to Models and Back FMIS 2018: 7th International Workshop on Formal Methods for Interactive Systems FOCLASA 2018: 16th International Workshop on Foundations of Coordination Languages and Self-adaptative Systems GCM 2018: 9th International Workshop on Graph Computation Models MDE@DeRun 2018: 1st International Workshop on Model-Driven Engineering for Design-Runtime Interaction in Complex Systems MSE 2018: 3rd International Workshop on Microservices: Science and Engineering SecureMDE 2018: 1st International Workshop on Security for and by Model-Driven Engineering

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.

OBJECT-ORIENTED ANALYSIS AND DESIGN THROUGH UNIFIED MODELING LANGUAGE

Laxmi Publications, Ltd. This book adheres to the B.Tech. and MCA syllabus of JNT University, Hyderabad and many other Indian universities. The first two chapters represent the fundamentals of object technology, OOP and OOAD and how people are inclined towards object-oriented analysis and design starting from traditional approach and the different approaches suggested by the three pioneers-Booch, Rum Baugh and Jacobson. Chapters 3 to 18 represent the UML language, the building blocks of UML i.e., things, relationships and diagrams and the use of each diagram with an example. Chapters 19 and 20 discuss a case study "Library Management System". In this study one can get a very clear idea what object oriented analysis and design is and how UML is to be used for that purpose. Appendix-A discusses the different syntactic notations of UML and Appendix-B discusses how the three approaches of Booch, Rum Baugh and Jacobson are unified and the Unified Process. --

ANALYSIS AND DESIGN OF INFORMATION SYSTEMS

PHI Learning Pvt. Ltd.

TEAM GEEK

A SOFTWARE DEVELOPER'S GUIDE TO WORKING WELL WITH OTHERS

"*O'Reilly Media, Inc.*" In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

HUMAN-CENTERED SOFTWARE ENGINEERING

7TH IFIP WG 13.2 INTERNATIONAL WORKING CONFERENCE, HCSE 2018, SOPHIA ANTIPOLIS, FRANCE, SEPTEMBER 3-5, 2018, REVISED SELECTED PAPERS

Springer This book constitutes the refereed post-conference proceedings of the 7th IFIP WG 13.2 International Conference on Human-Centered Software Engineering, HCSE 2018, held in Sophia Antipolis, France, in September 2018. The 11 full papers and 7 short papers presented together with 5 poster and demo papers were carefully reviewed and selected from 36 submissions. The papers focus on the interdependencies between user interface properties and contribute to the development of theories, methods, tools and approaches for dealing with multiple properties that should be taken into account when developing interactive systems. They are organized in the following topical sections: HCI education and training; model-based and model-driven approaches; task modeling and task-based approaches; tools and tool support; and usability evaluation and UI testing.

EBOOK: OBJECT-ORIENTED SYSTEMS ANALYSIS 4E

McGraw Hill eBook: Object-Oriented Systems Analysis 4e

SOFTWARE AND SYSTEMS TRACEABILITY

Springer Science & Business Media Software and Systems Traceability provides a comprehensive description of the practices and theories of software traceability across all phases of the software development lifecycle. The term software traceability is derived from the concept of requirements traceability. Requirements traceability is the ability to track a requirement all the way from its origins to the downstream work products that implement that requirement in a software system. Software traceability is defined as the ability to relate the various types of software artefacts created during the development of software systems. Traceability relations can improve the quality of a product being developed, and reduce the time and cost of development. More specifically, traceability relations can support evolution of software systems, reuse of parts of a system by comparing components of

new and existing systems, validation that a system meets its requirements, understanding of the rationale for certain design and implementation decisions, and analysis of the implications of changes in the system.

OCEB 2 CERTIFICATION GUIDE

BUSINESS PROCESS MANAGEMENT - FUNDAMENTAL LEVEL

Morgan Kaufmann OCEB 2 Certification Guide, Second Edition has been updated to cover the new version 2 of the BPMN standard and delivers expert insight into BPM from one of the developers of the OCEB Fundamental exam, offering full coverage of the fundamental exam material for both the business and technical tracks to further certification. The first study guide prepares candidates to take—and pass—the OCEB Fundamental exam, explaining and building on basic concepts, focusing on key areas, and testing knowledge of all critical topics with sample questions and detailed answers. Suitable for practitioners, and those newer to the field, this book provides a solid grounding in business process management based on the authors' own extensive BPM consulting experiences. Completely updated, with the latest material needed to pass the OCEB-2 and BPMN Certification Includes sample test questions in each chapter, with answers in the appendix Expert authors provide a solid overview of business process management (BPM)

PARTIAL EVALUATION AND AUTOMATIC PROGRAM GENERATION

Peter Sestoft Explores the principles of automatic partial evaluation, provides simple and complete algorithms, and demonstrates via examples that specialization can increase efficiency. Covers partial evaluation of programming languages from C and Prolog to Scheme and the lambda calculus. For researchers, programmers, and students in advanced programming languages.

WEB ENGINEERING: MODELLING AND IMPLEMENTING WEB APPLICATIONS

Springer Science & Business Media "Web Engineering: Modelling and Implementing Web Applications" presents the state of the art approaches for obtaining a correct and complete Web software product from conceptual schemas, represented via well-known design notations. Describing mature and consolidated approaches to developing complex applications, this edited volume is divided into three parts and covers the challenges web application developers face; design issues for web applications; and how to measure and evaluate web applications in a consistent way. With contributions from leading researchers in the field this book will appeal to researchers and students as well as to software engineers, software architects and business analysts.

ACCOUNTING INFORMATION SYSTEMS

CONTROLS AND PROCESSES

John Wiley & Sons Accounting Information Systems provides a comprehensive knowledgebase of the systems that generate, evaluate, summarize, and report accounting information. Balancing technical concepts and student comprehension, this textbook introduces only the most-necessary technology in a clear and accessible style. The text focuses on business processes and accounting and IT controls, and includes discussion of relevant aspects of ethics and corporate governance. Relatable real-world examples and abundant end-of-chapter resources reinforce Accounting Information Systems (AIS) concepts and their use in day-to-day operation. Now in its fourth edition, this popular textbook explains IT controls using the AICPA Trust Services Principles framework—a comprehensive yet easy-to-understand framework of IT controls—and allows for incorporating hands-on learning to complement theoretical concepts. A full set of pedagogical features enables students to easily comprehend the material, understand data flow diagrams and document flowcharts, discuss case studies and examples, and successfully answer end-of-chapter questions. The book's focus on ease of use, and its straightforward presentation of business processes and related controls, make it an ideal primary text for business or accounting students in AIS courses.

CURRENT TRENDS IN WEB ENGINEERING

ICWE 2012 INTERNATIONAL WORKSHOPS MDWE, COMPOSABLEWEB, WERE, QWE, AND DOCTORAL CONSORTIUM, BERLIN, GERMANY, JULY 23-27, 2012, REVISED SELECTED PAPERS

Springer This book constitutes the thoroughly refereed post-workshop proceedings and the doctoral symposium of the 12th International Conference on Web Engineering, ICWE 2012, held in Berlin, Germany, in July 2012. The volume contains four workshops and a doctoral consortium, each focusing on specific research issues that contribute to the main themes of the ICWE conference: MDWE 2012: Eighth International Workshop on Model-Driven and Agile Engineering for the Web, ComposableWeb 2012: Fourth International Workshop on Lightweight Integration on the Web, WeRE 2012: Third Workshop on the Web and Requirements Engineering, QWE 2012: Third International Workshop on Quality in Web Engineering.

THE OBJECT CONSTRAINT LANGUAGE

PRECISE MODELING WITH UML

Addison-Wesley A practical guide to the OCL (part of the UML 1.1 standard of the OMG), this title is designed for software architects, designers, and developers. The authors' pragmatic approach and illustrative use of examples help application developers to quickly get up to speed with this important object modeling technique.

MODELLING FOUNDATIONS AND APPLICATIONS

13TH EUROPEAN CONFERENCE, ECMFA 2017, HELD AS PART OF STAF 2017, MARBURG, GERMANY, JULY 19-20, 2017, PROCEEDINGS

Springer This book constitutes the proceedings of the 13th European Conference on Modelling Foundations and Applications, ECMFA 2017, held as part of STAF 2017, in Marburg, Germany, in July 2017. The 18 papers presented in this volume were carefully reviewed and selected from 48 submissions. The papers are organized in the following topical sections: meta-modeling and language engineering; model evolution and maintenance; model-driven generative development; model consistency management; model verification and analysis; and experience reports, case studies and new applications scenarios.

INTRODUCTION TO SOFTWARE DESIGN WITH JAVA

Springer This textbook provides an in-depth introduction to software design, with a focus on object-oriented design, and using the Java programming language. Its goal is to help readers learn software design by discovering the experience of the design process. To this end, a narrative is used that introduces each element of design know-how in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques, which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called "Code Exploration" at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book's main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the language, such as would be taught in an introductory programming course.

VISUAL MODELING WITH RATIONAL ROSE 2002 AND UML

Addison-Wesley Professional Thoroughly updated and fully compliant with Rational Rose 2002, the latest release of the industry's most popular software modeling tool, this edition contains simplified, useful case studies and helps the reader understand the core concepts of modeling and how to use UML effectively.

THE ROUTLEDGE COMPANION TO MEDIA DISINFORMATION AND POPULISM

Routledge This companion brings together a diverse set of concepts used to analyse dimensions of media disinformation and populism globally. The *Routledge Companion to Media Disinformation and Populism* explores how recent transformations in the architecture of public communication and particular attributes of the digital media ecology are conducive to the kind of polarised, anti-rational, post-fact, post-truth communication championed by populism. It is both interdisciplinary and multidisciplinary, consisting of contributions from both leading and emerging scholars analysing aspects of misinformation, disinformation, and populism across countries, political systems, and media systems. A global, comparative approach to the study of misinformation and populism is important in identifying common elements and characteristics, and these individual chapters cover a wide range of topics and themes, including fake news, mediatisation, propaganda, alternative media, immigration, science, and law-making, to name a few. This companion is a key resource for academics, researchers, and policymakers as well as undergraduate and postgraduate students in the fields of political communication, journalism, law, sociology, cultural studies, international politics and international relations.

IMPLEMENTATION PATTERNS

Pearson Education Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.