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KEY=MODELING - CHRISTINE KEMP

OBJECT ORIENTED SYSTEMS

MODELING THE WORLD IN DATA

OBJECT-ORIENTED SYSTEMS ANALYSIS

MODELING THE WORLD IN DATA

Prentice Hall This book explains how to model a problem domain by abstracting objects, attributes, and relationships from observations of the real world. It provides a wealth of examples, guidelines, and suggestions based on the authors' extensive experience in both real time and commercial software development. This book describes the first of three steps in the method of Object-Oriented Analysis. Subsequent steps are described in *Object Lifecycles* by the same authors.

TESTING OBJECT-ORIENTED SYSTEMS

MODELS, PATTERNS, AND TOOLS

Addison-Wesley Professional More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37 patterns that explain how to design responsibility-

based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing procedural code How to design responsibility-based tests for classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology. 0201809389B04062001

DOES MODELING REAL WORLD OBJECTS IN OBJECT ORIENTED SYSTEMS RESULT IN WELL-STRUCTURED SYSTEMS?

OBJECT-ORIENTED SYSTEMS IN C++

Firewall Media

OBJECT LIFECYCLES

MODELING THE WORLD IN STATES

Prentice Hall A companion book to Mellor and Shlaer's Object-Oriented Systems Analysis which covers the Information Modeling step, this book details in three steps a systematic method for investigating and defining real-time, scientific, and business-oriented systems. It explains the State Modeling step, the Process Modeling step, and the External Specifications step.

ADVANCED CONCEPTS, LIFE CYCLE MODELS AND TOOLS FOR OBJECT-ORIENTED SOFTWARE DEVELOPMENT

Tectum Verlag DE

OBJECT-ORIENTED MODELING

Springer Science & Business Media Object-oriented techniques and languages have

been proven to significantly increase engineering efficiency in software development. Many benefits are expected from their introduction into electronic modeling. Among them are better support for model reusability and flexibility, more efficient system modeling, and more possibilities in design space exploration and prototyping. Object-Oriented Modeling explores the latest techniques in object-oriented methods, formalisms and hardware description language extensions. The seven chapters comprising this book provide an overview of the latest object-oriented techniques for designing systems and hardware. Many examples are given in C++, VHDL and real-time programming languages. Object-Oriented Modeling describes further the use of object-oriented techniques in applications such as embedded systems, telecommunications and real-time systems, using the very latest techniques in object-oriented modeling. It is an essential guide to researchers, practitioners and students involved in software, hardware and system design.

OBJECT-ORIENTED SOFTWARE FOR MANUFACTURING SYSTEMS

Springer Science & Business Media I must confess that I stumbled upon the object-oriented (OO) world view during my explorations into the world of artificial intelligence (AI) in search of a new solution to the problem of building computer-integrated manufacturing systems (CIM). In OO computing, I found the constructs to model the manufacturing enterprise in terms of information, a resource that is common to all activities in an organization. It offered a level of modularity, and the coupling/binding necessary for fostering integration without placing undue restrictions on what the individual applications can do. The implications of OO computing are more extensive than just being a vehicle for manufacturing applications. Leaders in the field such as Brad Cox see it introducing a paradigm shift that will change our world gradually, but as radically as the Industrial Revolution changed manufacturing. However, it must be borne in mind that simply using an object-oriented language or environment does not, in itself, ensure success in one's applications. It requires a different way of thinking, design discipline, techniques, and tools to exploit what the technology has to offer. In other words, it calls for a paradigm shift (as defined by Kuhn in *The Structure of Scientific Revolution*, a classic text in the history of science).

OBJECT-ORIENTED SYSTEMS ANALYSIS

A MODEL-DRIVEN APPROACH

Yourdon An introduction to powerful methods for accurate and complete system analysis and specification.

OOER '95 OBJECT-ORIENTED AND ENTITY-RELATIONSHIP MODELING

14TH INTERNATIONAL CONFERENCE, GOLD COAST, AUSTRALIA, DECEMBER 13 - 15, 1995. PROCEEDINGS

Springer Science & Business Media This volume constitutes the refereed proceedings of the 14th International Conference on Object-Oriented and Entity-Relationship

Modelling, OOER '95, held in Gold Coast, Australia in December 1995. The 36 papers presented together with an invited presentation by Gio Wiederhold were selected from a total of 120 submissions. The papers are organized in sections on object design and modelling, models and languages, reverse engineering and schema transformation, behavioral modelling, non-traditional modelling, theoretical foundations, business re-engineering, integrated approaches, cooperative work modelling, temporal data modelling, federated systems design, and industrial stream papers

SYSTEM-ON-CHIP METHODOLOGIES & DESIGN LANGUAGES

Springer Science & Business Media System-on-Chip Methodologies & Design Languages brings together a selection of the best papers from three international electronic design language conferences in 2000. The conferences are the Hardware Description Language Conference and Exhibition (HDLCon), held in the Silicon Valley area of USA; the Forum on Design Languages (FDL), held in Europe; and the Asia Pacific Chip Design Language (APChDL) Conference. The papers cover a range of topics, including design methods, specification and modeling languages, tool issues, formal verification, simulation and synthesis. The results presented in these papers will help researchers and practicing engineers keep abreast of developments in this rapidly evolving field.

FUNCTIONAL AND OBJECT ORIENTED ANALYSIS AND DESIGN: AN INTEGRATED METHODOLOGY

AN INTEGRATED METHODOLOGY

IGI Global Summary: "The main objective of this book is to teach both students and practitioners of information systems, software engineering, computer science and related areas to analyze and design information systems using the FOOM methodology. FOOM combines the object-oriented approach and the functional (process-oriented) approach"--Provided by publisher.

HIGH-PERFORMANCE WEB DATABASES

DESIGN, DEVELOPMENT, AND DEPLOYMENT

CRC Press As Web-based systems and e-commerce carry businesses into the 21st century, databases are becoming workhorses that shoulder each and every online transaction. For organizations to have effective 24/7 Web operations, they need powerhouse databases that deliver at peak performance-all the time. High Performance Web Databases: Design, Development, and

INFORMATION SYSTEMS AND DATA ANALYSIS

PROSPECTS — FOUNDATIONS — APPLICATIONS

Springer Science & Business Media Proceedings of the 17th Annual Conference of the Gesellschaft für Klassifikation e.V., University of Kaiserslautern, March 3 - 5, 1993

SOFTWARE REUSE

Springer Science & Business Media *Software Reuse* is a state of the art book concerning all aspects of software reuse. It does away with the hype and shows the reality. Different techniques are presented which enable software reuse and the author demonstrates why object-oriented methods are better for reuse than other approaches. The book details the different factors to take into account when managing reusable components: characterisation, identification, building, verification, storage, search, adaptation, maintenance and evolution. Comparisons and description of various types of companies that could benefit from applying reuse techniques are included outlining, amongst other things, increased profitability and likely problems that might arise from the purchase and selling of reuse tools and components. Based on a real experience of software reuse in a company with a bibliography of more than 200 references provided, this book is a 'must have' for all those working in the software reuse field.

MODEL DRIVEN ARCHITECTURE WITH EXECUTABLE UML

Cambridge University Press This book offers a unique insight into a revolution in software development that allows model specifications to be fully and efficiently translated into code. Using the most widely adopted, industry standard, software modelling language, UML, the reader will learn how to build robust specifications based on OMG's Model Driven Architecture (MDA). From there, the authors describe the steps needed to translate the Executable UML (xUML) models to any platform-specific implementation. The benefits of this approach go well beyond simply reducing or eliminating the coding stage - it also ensures platform independence, avoids obsolescence (programming languages may change, the model doesn't) and allows full verification of the models by executing them in a test and debug xUML environment. This is an excellent reference for anyone embarking on what is surely the future of software development for medium and large scale projects.

REQUIREMENTS ANALYSIS

FROM BUSINESS VIEWS TO ARCHITECTURE

Prentice Hall Professional Thousands of software projects are doomed because they're based on a faulty understanding of the business problem that needs to be solved. *Requirements Analysis: From Business Views to Architecture* is the solution. David C. Hay brings together the world's best requirements analysis practices from two key viewpoints: system development life cycle and architectural framework. Hay teaches you the complete process of defining an architecture - from a full understanding of what business people need to the creation of a complete enterprise architecture.

DOMAIN MODELING-BASED SOFTWARE ENGINEERING

A FORMAL APPROACH

Springer Science & Business Media Many approaches have been proposed to

enhance software productivity and reliability. These approaches typically fall into three categories: the engineering approach, the formal approach, and the knowledge-based approach. The optimal gain in software productivity cannot be obtained if one relies on only one of these approaches. Thus, the integration of different approaches has also become a major area of research. No approach can be said to be perfect if it fails to satisfy the following two criteria. Firstly, a good approach should support the full life cycle of software development. Secondly, a good approach should support the development of large-scale software for real use in many application domains. Such an approach can be referred to as a five-in-one approach. The authors of this book have, for the past eight years, conducted research in knowledge-based software engineering, of which the final goal is to develop a paradigm for software engineering which not only integrates the three approaches mentioned above, but also fulfils the two criteria on which the five-in-one approach is based. *Domain Modeling- Based Software Engineering: A Formal Approach* explores the results of this research. *Domain Modeling-Based Software Engineering: A Formal Approach* will be useful to researchers of knowledge-based software engineering, students and instructors of computer science, and software engineers who are working on large-scale projects of software development and want to use knowledge-based development methods in their work.

INNOVATIONS IN INFORMATION SYSTEMS MODELING: METHODS AND BEST PRACTICES

METHODS AND BEST PRACTICES

IGI Global Covers central topics in information systems modeling and architectures. Includes the latest developments in information systems modeling, methods, and best practices.

VIRTUAL INTERACTION: INTERACTION IN VIRTUAL INHABITED 3D WORLDS

Springer Science & Business Media Lars Qvortrup The world of interactive 3D multimedia is a cross-institutional world. Here, researchers from media studies, linguistics, dramaturgy, media technology, 3D modelling, robotics, computer science, sociology etc. etc. meet. In order not to create a new tower of Babel, it is important to develop a set of common concepts and references. This is the aim of the first section of the book. In Chapter 2, Jens F. Jensen identifies the roots of interaction and interactivity in media studies, literature studies and computer science, and presents definitions of interaction as something going on among agents and agents and objects, and of interactivity as a property of media supporting interaction. Similarly, he makes a classification of human users, avatars, autonomous agents and objects, demonstrating that no universal differences can be made. We are dealing with a continuum. While Jensen approaches these categories from a semiotic point of view, in Chapter 3 Peer Mylov discusses similar issues from a psychological point of view. Seen from the user's perspective, a basic difference is that between stage and back-stage (or rather: front-stage), i. e. between the real "I" and "we" and the virtual,

representational "I" and "we". Focusing on the computer as a stage, in Chapter 4 KjØlner and Lehmann use the theatre metaphor to conceptualize the stage phenomena and the relationship between stage and front-stage.

NEW TECHNOLOGIES FOR CONSTRUCTING COMPLEX AGRICULTURAL AND ENVIRONMENTAL SYSTEMS

IGI Global "This book presents high quality research on the design and implementation of information systems in the fields of agronomics, mathematics, economics, computer science, and the environment, offering holistic approaches to the design, development, and implementation of complex agricultural and environmental information systems"--Provided by publisher.

OBJECT-ORIENTED ANALYSIS OF A NEAR REAL-TIME MARINE ENVIRONMENTAL DATA ACQUISITION AND REPORTING SYSTEM

OOIS 2001

7TH INTERNATIONAL CONFERENCE ON OBJECT-ORIENTED INFORMATION SYSTEMS 27 - 29 AUGUST 2001, CALGARY, CANADA

Springer Science & Business Media Welcome to OOIS'01 and Calgary! This is the 7th International Conference on Object-Oriented Information Systems (OOIS) that focus on Object-Oriented and Web-Based Frameworks for Information Systems. In the last few years we've seen significant new development in this field, from one-off design technologies to reusable frameworks, and from web applications to bioinformatic systems. We perceive that information processing is one of the most important activities of human beings. Object-orientation and frameworks have been the main-stream technologies for design and implementation of large-scale and complex information systems. Recent research advances and industrial innovations in information systems modeling and Internet applications have explored the new trends in shifting information system vendors from component and system developers to services providers. Users of information systems are increasingly demanding higher performance, mobility, and personalization in order to realize the dream to access and obtain necessary information anywhere and anytime. The new development requires the investigation of new architectures, frameworks, processes, and inter-connectivity of information systems at society, organization, team, and personal levels. The OOIS'01 Proceedings has put together a program of 53 papers from leading researchers and practitioners in the field of object technology and information systems.

MANAGEMENT OF THE OBJECT-ORIENTED DEVELOPMENT PROCESS

IGI Global "This book consists of a series of high-level discussions on technical and managerial issues related to object-oriented development"--Provided by publisher.

OBJECT-ORIENTED SYSTEMS ANALYSIS AND DESIGN WITH UML

Prentice Hall Appropriate for all introductory level courses on object-oriented system

analysis, design, and/or programming. This book systematically introduces the concepts and methods of object-oriented systems analysis and design to students with little or no object experience. Rigorous yet extremely readable, it introduces the entire process of information system design, providing a thorough grounding in object-oriented techniques, UML, and step-by-step system development. Two of the field's most experienced instructors carefully link information systems analysis and design issues to general systems theory, offering a domain-independent view of design that maintains a clear conceptual distinction between requirements and design. After introducing basic systems concepts and the Rational Unified Process, they turn to object-oriented analysis, covering business event analysis, use cases, system sequence diagrams, domain modeling, and more. Part III focuses on system design, including overall system design based on a three-tier architecture, object-oriented program design, communication between the application layer and database, and user interface design. Finally, in Part IV, the authors offer a practical, real-world discussion of both information gathering and software project management. To support effective learning, every chapter begins with clear learning objectives and ends with summaries, lists of key terminology, review materials, exercises, discussion points, and wherever appropriate, case studies for project assignments.

BALANCED AUTOMATION SYSTEMS

ARCHITECTURES AND DESIGN METHODS

Springer Towards Balanced Automation The concept. Manufacturing industries worldwide are facing tough challenges as a consequence of the globalization of economy and the openness of the markets. Progress of the economic blocks such as the European Union, NAFTA, and MERCOSUR, and the global agreements such as GATT, in addition to their obvious economic and social consequences, provoke strong paradigm shifts in the way that the manufacturing systems are conceived and operate. To increase profitability and reduce the manufacturing costs, there is a recent tendency towards establishing partnership links among the involved industries, usually between big industries and the networks of components' suppliers. To benefit from the advances in technology, similar agreements are being established between industries and universities and research institutes. Such an open tete-cooperation network may be identified as an extended enterprise or a virtual enterprise. In fact, the manufacturing process is no more carried out by a single enterprise, rather each enterprise is just a node that adds some value (a step in the manufacturing chain) to the cooperation network of enterprises. The new trends create new scenarios and technological challenges, especially to the Small and Medium size Enterprises (SMEs) that clearly comprise the overwhelming majority of manufacturing enterprises worldwide. Under the classical scenarios, these SMEs would have had big difficulties to access or benefit from the state of the art technology, due to their limited human, financial, and material resources.

OBJECT-ORIENTED INFORMATION ENGINEERING

ANALYSIS, DESIGN, AND IMPLEMENTATION

Academic Press Object-Oriented Information Engineering: Analysis, Design, and Implementation discusses design, both its object-oriented and traditional development and analysis, on which the book gives much focus. The book begins with an introduction to information engineering and its phases, object-oriented information engineering, and object orientation. The text then moves on to more specific topics, such as business information requirements; detailed object modeling; business functions and subject areas; and individual object behaviors and object interactions. The book also explains the integration and validation of analysis models; object structure designs; and system designs and its different applications. The text is recommended for undergraduates and practitioners of computer and/or information engineers who want to learn more about object-oriented design, its relation with traditional design, and its analysis. The book is also for those who wish to contribute and conduct further studies in the field of object-oriented design.

UML AND DATA MODELING

A RECONCILIATION

Technics Publications Here you will learn how to develop an attractive, easily readable, conceptual, business-oriented entity/relationship model, using a variation on the UML Class Model notation. This book has two audiences: • Data modelers (both analysts and database designers) who are convinced that UML has nothing to do with them; and • UML experts who don't realize that architectural data modeling really is different from object modeling (and that the differences are important). David Hay's objective is to finally bring these two groups together in peace. Here all modelers will receive guidance on how to produce a high quality (that is, readable) entity/relationship model to describe the data architecture of an organization. The notation involved happens to be the one for class models in the Unified Modeling Language, even though UML was originally developed to support object-oriented design. Designers have a different view of the world from those who develop business-oriented conceptual data models, which means that to use UML for architectural modeling requires some adjustments. These adjustments are described in this book. David Hay is the author of *Enterprise Model Patterns: Describing the World*, a comprehensive model of a generic enterprise. The diagrams were at various levels of abstraction, and they were all rendered in the slightly modified version of UML Class Diagrams presented here. This book is a handbook to describe how to build models such as these. By way of background, an appendix provides a history of the two groups, revealing the sources of their different attitudes towards the system development process. If you are an old-school ER modeler and now find yourself having to come up to speed on UML to get that next job (or keep the current one), this is your guidebook to success. If you are a long time object oriented programmer who has to interact with data modelers, this book is for you too. David has done the hard work of mapping out how to do a logical entity relationship model using standard (and accepted) UML diagram components. This book shows you step-by-step, with ample examples, how to get from here to there with the least pain

possible for all concerned. Kent Graziano Certified Data Vault Master and Oracle ACE Past-President of ODTUG & RMOUG Brilliantly organized: three books hidden in one cohesive work. Notwithstanding the tremendous value provided by cross-training data architects/modelers and object modelers/architects, making each better at what they do, Appendix B presents an absolutely awesome concise, yet detailed, history of modeling objects and data that clearly documents the differences in the approaches over the years and helps bring it all into perspective. This book is packed with useful information. Even the footnotes add clarity and offer interesting and often humorous editorial insight making it a fun read. Whatever viewpoint the reader is coming from this book has something to offer as long as the reader maintains an open mind. Roland Berg Senior Architect Diligent Consulting, Inc. San Antonio, Texas

FORMAL OBJECT-ORIENTED DEVELOPMENT

Springer Science & Business Media Formal Object-Oriented Development provides a comprehensive overview of the use of formal object-oriented methods; it covers how and where they should be introduced into the development process, how they can be introduced selectively for critical parts of an application, and how to incorporate them effectively into existing developmental practices. The text is extensively illustrated, both with tutorial and self-assessment exercises and with examples of industrial applications from the reactive systems domain. This book will be of interest to academic and industrial researchers, software engineering practitioners and consultants, and will also provide invaluable reading material for students learning Z++ and VDM++.

LECTURES ON EMBEDDED SYSTEMS

EUROPEAN EDUCATIONAL FORUM SCHOOL ON EMBEDDED SYSTEMS, VELDHOVEN, THE NETHERLANDS, NOVEMBER 25-29, 1996

Springer Science & Business Media This volume originates from the School on Embedded Systems held in Veldhoven, The Netherlands, in November 1996 as the first event organized by the European Educational Forum. Besides thoroughly reviewed and revised chapters based on lectures given during the school, additional papers have been solicited for inclusion in the present book in order to complete coverage of the relevant topics. The authors address professionals involved in the design and management of embedded systems in industry as well as researchers and students interested in a competent survey. The book will convince the reader that many architectural and algorithmic problems in the area of embedded systems have well documented optimal or correct solutions, notably in the fields of real-time computing, distributed computing, and fault-tolerant computing.

SOFTWARE ENGINEERING TECHNIQUES APPLIED TO AGRICULTURAL SYSTEMS

AN OBJECT-ORIENTED AND UML APPROACH

Springer Software Engineering Techniques Applied to Agricultural Systems presents

cutting-edge software engineering techniques for designing and implementing better agricultural software systems based on the object-oriented paradigm and the Unified Modeling Language (UML). The focus is on the presentation of rigorous step-by-step approaches for modeling flexible agricultural and environmental systems, starting with a conceptual diagram representing elements of the system and their relationships. Furthermore, diagrams such as sequential and collaboration diagrams are used to explain the dynamic and static aspects of the software system. This second edition includes: a new chapter on Object Constraint Language (OCL), a new section dedicated to the Model-VIEW-Controller (MVC) design pattern, new chapters presenting details of two MDA-based tools - the Virtual Enterprise and Olivia Nova and a new chapter with exercises on conceptual modeling. It may be highly useful to undergraduate and graduate students as the first edition has proven to be a useful supplementary textbook for courses in mathematical programming in agriculture, ecology, information technology, agricultural operations research methods, agronomy and soil science and applied mathematical modeling. The book has broad appeal for anyone involved in software development projects in agriculture and to researchers in general who are interested in modeling complex systems. From the reviews of the first edition: "The book will be useful for those interested in gaining a quick understanding of current software development techniques and how they are applied in practice... this is a good introductory text on the application of OOAD, UML and design patterns to the creation of agricultural systems. It is technically sound and well written." —Computing Reviews, September 2006

OBJECT-ORIENTED ANALYSIS AND DESIGN WITH APPLICATIONS

Addison-Wesley Professional This revision of Grady Booch's classic offers the first industry-wide standard for notation in developing large scale object-oriented systems. Laying the groundwork for the development of complex systems based on the object model, the author works in C++ to provide five fully-developed design examples, along with many smaller applications. Three of these capstone projects are new with this edition, including an inventory tracking system which implements a client server. The other four span problem domains as diverse as data acquisition for scientific tools, framework, artificial intelligence, and command and control. To measure progress, metrics in object development are suggested so that the developer knows how the project is going. In addition, the author demonstrates good and bad object designs and shows how to manage the trade-offs in complex systems.

OBJECT ORIENTED SYSTEMS DEVELOPMENT

McGraw-Hill/Irwin Covers O-O concepts, tools, development life cycle, problem solving, modeling, analysis, and design, while utilizing UML (Unified Modeling Language) for O-O modeling. UML has become the standard notation for modeling O-O systems and is being embraced by major software developers like Microsoft and Oracle.

JUST ENOUGH WIRELESS COMPUTING

Prentice Hall Professional Wireless technology offers immense potential for competitive advantage, starting right now -- but today's wireless landscape can be extraordinarily confusing. This book gives decision makers the clarity, insight, and practical methodology they need to identify the right wireless solutions -- and implement them. Ian S. Hayes offers a practical framework for understanding today's complex array of wireless devices, solution providers, technologies, standards, architectures, and acronyms. Through real-world case studies, practical examples, and illustrations, he helps you determine which wireless solutions offer the greatest business value in your environment -- and walks you through assembling and integrating those solutions. The book contains a detailed glossary of terminology, as well as a comprehensive list of software vendors and consultants, updated on an ongoing basis at the book's companion Web site.

COMPONENT-BASED DEVELOPMENT FOR ENTERPRISE SYSTEMS

APPLYING THE SELECT PERSPECTIVE

Cambridge University Press Presents the SELECT Perspective, a component-based approach that addresses the demands of large-scale, complex enterprise software development problems.

OBJECT-ORIENTED METAMETHODS

Springer Science & Business Media In part the book creates and motivates the notion of metamodelling and how it can be used to standardise the creation of industry-strength design. At its heart, the book presents an analysis of the main object-oriented design methodologies, including: Booch, OMT, Coad, and Martin/Odell. Based on these descriptions, a proposal is made for a core metamodel framework into which the leading methodologies may be fitted. As a result, software engineers and software managers will find this a valuable "road map" in the future development of software standards.

OBJECT TECHNOLOGIES FOR ADVANCED SOFTWARE

FIRST JSST INTERNATIONAL SYMPOSIUM, KANAZAWA, JAPAN, NOVEMBER 4-6, 1993. PROCEEDINGS

Springer Science & Business Media This volume constitutes the proceedings of the First International Symposium organized by the Japan Society for Software Science and Technology. The symposium was held in Kanazawa, Japan, November 4-6, 1993 and attracted many researchers from academia and industry as well as ambitious practitioners. Object technologies, in particular object-oriented programming, object-oriented databases, and software object bases, currently attract much attention and hold a great promise of future research and development in diverse areas of advanced software. The volume contains besides 6 invited presentations by renown researchers and 25 contributed papers carefully selected by an international program committee from a total of 92 submissions.

HANDBOOK ON ARCHITECTURES OF INFORMATION SYSTEMS

Springer Science & Business Media An authoritative source about methods, languages, methodologies and supporting tools for constructing information systems that also provides examples for references models. Its strength is the careful selection of each of the above mentioned components, based on technical merit. The second edition completely revises all articles and features new material on the latest developments in XML & UML. The structure follows the definition of the major components of Enterprise Integration as defined by GERAM (Generalised Enterprise Reference Architecture and Methodology). 1st edition sold about 600 copies since January 2003.

OMT INSIGHTS

PERSPECTIVE ON MODELING FROM THE JOURNAL OF OBJECT-ORIENTED PROGRAMMING

Cambridge University Press This book presents the collected writings of OMT guru Dr James Rumbaugh. These articles encompass the development, refinement, and current state of OMT.