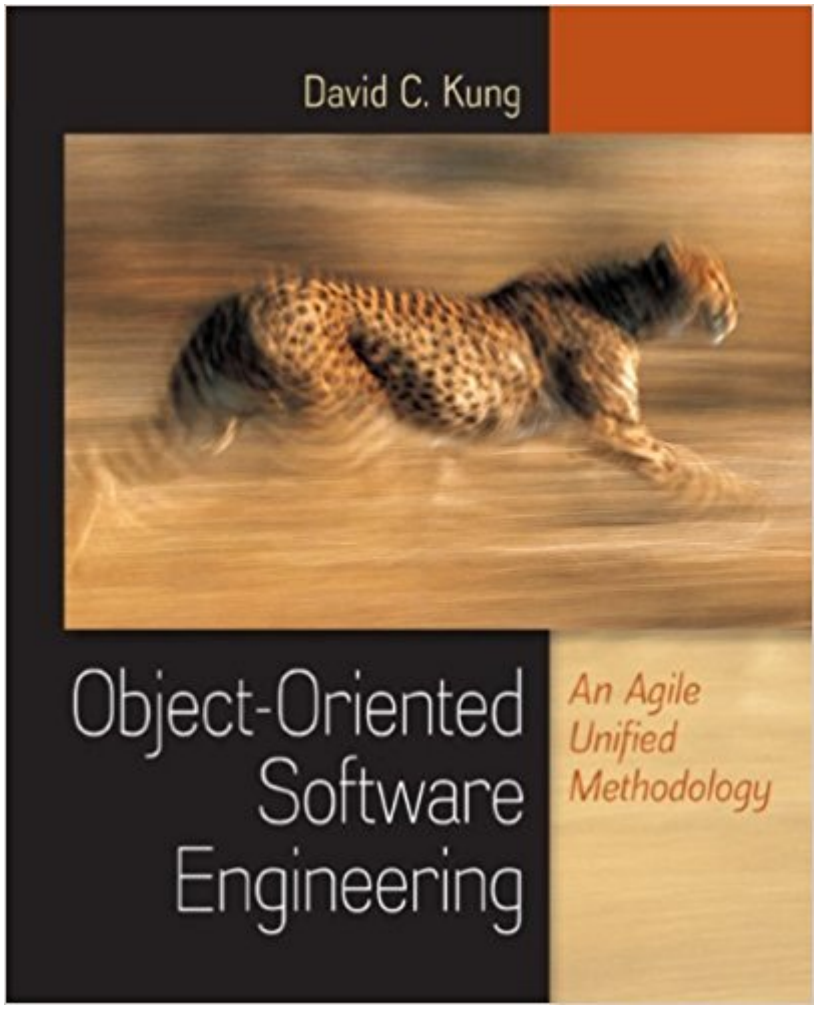
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Object-Oriented Software Engineering: An Agile Unified Methodology (Irwin Computer Science)



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Synopsis

Object-Oriented Software Engineering: An Agile Unified Methodology, presents a step-by-step methodology - that integrates Modeling and Design, UML, Patterns, Test-Driven Development, Quality Assurance, Configuration Management, and Agile Principles throughout the life cycle.Ã Â The overall approach is casual and easy to follow, with many practical examples that show the theory at work. The author uses his experiences as well as real-world stories to help the reader understand software design principles, patterns, and other software engineering concepts.Ã Â TheÃ Â book also provides stimulating exercises that go far beyond the type of question that can be answered by simply copying portions of the text.

Book Information

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Customer Reviews

"It has been two years since my graduation. I really enjoyed OOSE and Design Patterns classes. I still remember the first day how I learned to create Use Cases from requirements. As a software developer, I follow your teaching in every project. The methodology that I leaned has helped me design/develop software in a RIGHT WAY. In every project I had worked on, I use STEP BY STEP DESIGN methodology that I leaned in your classes. My project lead is so glad to see professional documents ... THANK YOU for the knowledge that you shared with us." - from an undergraduate alumnus"I would like to say ’thank you’ for the way you designed and taught our classes. The two classes I took with you - OO concepts and Design Patterns are helping me earning ’bread and

butter’ every day. I worked as a consultant for past few years in different companies and I realized the process you taught is far more advanced than they follow here in real world - which is very good and helpful. I got chance to suggest even more experienced people out here in the field. I am very grateful to you." - from an undergraduate alumnus"We are using your methodology on our project. It’s gone very well so far. We are currently in the implementation phase. They have a lot of good design documentation. I’m thinking of setting a goal this year for each group to do at least one project using your methodology." - from a large multinational company"Dr. Kung taught an eight week (32 hours) course to our team of 40 software engineers last summer. The methodology and patterns are currently being used in several projects of our embedded and simulation lines of products. We successfully completed a major project using this methodology and see significant productivity and quality improvements with very few integration and verification defects in comparison to similar projects we have done before. I highly recommend this to any one developing and managing software." - from the project manager of a large multinational manufacturing company

The writing of the book has been motivated by years of unsuccessful search for an OO software engineering textbook that(1) teaches students practical, up-to-date problem-solving skills and solid theoretical foundations,(2) is interesting and easy to learn, and(3) contributes to the student’s long term career growth.As the instructor, and director of the ABET accredited software engineering program, I feel obligated to develop the needed teaching material that fulfills these goals. The material presented in the book is the result of years of effort and continual improvements, based on my observation of students’ performance, and the feedback received from students.The book is also written for instructors who want to switch to an agile software engineering approach. Software engineers and students who are puzzled by the problems faced in design, implementation and testing and who want to improve their OO development capabilities will find the book helpful. Finally, the book also devotes separate chapters for system engineering, software quality assurance, testing object-oriented and web applications, software maintenance, software configuration management, software project management, and software security.

I really like this book. It has informative content and example for me to create a software system report to submit to my boss. I really glad that I found this book. I have listed each part below along with the chapters found in each one.Part 1 Introduction and System EngineeringChapter 1 IntroductionChapter 2 Software Process and MethodologyChapter 3 System EngineeringPart 2

Analysis and Architectural DesignChapter 4 Software Requirements ElicitationChapter 5 Domain ModelingChapter 6 Architectural DesignPart 3 Modeling and Design of Interactive SystemsChapter 7 Deriving Use Cases from RequirementsChapter 8 Actor-System Interaction ModelingChapter 9 Object Interaction ModelingChapter 10 Applying Responsibility-Assignment PatternsChapter 11 Deriving a Design Class DiagramChapter 12 User Interface DesignPart 4 Modeling and Design of Other Types of SystemsChapter 13 Object State Modeling for Event-Driven SystemsChapter 14 Activity Modeling for Transformational SystemsChapter 15 Modeling and Design of Rule-Based SystemsPart 5 Applying Situation-Specific PatternsChapter 16 Applying Patterns to Design a State Diagram EditorChapter 17 Applying Patterns to Design a Persistence FrameworkPart 6 Implementation and Quality AssuranceChapter 18 Implementation ConsiderationsChapter 19 Software Quality AssuranceChapter 20 Software TestingPart 7 Maintenance and Configuration ManagementChapter 21 Software MaintenanceChapter 22 Software Configuration ManagementPart 8 Project Management and Software SecurityChapter 23 Software Project ManagementChapter 24 Software SecurityAppendicesA Personal Software Process: Estimation, Planning, and Quality AssuranceB Java TechnologiesC Software ToolsD Project Descriptions

Explains agile methodology, patterns, diagrams, test driven development - its all the.I found that book is not the best source for some definitions.

The book was in great condition. It was exactly the same as I expected.

I needed this book for class it is the international version it was much cheaper and is exactly the same.The information in the book is clearly laid out and the writing is easy to understand.

Great book. I would suggest every software engineer to buy this.

I’m all for agile processes but much of the research that is cited is garbage. One study cited and reprinted in the book reported a p-value of .48 :(. I don’t know too many field where .48 margin-of error passes as reliable evidence. Most studies cited were questionably designed, used too few subjects to be reliable, yet the author uses them as premises and then builds arguments on them that are presented as fact. If you are a professor please read this book before assigning it to your class.

I liked it

As a former educator and student pursuing a second bachelor's degree I feel I am qualified to critique this text. This is a another prime example of an overpriced textbook written by a professor (David Kung of UTA) looking to facilitate his career by writing a book only other well experienced software engineers can understand. This book is used by professors teaching undergraduate Software Engineering 1 courses. Little to no effort is made to clarify the plethora of foreign terminology. The examples used in the book lack the details and specifics necessary to help someone with no exposure to software engineering lay hold of the concepts presented in the text. The author's presentation of the material is overwhelmingly redundant and it seems he goes out of his way to make himself seem highly intelligent. It is completely inappropriate for it's intended audience and as far as I'm concerned should be retired. The hallmark of a great teacher is that he/she can bring complicated and difficult concepts down to a level understandable to new students. This text misses the mark completely.

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