Object-Oriented Analysis and Design: Understanding System Development with UML 2.0
Mike O'Docherty

DESCRIPTION

Covering the breadth of this core topic, *Object-Oriented Analysis and Design* provides a thorough grounding in object-oriented concepts, the software development process, UML and multi-tier technologies. Beginning with the basic groundwork underpinning object-oriented software projects, it follows the steps of a typical development project (Requirements Capture, Design, Specification & Testing), showing how an abstract problem is taken through to a concrete solution. The authors take a programming language agnostic approach - so code is kept to a minimum to avoid detail and deviation into implementation minutiae.

A single case study running through the text provides a realistic example of software development, from an initial proposal through to a finished system. Key artefacts such as the requirements document and detailed designs are included, plus exercises in each aspect of the case study, to enable readers to produce similar documents for a different system.

ABOUT THE AUTHOR

Mike O'Docherty, Manchester UK, is an IT Training Consultant for IBM and Manchester University. He has delivered OOA&D courses to undergraduates and MSc students and professionals.

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• Breadth of coverage of a large topic is achieved by careful selection of topics

• All technologies, tools, techniques and methodologies covered and explained are those most commonly adopted

• The running case study helps students grasp the theory

• An automated quiz system and testbank available on a booksite will be a great help to instructors

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