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***Practical Object  
Oriented Design In  
Ruby Sandi Metz***

**This book covers the  
essential knowledge and**

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**skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software**

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**modeling, software  
design, requirements  
analysis, and testing. The  
use of the Unified  
Modelling Language to  
develop software is  
taught in depth. Many**

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**concepts are illustrated  
using complete examples,  
with code written in Java.  
It's easy to write correct  
Ruby code, but to gain  
the fluency needed to  
write great Ruby code,**

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**you must go beyond  
syntax and absorb the  
“Ruby way” of thinking  
and problem solving. In  
Eloquent Ruby, Russ  
Olsen helps you write  
Ruby like true Rubyists**

*Page 5/284*

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**do-so you can leverage  
its immense, surprising  
power. Olsen draws on  
years of experience  
internalizing the Ruby  
culture and teaching  
Ruby to other**

*Page 6/284*

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**programmers. He guides  
you to the “Ah Ha!”  
moments when it  
suddenly becomes clear  
why Ruby works the way  
it does, and how you can  
take advantage of this**

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**language's elegance and  
expressiveness. Eloquent  
Ruby starts small,  
answering tactical  
questions focused on a  
single statement,  
method, test, or bug.**

*Page 8/284*



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**You'll learn how to write  
code that actually looks  
like Ruby (not Java or  
C#); why Ruby has so  
many control structures;  
how to use strings,  
expressions, and**

*Page 9/284*

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**symbols; and what  
dynamic typing is really  
good for. Next, the book  
addresses bigger  
questions related to  
building methods and  
classes. You'll discover**

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**why Ruby classes contain  
so many tiny methods,  
when to use operator  
overloading, and when to  
avoid it. Olsen explains  
how to write Ruby code  
that writes its own**

*Page 11/284*

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**code-and why you'll want  
to. He concludes with  
powerful project-level  
features and techniques  
ranging from gems to  
Domain Specific  
Languages. A part of the**

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**renowned Addison-  
Wesley Professional Ruby  
Series, Eloquent Ruby will  
help you “put on your  
Ruby-colored glasses”  
and get results that make  
you a true believer.**

*Page 13/284*

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**This is the digital version  
of the printed book  
(Copyright 2007).  
Virtually all business,  
scientific, and  
engineering applications  
are heavily reliant on**

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**numeric data items. C++  
and Java offer object-  
oriented programmers  
unique flexibility and  
control over the  
computations required  
within such applications.**

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**However, most books on  
object-oriented  
programming gloss over  
such numeric data items,  
emphasizing instead one-  
dimensional containers or  
collections and**



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**components of the  
graphical user interface.  
Object-Oriented  
Computation in C++ and  
Java fills the gap left by  
such books. Drawing on  
more than twenty years'**

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**experience as a software  
developer, tester,  
consultant, and  
professor, Conrad  
Weisert shows readers  
how to use numeric  
objects effectively. Not**

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**limited to any language  
or methodology, the  
concepts and techniques  
discussed in this book are  
entirely independent of  
one's choice of design  
and coding methodology.**

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**Practitioners of Extreme Programming, UML-driven design, agile methods, incremental development, and so on will all develop these same data classes.**

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**Whether you are a  
seasoned professional or  
an advanced computer  
science student, this  
book can teach you  
techniques that will  
improve the quality of**

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**your programming and  
the efficiency of your  
applications. The  
exercises (and answers)  
presented in this book  
with teach you new ways  
to implement the**

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**computational power of  
C++, Java, and numeric  
data items. Topics  
include taxonomy of data  
types developing and  
using object-oriented  
classes for numeric data**

*Page 23/284*

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**design patterns for  
commonly occurring  
numeric data types  
families of interacting  
numeric data types  
choosing efficient and  
flexible internal data**

*Page 24/284*



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**representations  
techniques for exploiting  
pattern reuse in C++  
conventions for  
arithmetic operations in  
Java numeric vectors and  
matrices**

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**Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation**

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**tools, refactoring, and  
design and architectural  
patterns. For most  
students the learning  
experience is incomplete  
without implementation.  
This new textbook**

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**provides a  
comprehensive  
introduction to OOAD.  
The salient points of its  
coverage are: • A sound  
footing on object-  
oriented concepts such as**

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**classes, objects,  
interfaces, inheritance,  
polymorphism, dynamic  
linking, etc. • A good  
introduction to the stage  
of requirements analysis.  
• Use of UML to**

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**document user  
requirements and design.**  
• **An extensive treatment  
of the design process.** •  
**Coverage of  
implementation issues.** •  
**Appropriate use of design**

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**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**

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**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**



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**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.**

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**Practical Object-oriented  
Development with UML  
and Java**

**A Student Guide to Object-  
Oriented Development  
Object-Oriented  
Computation in C++ and**

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**Java**

**Object-Oriented Design  
with UML and Java  
Practical Object-oriented  
Design  
Types, Semantics, and  
Language Design**

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*Beginning C# Object-  
Oriented Programming  
brings you into the modern  
world of development as  
you master the  
fundamentals of  
programming with C# and*

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*learn to develop  
efficient, reusable,  
elegant code through the  
object-oriented  
programming (OOP)  
methodology. Take your  
skills out of the 20th*

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*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*

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*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*

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*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*



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*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-*

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*functional C# project,  
including designing the  
user interface,  
implementing the business  
logic, and integrating  
with a relational database  
for data storage. Along*

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*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*

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*Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.*

*Practical Object-oriented Design in RubyAn Agile*

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*Primer Pearson Education*

*The free book*

*"Fundamentals of Computer  
Programming with C#" is a  
comprehensive computer  
programming tutorial that  
teaches programming,*

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*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*

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*development like  
variables, data types,  
conditional statements,  
loops and arrays and  
continues with other basic  
topics like methods,  
numeral systems, strings*

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*and string processing,  
exceptions, classes and  
objects. After the basics  
this fundamental  
programming book enters  
into more advanced  
programming topics like*



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*recursion, data structures  
(lists, trees, hash-tables  
and graphs), high-quality  
code, unit testing and  
refactoring, object-  
oriented principles  
(inheritance, abstraction,*

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*encapsulation and  
polymorphism) and their  
implementation the C#  
language. It also covers  
fundamental topics that  
each good developer should  
know like algorithm*

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*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*

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*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*

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*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.*

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*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*

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*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*

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*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*



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*well as hundreds of  
exercises and live  
examples. Download the  
free C# programming book,  
videos, presentations and  
other resources from [http:  
//introprogramming.info](http://introprogramming.info).*

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*Title: Fundamentals of  
Computer Programming with  
C# (The Bulgarian C#  
Programming Book) ISBN:  
9789544007737 ISBN-13:  
978-954-400-773-7  
(9789544007737) ISBN-10:*

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954-400-773-3 (9544007733)

*Author: Svetlin Nakov &  
Co. Pages: 1132 Language:  
English Published: Sofia,  
2013 Publisher: Faber  
Publishing, Bulgaria Web  
site: <http://www.introprog>*

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programming, C#, CSharp,*

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*C# book, tutorial, C#  
tutorial; programming  
concepts, programming  
fundamentals, compiler,  
Visual Studio, .NET, .NET  
Framework, data types,  
variables, expressions,*

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*statements, console,  
conditional statements,  
control-flow logic, loops,  
arrays, numeral systems,  
methods, strings, text  
processing, StringBuilder,  
exceptions, exception*

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*handling, stack trace,  
streams, files, text  
files, linear data  
structures, list, linked  
list, stack, queue, tree,  
balanced tree, graph,  
depth-first search, DFS,*

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*breadth-first search, BFS,  
dictionaries, hash tables,  
associative arrays, sets,  
algorithms, sorting  
algorithm, searching  
algorithms, recursion,  
combinatorial algorithms,*



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*algorithm complexity, OOP,  
object-oriented  
programming, classes,  
objects, constructors,  
fields, properties, static  
members, abstraction,  
interfaces, encapsulation,*

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*inheritance, virtual  
methods, polymorphism,  
cohesion, coupling,  
enumerations, generics,  
namespaces, UML, design  
patterns, extension  
methods, anonymous types,*

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*lambda expressions, LINQ,  
code quality, high-quality  
code, high-quality  
classes, high-quality  
methods, code formatting,  
self-documenting code,  
code refactoring, problem*

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*solving, problem solving  
methodology,*

*9789544007737, 9544007733*

*Although the theory of  
object-oriented  
programming languages is  
far from complete, this*

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*book brings together the  
most important  
contributions to its  
development to date,  
focusing in particular on  
how advances in type  
systems and semantic*

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*models can contribute to  
new language designs. The  
fifteen chapters are  
divided into five parts:  
Objects and Subtypes, Type  
Inference, Coherence,  
Record Calculi, and*

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*Inheritance. The chapters are organized approximately in order of increasing complexity of the programming language constructs they consider - beginning with variations*

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*on Pascal- and Algol-like  
languages, developing the  
theory of illustrative  
record object models, and  
concluding with research  
directions for building a  
more comprehensive theory*



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*of object-oriented  
programming languages. Part  
I discusses the  
similarities and  
differences between  
"objects" and algebraic-  
style abstract data types,*

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*and the fundamental*

*concept of a subtype.*

*Parts II-IV are concerned*

*with the "record model" of  
object-oriented languages.*

*Specifically, these*

*chapters discuss static*

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*and dynamic semantics of  
languages with simple  
object models that include  
a type or class hierarchy  
but do not explicitly  
provide what is often  
called dynamic binding.*

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*Part V considers  
extensions and  
modifications to record  
object models, moving  
closer to the full  
complexity of practical  
object-oriented*

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*languages. Carl A. Gunter  
is Professor in the  
Department of Computer and  
Information Science at the  
University of  
Pennsylvania. John C.  
Mitchell is Professor in*

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*the Department of Computer  
Science at Stanford  
University.*

*Design Patterns Explained  
Object-oriented Design and  
Architecture  
The Practical Guide to*

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*Effective, Efficient  
Program Design*

*The Art of Objects*

*An Agile Primer Using  
Ruby, Second Edition*

*Introduction to Practical  
System Modeling*

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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



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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

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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

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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

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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-

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oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more

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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

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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

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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-



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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

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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

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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.

The Art of Objects offers an

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extensive overview of the long-standing principles of object technology, along with leading-edge developments in the field. It will give you a greater understanding of design patterns and the know-how to

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use them to find effective solutions to a wide range of design challenges. And because the book maintains an approach independent of specific programming languages, the concepts and techniques presented here

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can be applied to any object-oriented development environment. Using the Unified Modeling Language (UML), The Art of Objects examines numerous static and dynamic practical object design patterns, illustrated

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by real-life case studies that demonstrate how to put the patterns to work. You will also find discussion of basic concepts of database management and persistent objects, and an introduction to advanced topics in object

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modeling and interface design patterns. Moving beyond the design level, the book also covers important concepts in object-oriented architecture. Specific topics include: \*Object creation and destruction,



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associations and links,  
aggregation, inheritance,  
and other object design  
fundamentals \*UML notation  
basics for static and dyna  
The Complete Guide to  
Writing Maintainable,  
Manageable, Pleasing, and

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Powerful Object-Oriented  
Applications Object-oriented  
programming languages exist  
to help you create  
beautiful, straightforward  
applications that are easy  
to change and simple to  
extend. Unfortunately, the

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world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you

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powerful, real-world, object-oriented design techniques with simple and practical examples. Sandi Metz demonstrates how to build new applications that can “survive success” and repair existing applications that

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have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, [poodr.com](http://poodr.com). Fully updated for

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Ruby 2.5, this guide shows  
how to Decide what belongs  
in a single class Avoid  
entangling objects that  
should be kept separate  
Define flexible interfaces  
among objects Reduce  
programming overhead costs

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with duck typing  
Successfully apply  
inheritance Build objects  
via composition Whatever  
your previous object-  
oriented experience, this  
concise guide will help you  
achieve the superior

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an effective means for mastering computing concepts and developing strong design skills. This book introduces object-oriented fundamentals critical to designing software and shows how to implement design techniques.

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The author's clear, hands-on presentation and outstanding writing style help readers to better understand the material.· A Crash Course in Java· The Object-Oriented Design Process· Guidelines for Class Design· Interface

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Types and Polymorphism·  
Patterns and GUI  
Programming· Inheritance and  
Abstract Classes· The Java  
Object Model· Frameworks·  
Multithreading· More Design  
Patterns  
Object Design

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Design Cookbook

Object-Oriented Design And  
Patterns

Software Engineering for  
Limited Resources and Short  
Schedules

Forecasting: principles and

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practice

22nd European Conference

Paphos, Cyprus, July 7-11,

2008, Proceedings

*This practical book tells  
readers how to actually  
build object-oriented models*

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*using UML notation, and how to implement these models using Java. The authors introduce all of the basic fundamentals necessary to start applying and understanding the*

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*object-oriented paradigm  
without having to be an  
expert in computer science  
or advanced mathematics. It  
can help the reader to make  
the right decisions to meet  
their individual business*

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*needs. Using cases,  
recommended approach  
scenarios, and examples,  
this clearly-written book  
covers a multitude of topics:  
managing complexity,  
principles of Object-*



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*Orientation, specification  
models, current techniques,  
behaviors, relationships,  
rules, design, Java  
background and  
fundamentals, multi-tasking,  
JAR files, security, Swing*

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*Applets, class and interface,  
internationalization, and  
implementing generalization  
and specialization. For  
professional software  
analysts and developers who  
work on large systems, and*

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*others in the field of  
computer science.*

*A Student Guide to Object-  
Oriented Development is an  
introductory text that  
follows the software  
development process, from*

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*requirements capture to  
implementation, using an  
object-oriented approach.  
The book uses object-  
oriented techniques to  
present a practical  
viewpoint on developing*

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*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*

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*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'*

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*years of teaching  
experience. The book  
outlines standard object-  
oriented modelling  
techniques and illustrates  
them with a variety of  
examples and exercises,*

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*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,*



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*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*

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*diagrams; and  
implementation diagrams.  
This book is an ideal  
reference for students  
taking undergraduate  
introductory/intermediate  
computing and information*

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*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*

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*studies, examples, and  
exercises with solutions to  
consolidate learning Benefit  
from the authors' years of  
teaching experience*

*The Complete Guide to  
Writing More Maintainable,*

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*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*

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*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*

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*object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and*

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*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*



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*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*

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*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*

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*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;*

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*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-*

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*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*

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*separate Define flexible  
interfaces among objects  
Reduce programming  
overhead costs with duck  
typing Successfully apply  
inheritance Build objects via  
composition Design cost-*

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*effective tests Solve  
common problems  
associated with poorly  
designed Ruby code  
OOAD Cookbook:  
Introduction to Practical  
System Modeling is a*

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*modern, practical, and  
approachable guide to help  
students design and develop  
code that is modular,  
maintainable, and  
extensible. Whether you are  
a developer, devops, QA*



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*tester, systems analyst, or  
IT, this book will introduce  
the concepts to build a  
strong foundation in object-  
oriented methodologies.  
Step-by-Step instructions  
along with vivid examples*

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*and illustrations offer a  
fresh, practical, and  
approachable plan to learn  
object-oriented design.  
Students will learn and be  
exposed to efficient design  
through methodical analysis,*

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*UML diagrams, system architectures, and essential design principles so that they can design software pragmatically.*

*Mastering Object-Oriented Design in C++*

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*A Practical Guide to Design  
Patterns for Object-Oriented  
Computing*

*An Agile Primer Using Ruby  
A Practical Approach*

*An Agile Primer*

*Principles of Object-*

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*Oriented Programming in  
Java 1.1*

An introduction to  
object-oriented design  
aimed particularly  
programmers with little  
or no design experience.

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The book looks at the computer programmes using the techniques of object-oriented design, object modelling - Rumbaugh Method, and also features code

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examples in C++.

Emphasis is placed on connections between design and programme code. Design notations and how they provide a suitable vehicle for

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discussing software architecture are examined. Included are chapter exercises, a complete worked example with implementation and other case studies.



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Practical OO development  
tips for the C++ and  
Java programmer  
Practical Object-  
Oriented Development in  
C++ and Java offers  
advice on real-world

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ways to use these  
powerful programming  
languages and  
techniques. Using the  
Unified Modeling  
Language (UML)  
methodology, expert Cay

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S. Horstmann gives you clear, concise explanations of object-oriented design, C++, and Java in a way that makes these potentially daunting operations more

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accessible than they've  
ever been before.

Horstmann compares and  
contrasts features of  
C++ and Java to give you  
a deeper understanding  
of OO design. He

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separates the genuinely useful C++, Java, and UML features from the less effective and potentially harmful ones. Horstmann shows you how to determine the

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best programming  
practice for whatever  
application you're in;  
provides the kind of eye-  
opening design tips and  
style rules that can  
only come from

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experience; and  
demystifies advanced  
topics like frameworks  
and object persistence.  
Dozens of illuminating  
programming examples are  
readily accessible

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through the accompanying Web site. Useful code is available for smart pointers, easy output formatting in C++ and Java, a set of classes that makes STL safe to



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use, and a nifty utility  
that automatically  
extracts header files.

This unique book: \*

Offers over 100

practical design hints

for good class design \*

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Covers the essential OO  
features of Java

1.1-like serialization  
and reflection \* Uses  
the C++ Standard

Template Library (STL)  
throughout \* Covers CRC

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cards in addition to UML

Praise for Design

Patterns in Ruby "

Design Patterns in Ruby

documents smart ways to

resolve many problems

that Ruby developers

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commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for

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Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work."

—Steve Metsker, *Managing*

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Consultant with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly

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technical explanations.

Written in a precise,  
yet almost informal  
style, this book covers  
enough ground that even  
those without prior  
exposure to design

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patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically 'dry' subject into such an



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engaging and even  
occasionally humorous  
read." —Peter Cooper  
"This book renewed my  
interest in  
understanding patterns  
after a decade of good

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intentions. Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner, going beyond the GoF's

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patterns. This book has improved my use of Ruby, and encouraged me to blow off the dust covering the GoF book."

—Mike Stok " Design Patterns in Ruby is a

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great way for  
programmers from  
statically typed  
objectoriented languages  
to learn how design  
patterns appear in a  
more dynamic, flexible

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language like Ruby."

—Rob Sanheim, Ruby Ninja, Relevance Most design pattern books are based on C++ and Java. But Ruby is different—and the

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language's unique qualities make design patterns easier to implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and

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elegance with patterns,  
and write more  
sophisticated, effective  
software with far fewer  
lines of code. After  
reviewing the history,  
concepts, and goals of

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design patterns, Olsen offers a quick tour of the Ruby language—enough to allow any experienced software developer to immediately utilize patterns with Ruby. The



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book especially calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier

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code reuse. Fourteen of the classic "Gang of Four" patterns are considered from the Ruby point of view, explaining what problems each pattern solves,

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discussing whether  
traditional  
implementations make  
sense in the Ruby  
environment, and  
introducing Ruby-  
specific improvements.

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You'll discover  
opportunities to  
implement patterns in  
just one or two lines of  
code, instead of the  
endlessly repeated  
boilerplate that

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conventional languages often require. Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community. These include

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ways to create custom objects with metaprogramming, as well as the ambitious Rails-based "Convention Over Configuration" pattern, designed to help

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integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better

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software while making  
your Ruby programming  
experience more  
rewarding.

Practical Object  
Oriented Design deals  
with the designing of



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software systems in the 'solution space' using the Unified Modelling Language (UML 2.0). This book builds on the analysis models created in its precursor,

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Practical Object  
Oriented Analysis, and  
iteratively creates  
architectural and  
solution models.

Practical API Design  
Object Thinking

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Practical Software  
Development Using UML  
and Java  
Practical Object-  
Oriented Design  
Practical Object-  
oriented Design with UML

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## Object-Oriented Design Choices

"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

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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

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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

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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

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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



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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

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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

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Industrial-strength UML course materials  
based on the book

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 impacts code

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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

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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

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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

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given to evaluate and contrast different solutions and to compare C# and C++ effects. No one has a crystal ball; however, deliberate 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

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code reuse better with inheritance or composition? Should composition rely on complete encapsulation? Design choices impact flexibility, efficiency, stability, longevity, and reuse, yet compilers do not enforce design and syntax does not necessarily illustrate design. Through deliberate design, or redesign when



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refactoring, developers construct sustainable, efficient code.

Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to

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get the job done.

Learn the tools and techniques needed to design and implement moderate-sized software systems! Do you want to gain the necessary skills to effectively write moderate-sized (10,000 to 50,000 line) programs? Would you like to develop a more advanced understanding of object-

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oriented design and learn how to implement important design and style rules? Do you want to be able to take a project from the concept stage to completion? This is all possible with Steven Reiss's innovative text, A Practical Introduction to Software Design with C++. Reiss provides you with all the tools and

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techniques to enable you to design and implement moderate-sized software systems alone or in a team. The book details the proper use of inheritance, design notations using a simplified form of OMT to describe designs, the use of object libraries such as STL, creating library classes, and the use of design patterns.

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You'll also find useful discussions on advanced language and programming features such as exception handling, interprocess communication, and debugging tools and techniques.

Object-Oriented Programming under  
Windows

A Practical Guide to Testing Object-

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oriented Software

Object-Oriented Analysis and Design

UML 2 and the Unified Process

Practical Object Oriented Design

Practical Object-Oriented Development in  
C++ and Java

"One of the great things about the  
book is the way the authors

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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

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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



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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

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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

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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

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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

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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

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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

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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

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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



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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.

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In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how

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the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition

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among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of:  
Prerequisites and principles of object thinking. Object knowledge

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implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in

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terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design.

Incorporating object thinking into XP and Agile practice.

The Complete Guide to Building

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Highly Scalable, Services-Based Rails Applications Ruby on Rails deployments are growing, and Rails is increasingly being adopted in larger environments. Today, Rails developers and architects need better ways to interface with legacy systems,

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move into the cloud, and scale to handle higher volumes and greater complexity. In Service-Oriented Design with Ruby and Rails, Paul Dix introduces a powerful, services-based design approach geared toward overcoming all these challenges.



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Using Dix's techniques, readers can leverage the full benefits of both Ruby and Rails, while overcoming the difficulties of working with larger codebases and teams. Dix demonstrates how to integrate multiple components within an enterprise application

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stack; create services that can easily grow and connect; and design systems that are easier to maintain and upgrade. Key concepts are explained with detailed Ruby code that was built using open source libraries such as ActiveRecord, Sinatra,

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Nokogiri, and Typhoeus. The book concludes with coverage of security, scaling, messaging, and interfacing with third-party services. Service-Oriented Design with Ruby and Rails will help you Build highly scalable, Ruby-based service architectures that operate

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smoothly in the cloud or with legacy systems Scale Rails systems to handle more requests, larger development teams, and more complex code bases Master new best practices for designing and creating services in Ruby Use Ruby to glue together services

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written in any language Use Ruby libraries to build and consume RESTful web services Use Ruby JSON parsers to quickly represent resources from HTTP services Write lightweight, well-designed API wrappers around internal or external services Discover

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powerful non-Rails frameworks  
that simplify Ruby service  
implementation Implement  
standards-based enterprise  
messaging with Advanced  
Message Queuing Protocol  
(AMQP) Optimize performance  
with load balancing and caching

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Provide for security and authentication

Forecasting is required in many situations. Stocking an inventory may require forecasts of demand months in advance.

Telecommunication routing requires traffic forecasts a few

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minutes ahead. Whatever the circumstances or time horizons involved, forecasting is an important aid in effective and efficient planning. This textbook provides a comprehensive introduction to forecasting methods and presents enough



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information about each method  
for readers to use them sensibly.

Confessions of a Java Framework  
Architect

ECOOP 2008 - Object-Oriented  
Programming

Eloquent Ruby

Practical Object-Oriented Analysis

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and Design  
Theoretical Aspects of Object-  
oriented Programming

**Object-Oriented Programming under  
Windows presents object-oriented  
programming (OOP) techniques that**

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can be used in Windows programming. The book is comprised of 15 chapters that tackle an area in OOP. Chapter 1 provides an introductory discourse about OOP, and Chapter 2 covers the programming languages. Chapter 3 deals with the Windows environment,

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while Chapter 4 discusses the creation of application. Windows and dialogue boxes, as well as controls and standard controls, are tackled. The book then covers menus and event response. Graphics operation, clipboard, bitmaps, icons, and cursors are also dealt with.

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The book also tackles disk file access, and then discusses the help file system. The last chapter covers data transfer. The text will be of great use to individuals who want to write Windows based programs. It is a pleasure to present the

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proceedings of the 22nd European Conference on Object-Oriented Programming (ECOOP 2008) held in Paphos, Cyprus. The conference continues to serve a broad object-oriented community with a technical program spanning theory and practice

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and a healthy mix of industrial and academic participants. This year a strong workshop and tutorial program complemented the main technical track. We had 13 workshops and 8 tutorials, as well as the co-located Dynamic Language Symposium (DLS). Finally, the

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program was rounded out with a keynote by Rachid Guerraoui and a banquet speech by James Noble. As in previous years, two Dahl-Nygaard awards were selected by AITO, and for the first time, the ECOOP Program Committee gave a best paper award. Th



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proceedings include 27 papers selected from 138 submissions. The papers were reviewed in a single-blind process with three to five reviews per paper. Preliminary versions of the reviews were made available to the authors a week before the PC meeting to allow for short (500

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words or less) author responses. The responses were discussed at the PC meeting and were instrumental in reaching decisions. The PC discussions followed Oscar Nierstrasz' Champion pattern. PC papers had 2-3 reviews and were held at a higher standard.

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Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can

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benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior

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knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It

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includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit

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various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students

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taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. \* Integrates design and implementation, using Java and UML \* Includes case studies and exercises \* Bridges the gap between programming



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anxiety learning how the concepts behind object-oriented design apply to the ABAP programming environment. Through simple examples and metaphors this book

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demystifies the object-oriented programming model. Object-Oriented Design with ABAP presents a bridge from the familiar procedural style of ABAP to the unfamiliar object-



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oriented style, taking you  
by the hand and leading  
you through the  
difficulties associated  
with learning these  
concepts, covering not  
only the nuances of using

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object-oriented principles in ABAP software design but also revealing the reasons why these concepts have become embraced throughout the software development industry. More

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than simply knowing how to use various object-oriented techniques, you'll also be able to determine whether a technique is applicable to the task the software

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principles apply to ABAP  
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design patterns in ABAP  
programs What You'll Learn  
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object-oriented model as  
comfortably and easily as  
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diagrams based on the  
Unified Modeling Language  
Implement object-oriented  
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programs Reap the benefits  
of spending less time  
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ABAP programs Recognize those situations where design patterns can be most helpful Avoid long and exhausting searches for the cause of bugs in ABAP programs Who This

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Book Is For Experienced  
ABAP programmers who  
remain unfamiliar with the  
design potential presented  
by the object-oriented  
aspect of the language  
Take a step beyond syntax



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productivity, Ruby is an  
easy-to-learn dynamic  
language perfect for

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creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have

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established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist!



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About the Book In The Well-  
Grounded Rubyist, Third  
Edition, expert authors  
David A. Black and Joseph  
Leo deliver Ruby mastery  
in an easy-to-read, casual  
style. You'll lock in core

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principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value

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exercises to practice your  
skills along the way.

What's Inside Basic Ruby  
syntax Running Ruby  
extensions FP concepts  
like currying, side-effect-  
free code, and recursion

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Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and

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a cofounder of Ruby  
Central. Ruby teacher and  
advocate Joseph Leo III is  
the founder of Def Method  
and lead organizer of the  
Gotham Ruby Conference.  
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Fundamentals of Computer  
Programming with C#

The Well-Grounded Rubyist

*This is a revised and updated edition of  
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introduction to the design of object-  
oriented programs using UML. It*

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*includes detailed coverage of modelling techniques and notation, with worked examples throughout. The book contains substantial code examples in Java. It clearly connects design concepts with code, and is useful for people with programming experience who wish to*

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*learn about design. It is also useful for computer science and software engineering undergraduates taking courses covering object-oriented techniques. The book provides explanations of UML and OCL notation emphasis on transitions from design to*

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*code, as well as including complete case studies with code, and many exercises.*

*David A. Sykes is a member of Wofford College's faculty.*

*Offers a discussion of all the advanced and object-oriented features of C++.*

*Hands-on examples show how features*

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*are used in real programming situations. Contains a coding style guide that shows users how to program more effectively and enables them to gain experience with professional style guides. Chapter two provides a crash course which is accessible to programmers in any*

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*procedural language.*

*The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where*



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*optimisations pay literal dividends. Over the last 10 years, a software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game*

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*titles demanded a different approach.*

*Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance*

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*of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper understanding of data-oriented design. It provides*

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*instruction on the thought processes  
involved when considering data as the  
primary detail of any project.*

*Object-Oriented Design with ABAP  
Beginning C# Object-Oriented  
Programming*