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OSBORN KODY

Object-Oriented Programming: Fundamentals And Applications
Addison-Wesley Professional Object-Oriented Design and Programming with C++:
Your Hands-On Guide to C++

Programming, with Special Emphasis on Design, Testing, and Reuse provides a list of software engineering principles to guide the software development process. This book presents the fundamentals of the C++ language. Organized into two parts encompassing 10 chapters, this book begins with an

overview of C++ and describes object-oriented programming and the history of C++. This text then introduces classes, polymorphism, inheritance, and overloading. Other chapters consider the C++ preprocessor and organization of class libraries. This

book discusses as well the scope rules, separate compilation, class libraries, and their organization, exceptions, browsers, and exception handling. The final chapter deals with the design of a moderately complex system that provides file system stimulation. This book is a valuable resource for readers who are reasonably familiar with the C programming language and

want to understand the issues in object-oriented programming using C++. Fundamentals of Computer Programming with C# Dorset House Introduction: What does it mean to be object-oriented, anyway? Object-orientation - Who ordered that? Object-oriented design notation. The basic notation for classes and methods. Inheritance and aggregation diagrams. The

object-communication diagram. State-transition diagrams. Additional OODN diagrams. The principles of object-oriented design: Encapsulation and connascence. Domains, encumbrance, and cohesion. Properties of classes and subclasses. The perils of inheritance and polymorphism . Class interfaces. Appendix A: Checklist for an object-oriented

design walkthrough. Appendix B: The Object- oriented design owner's manual. Appendix C: Blitz guide to object- oriented terminology. <u>Class Construction in C and C++</u> Elsevier A presentation of the formal underpinnings of object- oriented programming languages. <u>VB.NET Language in a Nutshell</u> "O'Reilly Media, Inc." As we all know, our world is full of	objects. Generally, in a day to day life, we classify things we use as objects of different types. Conceptualizin g, everything as object, the computer programming community wants to transform the traditional procedural programming technique into object oriented form which is proved to be far better than the previous ones. So the book is specifically written to introduce	some basics, concepts and methods to construct and design programs based on object oriented approach. The book is written with the soul intention that the book will definitely help the computer science students across the world who often feels difficulty in understanding the methods of a pretty new programming paradigm called OOP (Object Oriented Programming)
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**Java
Programmin
g
Fundamental
s** Pearson
Education
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.

Programming Visual Basic .NET
Bookboon
Fundamentals of Object-Oriented Design in UML shows aspiring and experienced programmers alike how to apply design concepts, the UML, and the best practices in OO development to improve both their code and their success rates with object-based projects.
A Modular Structured Approach Using C++
Pearson Education

Explore the fundamental concepts behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently. In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept

using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he walks you through a case study to review all the steps of designing a real software system from

start to finish. Topics include:- Understanding software development methodologies - Choosing the right methodology: Waterfall vs. Agile- Fundamental object-Orientation concepts: Abstraction, Polymorphism and more- Collecting requirements- Mapping requirements to technical descriptions- Unified Modeling Language (UML)- Use case, class, sequence, activity, and

state diagrams- Designing a Note-Taking App from scratchYou will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other

developers using object-orientation terms and UML diagrams. About the Author Károly Nyzstor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP,

and Zen Studios. Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate

about helping people reveal hidden talents, and guide them into the world of startups and programming. You can find his courses and books on all major platforms including Amazon, Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

Object-Oriented Analysis and Design Faber Publishing
Learn the fundamentals of the Java 17 LTS or Java Standard

Edition version 17 Long Term Support release, including basic programming concepts and the object-oriented fundamentals necessary at all levels of Java development. Authors Kishori Sharan and Adam L. Davis walk you through writing your first Java program step-by-step. Armed with that practical experience, you'll be ready to learn the core of the Java language. Beginning Java 17 Fundamentals provides over 90 diagrams and 240 complete programs to help you learn the topics faster. While this book teaches you the basics, it also has been revised to include the latest from Java 17 including the following: value types (records), immutable objects with an efficient memory layout; local variable type inference (var); pattern matching, a mechanism for testing and deconstructing values; sealed types, a mechanism for declaring all possible subclasses of a class; multiline text values; and switch expressions. The book continues with a series of foundation topics, including using data types, working with operators, and writing statements in Java. These basics lead onto the heart of the Java language: object-oriented

programming. By learning topics such as classes, objects, interfaces, and inheritance you'll have a good understanding of Java's object-oriented model. The final collection of topics takes what you've learned and turns you into a real Java programmer. You'll see how to take the power of object-oriented programming and write programs that can handle errors and

exceptions, process strings and dates, format data, and work with arrays to manipulate data. What You Will Learn Write your first Java programs with emphasis on learning object-oriented programming How to work with switch expressions, value types (records), local variable type inference, pattern matching switch and more from Java 17 Handle

exceptions, assertions, strings and dates, and object formatting Learn about how to define and use modules Dive in depth into classes, interfaces, and inheritance in Java Use regular expressions Take advantage of the JShell REPL tool Who This Book Is For Those who are new to Java programming, who may have some or even no prior programming experience.

Object-Oriented JavaScript - Second Edition CRC Press
The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation in the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate

the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and

the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate

developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals

of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike	Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral	systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial
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algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions,

LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733
Fundamentals of Object Databases
 CRC Press
 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. *Understanding Object-Oriented Programming and the Unified Modeling Language* LAP Lambert Academic Publishing This monograph presents the fundamentals of object databases, with a specific focus on conceptual modeling of object database designs. After an introduction to the fundamental concepts of object-

oriented data, the monograph provides a review of object-oriented conceptual modeling techniques using side-by-side Enhanced Entity Relationship diagrams and Unified Modeling Language conceptual class diagrams that feature class hierarchies with specialization constraints and object associations. These object-oriented conceptual models

provide the basis for introducing case studies that illustrate the use of object features within the design of object-oriented and object-relational databases. For the object-oriented database perspective, the Object Data Management Group data definition language provides a portable, language-independent specification of an object schema,

together with an SQL-like object query language. LINQ (Language INtegrated Query) is presented as a case study of an object query language together with its use in the db4o open-source object-oriented database. For the object-relational perspective, the object-relational features of the SQL standard are presented together with an accompanying case study of the object-

relational features of Oracle. For completeness of coverage, an appendix provides a mapping of object-oriented conceptual designs to the relational model and its associated constraints."-- P. [4] of cover.
Basics, Concepts & Examples "O'Reilly Media, Inc." Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of

heuristics and "smells" accumulated from the process of writing clean code.
Object-Oriented and Object-Relational Design Createspace Independent Pub Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment.
The Art of Objects No Starch Press Case studies implemented

in several object-oriented programming languages including C#, Smalltalk, Objective-C, Actor and Object pascal.
Your Hands-On Guide to C++ Programming, with Special Emphasis on Design, Testing, and Reuse Packt Publishing Ltd Explains how Visual BASIC has been altered to work within the .NET framework and provides information about topics such as syntax,

<p>keyword operations, accepted arguments, and undocumented behaviors of VB.NET. <i>Object-oriented Design and Architecture</i> John Wiley & Sons</p> <p>This book presents a balanced and flexible approach to the incorporation of object-oriented principles in introductory courses using Python. Familiarizes readers with the terminology of object-</p>	<p>oriented programming, the concept of an object's underlying state information, and its menu of available behaviors. Includes an exclusive, easy-to-use custom graphics library that helps readers grasp both basic and more advanced concepts. Lays the groundwork for transition to other languages such as Java and C++. For those interested in learning more</p>	<p>about object-oriented programming using Python. <i>An Introduction to Object-Oriented Programming with Visual Basic .NET</i> McGraw-Hill Osborne Media</p> <p>Do modern programming languages, IDEs, and libraries make coding easy? Maybe, but coding is not design. Large-scale or expensive apps clearly require evaluation of design choices. Still, software design directly</p>
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impacts code reuse and longevity even for small-scale apps with limited overhead. This text evaluates and contrasts common object-oriented designs. A given problem may have many solutions. A developer may employ different design techniques - composition, inheritance, dependency injection, delegation, etc. - to solve a particular problem. A skilled developer can

determine the costs and benefits of different design responses, even amid competing concerns. A responsible developer documents design choices as a contract with the client, delineating external and internal responsibilities. To promote effective software design, this book examines contractual, object-oriented designs for immediate and sustained

use as well as code reuse. The intent of identifying design variants is to recognize and manage conflicting goals such as short versus long-term utility, stability versus flexibility, and storage versus computation. Many examples are given to evaluate and contrast different solutions and to compare C# and C++ effects. No one has a crystal ball; however, deliberate

<p>design promotes software longevity. With the prominence of legacy OO code, a clear understanding of different object-oriented designs is essential. Design questions abound. Is code reuse better with inheritance or composition? Should composition rely on complete encapsulation? Design choices impact flexibility, efficiency, stability,</p>	<p>longevity, and reuse, yet compilers do not enforce design and syntax does not necessarily illustrate design. Through deliberate design, or redesign when refactoring, developers construct sustainable, efficient code. <u>Fundamentals of Object-oriented Design in UML</u> MacMillan In mechanical engineering the trend towards increasingly flexible solutions is leading to</p>	<p>changes in control systems. The growth of mechatronic systems and modular functional units is placing high demands on software and its design. In the coming years, automation technology will experience the same transition that has already taken place in the PC world: a transition to more advanced and reproducible software design, simpler modification,</p>
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and increasing modularity. This can only be achieved through object-oriented programming. This book is aimed at those who want to familiarize themselves with this development in automation technology. Whether mechanical engineers, technicians, or experienced automation engineers, it can help readers to understand and use object-oriented programming.	From version 4.5, SIMOTION provides the option to use OOP in accordance with IEC 61131-3 ED3, the standard for programmable logic controllers. The book supports this way of thinking and programming and offers examples of various object-oriented techniques and their mechanisms. The examples are designed as a step-by-step process that produces a finished, ready-to-use	machine module. Contents: Developments in the field of control engineering - General principles of object-oriented programming - Function blocks, methods, classes, interfaces - Modular software concepts - Object-oriented design, reusable and easy-to-maintain software, organizational and legal aspects, software tests - I/O
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references, namespaces, general references - Classes in SIMOTION, instantiation of classes and function blocks, compatible and efficient software - Introduction to SIMOTION and SIMOTION SCOUT. Principles of Object-Oriented Programming - Fundamentals of Object-oriented Design in UML This book aims to present the concepts and techniques of object-oriented

programming as simply as possible so that it can be easily understood and mastered by beginners. The emphasis is on presenting concepts at the right time and with the right amount of detail to encourage learning and mastery of the material. The book does not focus on the Java programming language; rather, Java is used as a vehicle to implement the object-oriented concepts

presented in the book. To help readers become familiar with the Java programming language, the book starts off by describing the basic features of the language. These include data types and variables, arrays, control structures (if, while, for, etc.), and performing input and output. Several exercises have been carefully designed so that readers can get up to speed with Java as quickly

as possible. The book strikes a good balance between theory and practice. Some object-oriented concepts often require lengthy explanations for beginners to fully understand the concepts. Based on years of experience in teaching object-oriented programming, the book condenses long explanations in favour of providing real examples which show

how the concepts are implemented in an object-oriented program. Thus, detailed code examples are liberally interspersed with theoretical descriptions throughout the book. One of the unique features of the book is that it contains five chapters (called "Programming Projects") which explain how to build a complete object-oriented program based on the material

presented in the other chapters. These chapters appear when all the relevant material required for writing the program has been thoroughly discussed in the preceding chapters. Each of the five chapters starts by describing the problem in narrative form. The chapter then gives a detailed definition of the functionality required. Next, the

chapter explains how the functionality can be implemented using the object-oriented concepts presented earlier in the book. The chapter ends with a complete working Java program that solves the problem described. Often, alternative solutions are presented so that readers will be aware that there are competing ways to implement an object-

oriented program with different trade-offs. Another unique feature of the book is that that new material is not used or referenced before it has been discussed. The book is essentially incremental in nature so that new concepts being introduced always build on earlier concepts. Thus, readers are only exposed to new concepts or language features when pre-requisite material has

been completely discussed. Also, great care has been taken to avoid the use of programming language features which, though very useful for advanced programmers, can make it harder for a beginner to focus on and learn the object-oriented principles being imparted. This book is based on the experience gained from many years of teaching object-oriented

programming to beginners who know another programming language. It is likely to benefit readers who are looking for a good, practical introduction to object-oriented programming in Java, in an easy-to-understand format.

What Every Programmer Should Know about Object-oriented

Design
"O'Reilly Media, Inc."
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