Fundamentals of Object-Oriented Design in UML

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Object technology is increasingly recognized as a valuable tool in application development, but what is not yet recognized is the importance of design in the construction of robust and adaptable object-oriented (OO) applications. With the recent introduction and widespread adoption of the Unified Modeling Language (UML), programmers are now equipped with a powerful tool for expressing software designs. 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. In the first two chapters, best-selling author Meilir Page-Jones introduces novices to key concepts and terminology, demystifying the jargon, and providing a context in which to view object orientation. Part II is a practical and well-illustrated guide to UML notation and to building the most useful UML diagrams. Part III grapples with advanced topics in the testing and improvement of design quality, including connascence, level-2 encapsulation, and the use of state-space and behavior to assess class hierarchies. These design principles are explained and demonstrated without reference to any one design methodology so that they are easily accessible and applicable in a variety of contexts. Programmers and designers learn how to assess and enhance their work as the author walks them through the evaluation of designs taken from actual projects and the realistic example that ends the book. Readers will come away with a better understanding of object-oriented concepts and of how to design and develop the high-quality software their clients need. 020169946XB04062001

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