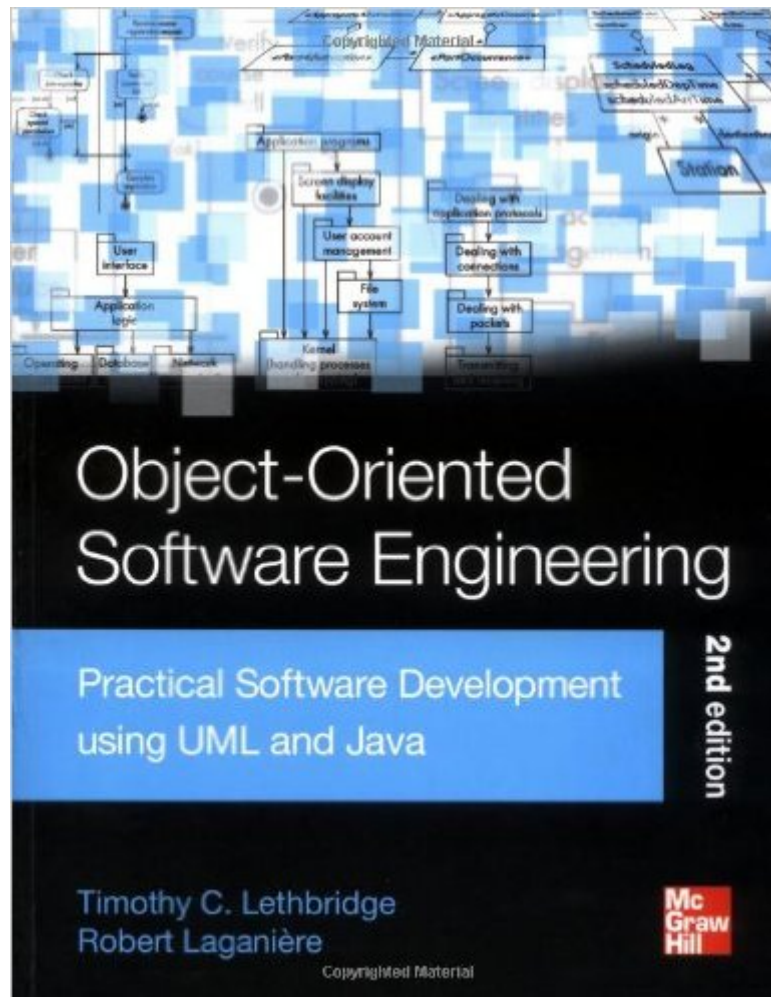


## The book was found

# Object-Oriented Software Engineering: Practical Software Development Using UML And Java



## Synopsis

Offers coverage required by students of software engineering, from the nuts and bolts of objects to software architecture, from writing code to testing, from software development processes to project management.

## Book Information

Paperback: 562 pages

Publisher: McGraw-Hill Publishing Company; 2nd edition (December 1, 2004)

Language: English

ISBN-10: 0077109082

ISBN-13: 978-0077109080

Product Dimensions: 7.4 x 1.1 x 9.7 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 4.8 out of 5 stars [See all reviews](#) (11 customer reviews)

Best Sellers Rank: #662,691 in Books (See Top 100 in Books) #49 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > UML](#) #236 in [Books > Textbooks > Computer Science > Object-Oriented Software Design](#) #276 in [Books > Computers & Technology > Digital Audio, Video & Photography > Video Production](#)

## Customer Reviews

This is an excellent introductory textbook for CS courses on software engineering. It features OO, UML, iterative processes, a good treatment of software frameworks and design patterns, constructive sample projects, and complete set of slides and full-length lecture RealOne video for free downloading. It is a thin book, but it contains more updated information than many classical ones. Most importantly, the authors have the confidence to air their opinions with justification, instead of compiling and citing a lot of inconsistent historical definitions or events.

I used this textbook as an introduction to Software Engineering, and for the first time in my University career, I didn't find my textbook lacking or incomplete. This book covers it all: the basics of Software Engineering, a review on Object-orientation, the software life cycle, detailed modelling in UML, architecture and design, patterns, and testing. The material is easy-to-read, in-depth, well organized, and comprehensive. Too often, you find a book that bogs you down in its wordiness and jargon, but this isn't one of them. This book was written by professors in the Software Engineering field who know, from years of experience, what a student needs to know in order to learn and

understand the process of software engineering. This is not a book that will sit on your shelf: I used it all the time during my first software course and still take it as my reference for all my other software courses. I recommend it to anyone who wants to learn a lot about software.

The book is a comprehensive guide to understanding software engineering and especially recommended for beginners as well as intermediates in the field of software development. Provides varied dimensions of software engineering and combining the best of theoretical and practical aspect of software development. The book forms a very good resource for understanding software engineering terminology without being intimidated by technical jargon. The code accompanying the book is concentrating on JAVA2 and subsumes concepts of any Object-Oriented Programming language. The contents of the textbook deal with understanding the complete software development life cycle model and its different phases from inception to termination. It is an absolute must for a clear understanding of good software engineering practices.

This book was my class textbook in a second year software engineering class. Personally, I found that it covers quite well the basic, and some of the more complex, aspects of software engineering. A sample of the numerous software engineering topics covered include software patterns, requirements gathering, software testing and project management. The book also serves as an excellent introduction to certain of the more important aspects of the current version of the Unified Modelling Language (UML). The book also reviews some concepts of Object-Oriented Programming (OOP). Although it uses Java 2 as its example language, the concepts explained in the book can be applied to another programming language such as C++. Finally, the book is written in such a manner that it can be of use to the novice software engineer (or software engineering student) as well as an experienced developer looking to enhance his or her knowledge. I would not hesitate to recommend this book to people wishing to increase their knowledge of software development.

This is the best text book, I found, for beginners and expert software engineers looking for in-depth coverage of Object Oriented Software Engineering & UML. Dr Lethbridge and Laganieri provide us with a concise, broad and clear coverage of the key themes surrounding OO Software Engineering. Another strength of the book is its emphasis on best Software engineering practices and disciplines. I also found that the UML examples are very well explained, alleviating the requirement for students to buy an accompanying UML book. The exercises and projects are very well selected and

extremely helpful for students to practice applying the various concepts.

This book is written in a clear language, easy to understand. I found chapter 3 (Software Development Based on Reusable Technology) very helpful with its client-server example. Excellent work!

[Download to continue reading...](#)

Object-Oriented Software Engineering: Practical Software Development Using UML and Java  
Object-Oriented Software Engineering Using UML, Patterns, and Java (3rd Edition) [Economy Edition]  
Object-Oriented Software Engineering: Using UML, Patterns and Java (2nd Edition) Object Success : A Manager's Guide to Object-Oriented Technology And Its Impact On the Corporation (Object-Oriented Series)  
Reusable Software : The Base Object-Oriented Component Libraries (Prentice Hall Object-Oriented Series)  
Object-oriented software development: Engineering software for reuse Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition) The Object-Oriented Approach: Concepts, Systems Development, and Modeling with UML, Second Edition Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! UML and the Unified Process: practical object-oriented analysis and design Visual Object-Oriented Programming Using Delphi With CD-ROM (SIGS: Advances in Object Technology) UML 2.0 in Action: A project-based tutorial: A detailed and practical walk-through showing how to apply UML to real world development projects Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and the Unified Process (2nd Edition) Object-Oriented Analysis and Design for Information Systems: Modeling with UML, OCL, and IFML Systems Analysis and Design: An Object-Oriented Approach with UML Object-Oriented Modeling and Design with UML (2nd Edition) Systems Analysis and Design with UML Version 2.0: An Object-Oriented Approach Fundamentals of Object-Oriented Design in UML Object-Oriented Technology: From Diagram to Code with Visual Paradigm for UML

[Dmca](#)