

Object Oriented Software Engineering David Kung

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Object-oriented software engineering (commonly known by acronym OOSE) is an object-modeling language and methodology. OOSE was developed by Ivar Jacobson in 1992 while at Objectory AB . It is the first object-oriented design methodology to employ use cases to drive software design .

Object-oriented software engineering—Wikipedia

In the object-oriented design method, the system is viewed as a collection of objects (i.e., entities). The state is distributed among the objects, and each object handles its state data. For example, in a Library Automation Software, each library representative may be a separate object with its data and functions to operate on these data.

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Focused on software quality, Eiffel is a purely object-oriented programming language and a notation supporting the entire software lifecycle. Meyer described the Eiffel software development method, based on a small number of key ideas from software engineering and computer science, in Object-Oriented Software Construction .

Object-oriented programming—Wikipedia

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It also discusses object-oriented analysis. Software Design Theory. Parnas, David L., and Paul C. Clements. "A Rational Design Process: How and Why to Fake It." IEEE Transactions on Software Engineering SE-12, no. 2 (February 1986): 251 – 57. This classic article describes the gap between how programs are really designed and how you sometimes ...

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