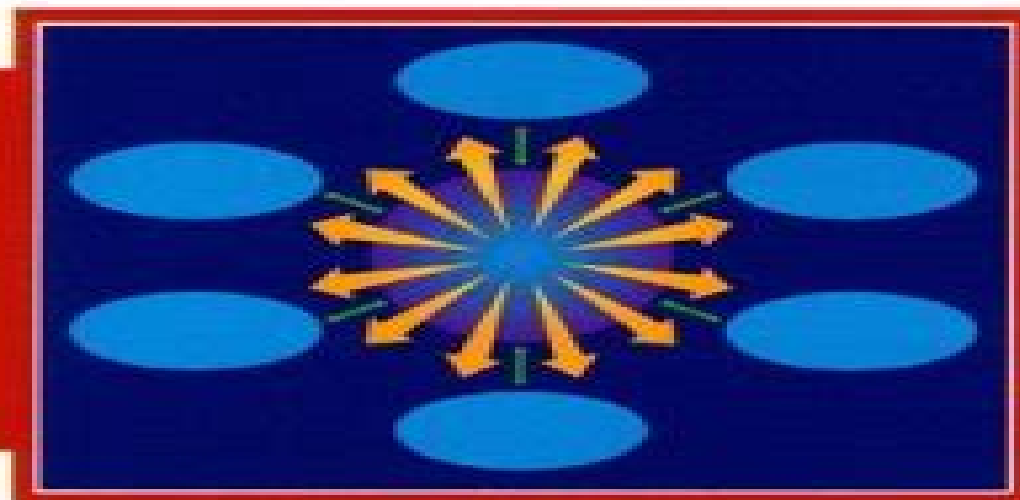# IBM

DEVELOPING OBJECT-ORIENTED SOFTWARE

An Experience-Based Approach

- Work Product Oriented
- Flexible and Tailorable
- Advice and Guidance
- Widely-Used

OBJECT-ORIENTED TECHNOLOGY CENTER

FOREWARD BY KENNETH S. RUBIN

Developing Object Oriented Software An Experience Based Approach

ML Morrison

Developing Object Oriented Software An Experience Based Approach:

Developing Object-oriented Software IBM Object-oriented Technology Center,1997 This book walks developers through every step of the object oriented development process showing how to tailor and document the development process that is ideal for their organizations This book shows how to tailor your own object oriented development process a process that delivers software more effectively and virtually documents itself It presents new techniques for requirements gathering performing initial object oriented analysis transitioning to object oriented design from procedural environments implementing a design and validating the results It includes comprehensive templates and examples for each phase of the lifecycle It also presents a detailed case study of a complete project with example workbook and work products All object oriented developers regardless of the languages and environments they utilize Smart Card Application Development Using Java Uwe Hansmann,Martin S. Nicklous,Thomas Schäck,Frank Seliger,2012-12-06 In today s world smart cards play an increasingly important role in everyday life We encounter them as credit cards loyalty cards electronic purses health cards and as secure tokens for authentication or digital signature Their small size and the compatibility of their form with the magnetic stripe card make them the ideal carriers of personal information such as secret keys passwords customization profiles and medical emergency information This book provides a guide for the rapid development of smart card applications using Java and the OpenCard Framework It gives you the basic information you need about smart cards and how they work It shows in detail how to develop applications that use smart cards by guiding you through examples step by step A smart card provided along with the book will help you to quickly get some first hands on experience *Managing Iterative Software Development Projects* Kurt Bittner,Ian Spence,2006-06-27 The Practical Start to Finish Guide to Planning and Leading Iterative Software Projects Iterative processes have gained widespread acceptance because they help software developers reduce risk and cost manage change improve productivity and deliver more effective timely solutions But conventional project management techniques don t work well in iterative projects and newer iterative management techniques have been poorly documented Managing Iterative Software Development Projects is the solution a relentlessly practical guide to planning organizing estimating staffing and managing any iterative project from start to finish Leading iterative development experts Kurt Bittner and Ian Spence introduce a proven scalable approach that improves both agility and control at the same time satisfying the needs of developers managers and the business alike Their techniques are easy to understand and easy to use with any iterative methodology from Rational Unified Process to Extreme Programming to the Microsoft Solutions Framework Whatever your role team leader program manager project manager developer sponsor or user representative this book will help you Understand the key drivers of success in iterative projects Leverage time boxing to define project lifecycles and measure results Use Unified Process phases to facilitate controlled iterative development Master core concepts of iterative project management including layering and evolution Create project roadmaps including release plans Discover

key patterns of risk management estimation organization and iteration planning Understand what must be controlled centrally and what you can safely delegate Transition smoothly to iterative processes Scale iterative project management from the smallest to the largest projects Align software investments with the needs of the business Whether you are interested in software development using RUP OpenUP or other agile processes this book will help you reduce the anxiety and cost associated with software improvement by providing an easy non intrusive path toward improved results without overwhelming you and your team   Advanced Information Systems Engineering Oscar Pastor,João Falcão e Cunha,2005-05-18 We can now say that it is really a big pleasure for us to welcome all of you to the proceedings of CAiSE 2005 which was held in Porto   Agile Software Development Alistair Cockburn,2006-10-19 Agile Software Development is a highly stimulating and rich book The author has a deep background and gives us a tour de force of the emerging agile methods Tom Gilb The agile model of software development has taken the world by storm Now in Agile Software Development Second Edition one of agile s leading pioneers updates his Jolt Productivity award winning book to reflect all that s been learned about agile development since its original introduction Alistair Cockburn begins by updating his powerful model of software development as a cooperative game of invention and communication Among the new ideas he introduces harnessing competition without damaging collaboration learning lessons from lean manufacturing and balancing strategies for communication Cockburn also explains how the cooperative game is played in business and on engineering projects not just software development Next he systematically illuminates the agile model shows how it has evolved and answers the questions developers and project managers ask most often including Where does agile development fit in our organization How do we blend agile ideas with other ideas How do we extend agile ideas more broadly Cockburn takes on crucial misconceptions that cause agile projects to fail For example you ll learn why encoding project management strategies into fixed processes can lead to ineffective strategy decisions and costly mistakes You ll also find a thoughtful discussion of the controversial relationship between agile methods and user experience design Cockburn turns to the practical challenges of constructing agile methodologies for your own teams You ll learn how to tune and continuously reinvent your methodologies and how to manage incomplete communication This edition contains important new contributions on these and other topics Agile and CMMI Introducing agile from the top down Revisiting custom contracts Creating change with stickers In addition Cockburn updates his discussion of the Crystal methodologies which utilize his cooperative game as their central metaphor If you re new to agile development this book will help you succeed the first time out If you ve used agile methods before Cockburn s techniques will make you even more effective   **Journal of Object-oriented Programming** ,1998   **Advanced Information Systems Engineering** ,2005   The Rational Unified Process Philippe Kruchten,2000 The second edition of this text brings the content up to date and in compliance with Rational unified Process 2000 It defines the process putting it into a proper software development context reviewing the RUPS history and providing detailed coverage of

its structure   **Software Development** ,1999   *Fifth International Conference on Software Reuse* Association for Computing Machinery,1998 Software reuse saves time and effort and will continue to play a dominant role in successful engineering efforts This volume contains insights new directions and experience from leading reuse experts around the world It addresses topics of interest to researches prectitioners and managers   JavaBeans by Example Henri Jubin,1998 Java Beans portends a revolution in enterprise software development allowing organizations to build small reusable platform independent components that substantially enhance the value of existing computing and database resources The enclosed CD ROM includes all source code needed to get started as well as a full version of VisualAge for Java   Proceedings of the 2004 Summer Computer Simulation Conference, SCSC 2004 Society for Computer Simulation,2004   *Developing Object-oriented Multimedia Software* Philipp Ackermann,1996 This book on the MET multimedia application framework provides an in depth look at the concepts and techniques applied in an object oriented class library to support multimedia application development It is a reference for software designers and programmers who want to build multimedia applications by reusing components of the MET framework   *American Book Publishing Record* ,1997   **Proceedings** ,2001

Principles of Object-oriented Software Development Anton Eliëns,1995 Provides full coverage of object oriented technology paying equal attention to the underlying theory and to programming practice The author shows object oriented concepts at all stages of the software life cycle Separate tutorial sections on C Smalltalk and Eiffel are included   IBM Systems Journal International Business Machines Corporation,2001   **Computing Science and Statistics** ,1992

Proceedings, Fifth International Workshop on Computer-Aided Software Engineering Gene Forte,Hausi A. Müller,1992

Tenth International Symposium on Software Reliability Engineering IEEE Computer Society,1999 The theme of the November 1999 symposium deals with which technologies to take into the new millennium and which ones to leave behind The 32 papers address software reliability techniques models reliability and safety object oriented testing and modeling quality testing and early quality prediction Some of the topics are rare failure state in a Markov chain model for software reliability classification tree models of software quality over multiple releases mutation testing applied to validate specifications based on statecharts generating test cases from an OO model with an AI planning system and requirements volatility and defect density No subject index Annotation copyrighted by Book News Inc Portland OR

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