

# Contents

<i>Foreword</i>		<i>xvii</i>
<i>Preface</i>		<i>xix</i>
<b>1</b>	<b>AN INTRODUCTION TO OBJECT TECHNOLOGY</b>	<b>1</b>
	1.1 The Traditional Approach	1
	1.2 Object Technology Basics	9
	1.3 Abstraction	20
	1.4 Encapsulation	23
	1.5 OOAD Methods	25
	<i>Chapter Summary</i>	33
	<i>Key Terms and Concepts</i>	33
	<i>Practice Exercises</i>	34
<b>2</b>	<b>MODELING TECHNIQUES</b>	<b>36</b>
	2.1 Modeling	36
	2.2 Object Model	37
	2.3 Dynamic Model	54
	2.4 Functional Model	55
	<i>Chapter Summary</i>	57
	<i>Key Terms and Concepts</i>	58
	<i>Practice Exercises</i>	58
<b>3</b>	<b>THE ANALYSIS PHASE</b>	<b>60</b>
	3.1 What is Analysis?	60
	3.2 Steps in the Analysis Phase	61
	3.3 Library Management System (LMS): A Case Study	63
	3.4 Characteristics of Analysis Phase	77
	3.5 Overview of other OOA Methods	78
	<i>Chapter Summary</i>	81
	<i>Key Terms and Concepts</i>	81
	<i>Practice Exercises</i>	82

**4****THE DESIGN PHASE****84**

- 4.1 What is Design? 84
- 4.2 Aims of the Design Phase 85
- 4.3 Points to remember in Design Phase 85
- 4.4 Characteristics of the Design Phase 86
- 4.5 Example of a Design Class 86
- 4.6 Concept of Components 87
- 4.7 Design Phase for Modern Applications 88
- 4.8 Design Guidelines 91
- 4.9 The Design Document 94
- 4.10 Design Document—A Case Study 95
- 4.11 Overview of OOD methods 101
  - Chapter Summary* 104
  - Key Terms and Concepts* 104
  - Practice Exercises* 105

**5****OBJECT ORIENTED PROGRAMMING****107**

- 5.1 Programming with Objects 107
- 5.2 OOP Considerations 108
- 5.3 General Guidelines 123
- 5.4 Programming Language Support for Object Orientation 127
  - Chapter Summary* 143
  - Key Terms and Concepts* 143
  - Practice Exercises* 144

**6****OBJECT ORIENTED TESTING****146**

- 6.1 Testability 146
- 6.2 Testing Approaches 151
- 6.3 Object-oriented Testing 154
  - Chapter Summary* 163
  - Key Terms and Concepts* 165
  - Practice Exercises* 165

**7****OBJECT ORIENTED SYSTEMS AND DATABASES****168**

- 7.1 Basic Concepts 168
- 7.2 File Management Systems (FMS) 169

- 7.3 Database Management System (DBMS) 171
- 7.4 Advantages of DBMS 172
- 7.5 An Overview of DBMS 175
- 7.6 Object Technology and RDBMS 185
- 7.7 Object Oriented Database Management Systems (OODBMS) 199
  - Chapter Summary* 207
  - Key Terms and Concepts* 208
  - Practice Exercises* 209

**8****MODERN OBJECT TECHNOLOGY AND THE INTERNET 211**

- 8.1 Understanding the Internet Technology 211
- 8.2 Middleware 219
- 8.3 CORBA 221
- 8.4 Java Remote Method Invocation (RMI) 235
- 8.5 Microsoft's Distributed Component Object Model (DCOM) 238
- 8.6 RPC versus ORB 241
- 8.7 Transaction Processing Monitors (TP Monitors) 242
- 8.8 Component Transaction Monitors (CTM) 244
- 8.9 Microsoft Transaction Server (MTS) 245
- 8.10 Enterprise JavaBeans (EJB) 246
- 8.11 Object Technology and Web Services 250
  - Chapter Summary* 255
  - Key Terms and Concepts* 256
  - Practice Exercises* 256

**9****INTRODUCTION TO UNIFIED MODELING LANGUAGE (UML) 259**

- 9.1 What is UML? 259
- 9.2 UML Terminology 261
- 9.3 Things in UML 262
- 9.4 Relationships in UML 276
- 9.5 Diagrams 281
  - Chapter Summary* 285
  - Key Terms and Concepts* 286
  - Practice Exercises* 287

**10 UNIFIED PROCESS MODEL 289**

- 10.1 The Unified Process 289
- 10.2 Unified Process Lifecycle 293
- 10.3 Use-case Driven Approach 296
- 10.4 Unified Process is Architecture-centric 305
- 10.5 Unified Process is Iterative and Incremental 321
  - Chapter Summary* 323
  - Key Terms and Concepts* 324
  - Practice Exercise* 324

**11 DESIGN PATTERNS 326**

- 11.1 What are Design Patterns? 326
- 11.2 Overview of Common Design Patterns 329
- 11.3 Creational Design Patterns 329
- 11.4 Structural Design Patterns 335
- 11.5 Behavioural Design Patterns 341
  - Chapter Summary* 351
  - Key Terms and Concepts* 353
  - Practice Exercises* 353

**APPENDICES****A ALGORITHMS AND FLOW CHARTS 355**

- A.1 Introduction 355
- A.2 Algorithm 355
- A.3 Flow Chart 356
- A.4 Three Basic Operations 358
- A.5 Procedures and Programs 369
- A.6 More about Flow Charts 371

**B SOFTWARE ENGINEERING AND METHODOLOGY 376**

- B.1 Software Engineering 376
- B.2 Software Development Methodology 377
- B.3 Industry Standards 378
- B.4 Software Development Process 379

**C****PROGRAMMING LANGUAGES****382**

- C.1 Need for Programming Languages 382
- C.2 Fourth Generation Languages (4GL) 383
- C.3 Third Generation Languages (3GL) 385
- C.4 Second Generation Languages (2GL) 386
- C.5 First Generation Languages (1GL) 389
- C.6 The Translation Process 391
- C.7 Linking and Loading 392
- C.8 Examples of Programming Languages 393

**D****CASE STUDY ON OO SYSTEMS****403**

- D.1 Introduction 403
- D.1 How is Object Technology Different? 405
- D.2 Abstraction 405
- D.3 Class 406
- D.4 Object-oriented Principles 407
- D.5 Object Technology Case Study 411

**References****419****Index****421**