60 Tips On Object Oriented Programming

CORBA Design PatternsObject-Oriented Development1999 Winter Simulation Conference ProceedingsC++ Multithreading CookbookObject-oriented Modeling and Design for Database ApplicationsObject-oriented Development at WorkUnderstanding ComputersVentura Tips & TricksNokia Smartphone Hacks60 Tips On Object Oriented ProgrammingDoing Objects in Microsoft Visual Basic 4.0Object-oriented Design in JavaVisual Basic .NET Tips & TechniquesJava with Object-oriented ProgrammingElectronic Publishing Construction KitJumping Into C++21st Century CBeginning Object-Oriented Programming with C#Object-oriented Software DevelopmentC++ with Object-oriented ProgrammingWhat Every Programmer Should Know about Object-oriented DesignBorland C++ 4.5 Object-oriented ProgrammingCracking The C, C++ And Java InterviewObject-Oriented Multithreading Using C++A Guide to MATLAB Object-Oriented ProgrammingOracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805VB .NET in 60 Minutes a DayPractical Object-oriented Design in RubyOCM Java EE 6 Enterprise Architect Exam Guide (Exams 1Z0-807, 1Z0-865 & 1Z0-866)Indian National BibliographyApplied PhysicsObject-oriented Programming in PythonObject-Oriented Programming and JavaTransition to Object-Oriented Software DevelopmentTechnical DigestJournal of Object-oriented ProgrammingNetObjects Fusion 2.0David McCarter's

VB Tips and TechniquesPHP Advanced and Object-Oriented ProgrammingTheory and Practice II Guidebook

CORBA Design Patterns

Throw out your old ideas of C, and relearn a programming language that's substantially outgrown its origins. With 21st Century C, you'll discover up-to-date techniques that are absent from every other C text available. C isn't just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you'll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C's string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases

Object-Oriented Development

The ideal beginner's guide to C# and object-oriented programming Wrox beginners' guides have the perfect formula for getting programming newcomers up and running. This one introduces beginners to object-oriented programming using C# to demonstrate all of the core constructs of this programming framework. Using real-world situations, you'll discover how to create, test, and deliver your programs and how to work with classes, arrays, collections, and all the elements of object-oriented programming. Covers exactly what beginners, even those with no prior programming experience, need to know to understand object-oriented programming and start writing programs in C# Explains the advantages and disadvantages of C#, and tips for understanding C# syntax Explores properties, encapsulation, and classes; value data types; operands and operators; errors and debugging; variables; and reference types Shows how to use statement repetition and program loops, understand arrays and collections, and write your own classes Also covers inheritance and polymorphism Beginning Object-Oriented Programming with C# uses the tried-and-true Wrox formula for making this popular programming method easy to learn.

1999 Winter Simulation Conference Proceedings

A Guide to MATLAB Object-Oriented Programming is the first book to deliver broad coverage of the documented and undocumented object-oriented features of MATLAB. Unlike the typical approach of

other resources, this guide explains why each feature is important, demonstrates how each feature is used, and promotes an understanding of

C++ Multithreading Cookbook

Guidebook for SBCC CS106 - Theory and Practice II

Object-oriented Modeling and Design for Database Applications

Nokia's smartphones pack a powerful computer into a very small space. Unlike your desktop or laptop, your smallest computer can be connected to the Internet all the time, and can interact with the world around it through its camera, voice recognition, and its traditional phone keypad. Nokia smartphones combine these features with impressive storage options and a host of networking protocols that make this smallest computer the only thing a road warrior truly needs. If you're still cracking open your laptop or pining for your desktop while you're on the road, you haven't begun to unlock your Nokia's full potential. Nokia Smartphone Hacks is dedicated to tricking out your smartphone and finding all the capabilities lurking under the surface. Learn how to: Unlock your phone so that you can use it with any carrier Avoid and recover from malicious mobile software Watch DVD movies on the phone Use the phone as a remote control Use the phone as a data modem for your notebook Check your email and browse the web Post to your weblog from your phone Record phone conversations Choose mobile service plans Transfer

files between the phone and your computer Whether you want to use your smartphone as your lifeline while you're on the road, or you're just looking for a way to make the most of the time you spend waiting in lines, you'll find all the user-friendly tips, tools, and tricks you need to become massively productive with your Nokia smartphone. With Nokia Smartphone Hacks, you'll unleash the full power of that computer that's sitting in your pocket, purse, or backpack.

Object-oriented Development at Work

Understanding Computers

Ventura Tips & Tricks

A complete blueprint for transitioning your organization to object-oriented systems. Transition to Object-Oriented Software Development This book will save you the frustration, wasted time, and massive cost overruns often associated with transitions to object-oriented technologies. Using numerous case studies, the authors identify the technical, management, and cultural challenges involved and show you how to overcome those challenges. They arm you with proven tactics for avoiding common traps and pitfalls. And they outfit you with a comprehensive transitioning framework for dealing with all aspects of gearing up to object-oriented technology, including: * Selecting the best object-oriented methods, tools, and development

environments * Planning and budgeting projects * Staffing and training * Preparing your organizational culture for object-oriented technology * Tracking and controlling projects * Documenting object-oriented development * Creating practical metrics * Developing workable strategies for legacy systems reuse * Object engineering mission-critical systems * Designing without specs * Delivering shrink-wrapped software products * Maintaining systems post-development Visit our Web site at www.wiley.com/compbooks/

Nokia Smartphone Hacks

This new book refines, customizes, and extends the general Object Modeling Technique (OMT) methodology for the specific subject matter of database applications. By restricting the scope of coverage, the authors are able to present more focused examples and elaborate upon the appropriate methodological steps. The authors present a uniform treatment that addresses files, relational databases, and object-oriented databases.

60 Tips On Object Oriented Programming

More than a mere "tips and tricks" manual, Doing Objects in Microsoft Visual Basic 4.0 teaches you an approach to application development that you can use to write your own applications. You'll be able to implement an object-oriented design for any programming project. This pragmatic approach walks you through software construction: first, build a solid

foundation through careful examination of the requirements of the project and the schedule; then, use the GUIDS methodology introduced in this book to design the framework and user interface of the application; and finally, build the application using the object-oriented features of Microsoft Visual Basic 4.0.

Doing Objects in Microsoft Visual Basic 4.0

Introduction: What does it mean to be object-oriented, anyway? Object-orientation - Who ordered that? Object-oriented design notation. The basic notation for classes em methods. Inheritance and aggregation diagrams. The object-communication diagram. State-transition diagrams. Additional OODN diagrams. The principles of object-oriented design: Encapsulation and connascence. Domains, encumbrance, and cohesion. Properties of classes and subclasses. The perils of inheritance and polymorphism. Class interfaces. Appendix A: Checklist for an object-oriented design walkthrough. Appendix B: The Object-oriented design owner's manual. Appendix C: Blitz guide to object-oriented terminology.

Object-oriented Design in Java

Oracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805 is a concise, comprehensive, step-by-step, and one-stop guide for the Oracle Certified Professional Java SE 7 Programmer Exam. The first two chapters set the stage for exam preparation and let the reader get

started quickly. The first chapter answers frequently asked questions about the OCPJP exam. This book assumes that the reader is already familiar with Java fundamentals which is in line with the prerequisite of having a OCAJP certification. The book sports considerable supportive material to help the reader in effective exam preparation in the form of appendices: 2 mock tests to give the reader a sense of a real-exam. An instant refresher summarizing the most important concepts (with tips on answering questions) to revise just before the exam. This book will be a delectable read for any OCPJP aspirant because of its simple language, example driven approach, and easy-to-read style. Further, given its 100% focus on the exam and helpful supportive material, this book is clearly an attractive buy to OCPJP aspirants worldwide.

Visual Basic .NET Tips & Techniques

This introduction to computers is known for its readability and the depth of topics covered.

Java with Object-oriented Programming

Salient Features:· Interview questions on C, C++ and Java programming· Categorized presentation of questions according to their level of difficulty· Sample written test question papers included· Information on various certification courses provided

Electronic Publishing Construction Kit

Disk contains code and files from the book.

Jumping Into C++

A Complete Study System for OCM Exams 1Z0-807, 1Z0-865, and 1Z0-866 Prepare for the Oracle Certified Master Java EE 6 Enterprise Architect exams with this exclusive Oracle Press guide. The multiple-choice exam, the assignment, and the essay exam are covered. Chapters feature challenging exercises, a certification summary, a two-minute drill, and a self-test to reinforce the topics presented. This authoritative resource helps you pass these exams and also serves as an essential, on-the-job reference. Get complete coverage of all exam objectives, including: Application design concepts and principles Common architectures Integration and messaging Business-tier technologies Web-tier technologies Design patterns Security Electronic content includes: 120 multiple-choice practice exam questions Test engine that provides practice exams and customized quizzes by chapter

21st Century C

A guide to building CASE tools with C++ provides readers familiar with the language with a guide to object-oriented development. Original.

Beginning Object-Oriented Programming with C#

Object-Oriented Programming and Java presents two

important topics in contemporary software development: object-oriented programming and Java. This book takes a different teaching approach from most available literature, it begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. Principally, Java is an object-oriented programming language. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, the book provides readers with the pre-requisites for writing proper object-oriented programs using Java. Object-Oriented Programming and Java covers the latest in Java technologies and is suitable for undergraduate or postgraduate courses on object-oriented technology, particularly those using Java as a programming language for creating object-oriented programs. The book will also give individual professional developers a head-start in learning the language.

Object-oriented Software Development

Paul Wang's JAVA WITH OBJECT-ORIENTED PROGRAMMING eases students into an understanding of the object-oriented paradigm from the very first page, just as he does in JAVA WITH OBJECT-ORIENTED PROGRAMMING WITH WORLDWIDE WEB APPLICATIONS, on which this new book is modeled. After the early chapters that present classes and Java features and constructs, Wang introduces new object-oriented concepts throughout the book, while clearly

showing how Java addresses these issues. He also goes the extra step of including case studies to illustrate how Java and object-oriented programming are applied. Early in the book, Wang introduces students to a case study involving a pocket calculator. This case study is revisited throughout the book as students learn new aspects of object–oriented programming and the Java language. The book then concludes with a chapter on some of the processes associated with object–oriented design. As a result, students are able to fully grasp the concepts they learn.

C++ with Object-oriented Programming

Professional Visual Basic .NET skills are in heavy demand since it's often the easiest and fastest way to connect the many components that are required in an enterprise-level application Includes thirty one-hour lessons that recreate a typical week-long introductory seminar Covers the critical information that every VB .NET developer should know The author has written more than thirty courses in application development, messaging, and network development and is currently training for AutoDesk Companion Web site features an online presentation by the author that follows along with each chapter and includes an audio-only option for readers with dial-up Internet connection

What Every Programmer Should Know about Object-oriented Design

The Complete Guide to Writing More Maintainable,

Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site,poodr.info. The first title to focus squarely on object-oriented Ruby application design, Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you Understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming

overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

Borland C++ 4.5 Object-oriented Programming

This book presents a balanced and flexible approach to the incorporation of object-oriented principles in introductory courses using Python. Familiarizes readers with the terminology of object-oriented programming, the concept of an object's underlying state information, and its menu of available behaviors. Includes an exclusive, easy-to-use custom graphics library that helps readers grasp both basic and more advanced concepts. Lays the groundwork for transition to other languages such as Java and C++. For those interested in learning more about object-oriented programming using Python.

Cracking The C, C++ And Java Interview

Includes everything necessary to create a wide range of multimedia applications that can be distributed on disk, CD-ROM, and as interactive Web pages, reviewing the basics of hypertext and offering step-by-step instructions for personal applications. Original. (All Users)

Object-Oriented Multithreading Using C++

Modeled after the author's three-day professional workshop, this book/CD-ROM allows the reader to get up to speed on the features of Fusion quickly. The CD-ROM is filled with Fusion templates in native form, helper applications, utilities and live-links to Web resources and references, and a demo version of Fusion 2.0.

A Guide to MATLAB Object-Oriented Programming

A guide to the programming language for intermediate to advanced level programmers covers forms, disk and files, advanced Windows API usage, and database and Internet programming.

Oracle Certified Professional Java SE 7 Programmer Exams 1Z0-804 and 1Z0-805

Fusion is an easy-to-learn, easy-to-use method for designing object-oriented (oo) software that was created at Hewlett-Packard Labs by merging (fusing) the best practices from other oo analysis and design methods. This is the first book that describes the actual experiences of Fusion users, both inside and outside of Hewlett-Packard.

VB .NET in 60 Minutes a Day

Harness the power of design patterns to build CORBA-based applications CORBA Design Patterns provides detailed guidance in the construction of distributed applications based on OMG's CORBA. Founded on a

philosophy of designing for change, the design patterns provide essential, proven guidance in lowering the risk of developing software in a distributed environment. The authors introduce you to the essential principles of CORBA and design patterns. They provide a framework for design patterns in software design and show examples for designing OMG IDL interfaces and integrating legacy and Internet applications. On the CD-ROM you'll find: * IDL for all available CORBA and CORBA services * All the source code examples from the book * Animated demonstrations You'll get: * Clear, step-by-step guidance on how to architect real-world designs using the OMG interface definition language (IDL) * A complete design pattern catalog offering expert solutions for designing and building distributed object-oriented systems * Step-by-step examples that demonstrate how to use all the techniques described to build both legacy and Internet applications Visit our Web site at: http://www.wiley.com/compbooks/

Practical Object-oriented Design in Ruby

The tips focus on the truly tough stuff-proven techniques learnt through experience. By uniquely combining the concepts and practical applications of three important programming languages, C++, Java and C#, the author provides a comprehensive coverage of the domain including the semantics. Browse through it for your last-minute preparation for cracking IT interviews successfully.

OCM Java EE 6 Enterprise Architect Exam

Guide (Exams 1Z0-807, 1Z0-865 & 1Z0-866)

This book provides an iteractive development process and an object-oriented (O-O) development methodology including techniques on scheduling, milestone completion and other requirements for tools to support O-O development. It provides a process and methodology that can be followed to accomplish an analysis, design, implementation, and test of model objects for an application being developed.

Indian National Bibliography

Mitchell Waite Signature Series: Object-Oriented Design in Java takes a tutorial approach and teaches in a new way: by offering the Java code first and the design representations and explanations later. No other programming-level book on the market deals with design of Java software. There's nothing aimed at the in the trenches Java programmer. Nor can the Java programmer turn to general books on software design. These, with few exceptions, are abstract and academic, either incomprehensible or irrelevant from the perspective of the working programmer. This book targets the needs of Java application programmers, using an experience-based, hands-on approach.

Applied Physics

Object-oriented Programming in Python

Object-Oriented Programming and Java

C++ language is used here to bridge the gap between the theoretical underpinnings of object-oriented programming and real world applications. Beginning with a comprehensive C++ primer to get users up and running quickly, it moves on to explore and explain key object-oriented constructs, programming methodologies, and design functions.

Transition to Object-Oriented Software Development

A developer's guide to writing thread-safe object-oriented applications. Drawing on years of programming experience, Cameron and Tracey Hughes provide a building-block approach to developing multithreaded applications in C++. This book offers programmers the first comprehensive explanation of multithreading techniques and principles for objects and class libraries. It teaches C++ programmers everything they'll need to build applications that cooperate for system resources instead of competing. This invaluable reference shows you how to avoid common pitfalls of multithreading, whether you're programming in UNIX, Windows NT, or OS/2 environment. All major examples are implemented in each environment and supported by thorough explanations of object-oriented multithread architecture and incremental multithreading. On the disk you'll find: * All the source code contained in the book * Important protocols and information resources

* A variety of multithreaded components ready to build into your own applications or class library. You'll find a wealth of coverage on highly practical but little understood topics like: * Thread-safe container classes * POSIX threads and the new thread standard 1003.1c * STL algorithms and containers in multithread environments * C++ synchronization components * Object-oriented mutexes and semaphores * Avoiding deadlock and data race through encapsulation * Multithreaded application frameworks * Object-oriented pipe streams Visit our Web site at www.wiley.com/compbooks/

Technical Digest

Journal of Object-oriented Programming

"Jumping into C++ covers every step of the programming process, including : * getting the tools you need to program and how to use them * basic language features like variables, loops and functions * how to go from an idea to code * a clear, understandable explanation of pointers * strings, file IO, arrays, references * classes, object oriented programming, and advanced class design * data structures and the standard template library (STL). Key concepts are reinforced with quizzes and over 75 practice problems. You'll also get over 70 sample source code files to use or adapt. []" (extrait du résumé de quatrième de couverture).

NetObjects Fusion 2.0

The book is an easy-to-follow guide for creating multi-threaded applications using C++. Each topic is thoroughly explained with multiple illustrations. Many algorithms, such as Dinning Philosophers Problem give you thorough explanations that will help you to understand and solve concurrent tasks. The book is intended for enterprise developers and programmers who wish to make use of C++ capabilities to learn the multithreaded approach. Knowledge of multithreading along with experience in C++ is an added advantage. However it is not a prerequisite.

David McCarter's VB Tips and Techniques

PHP Advanced and Object-Oriented Programming

Bestselling and highly acclaimed Visual Basic author Kris Jamsa delivers the ultimate VB.NET resource. Organized by topic and packed with critical information, this book effectively explains complex concepts with precision. Filled with proven techniques and hundreds of solutions that can be put to immediate use easily and effectively, this is a must-have guide for every Visual Basic developer and programmer working with Web services and applications on the .NET platform.

Theory and Practice II Guidebook

Readers can take their PHP skills to the next level with this fully revised and updated PHP Advanced:

Visual QuickPro Guide, Third Edition! Filled with fourteen chapters of step-by-step content and written by bestselling author and PHP programmer Larry Ullman, this guide teaches specific topics in direct, focused segments, shows how PHP is used in real-world applications. The book teaches developing web applications using advanced PHP techniques and advanced database concepts, and this edition offers several chapters devoted to object-oriented programming and all-new chapters on debugging, testing, and performance and using the Zend framework. Author hosts a popular companion website at www.larryullman.com, where readers can freely download code used in the book, access a user forum and book updates, and get advice directly from the author.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION