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<<对象模型>>

图书基本信息

书名：<<对象模型>>

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内容概要

本书以5个有代表性的真实应用(3个为商业应用：Connie便利店自动收款机应用系统、Walley仓库管理应用系统和Ollie定购应用系统，2个为实时控制应用：Dani分流系统和Andi自动驾驶系统)为例，阐述了如何创建有效的对象模型。
在介绍这些应用过程中引入的177个策略和31种模型，可以直接应用于实际的系统建模之中，也可作为读者仿效的模板，为读者创建自己的对象模型提供了理论和实用的参考。
本书可作为面向对象设计方法的参考用书，无论对学习面向对象开发的学生，还是进行实际开发的技术人员都有着很好的指导价值。

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书籍目录

ACKNOWLEDGMENTSPREFACE:SFRATEGIES,PATTERNS,AND APPLICATIONS APPLICATIONS ASTRATEGIES AND PATTERNS WHY READ THIS BOOK? AUTOMATED TOOL,INCLUDED ON DISKETTE ADDITIONAL STRATEGIES AND PATTERNS CREATIVITY AND INNOVATION1 CONNIE'S CONVENIENCE STORE(A POINT-OF-SALE APPLICATION) GETTIOG STARED IN THIS CHAPTER IDENTIFYING SYSTEM PURPOSE AND FEATURES SELECTING OBJECTS SELECTING PROBLEM-DOMAIN OBJECTS APPLYING PATTERNS:SELECT AND ORGANIZE PROBLEM-DOMAIN OBJECTS ESTABLISHING RESPONSIBISH FOR PROBLEM-DOMAIN OBJECTS APPLYING PATTERNS:ESTABLISH PROBLEM-DOMAIN RESPONSIBILITIES WORKING OUT PROBLEM-DOMAIN DYNAMICS WITH SCENARIOS SELECTING HUMAN-INTERACTION OBJECTS ESTABLISHING HUMAN-INTERACTION RESPONSIBILITIES WORKING OUT HUMAN-INTERACTION DYNAMICS WITH SCENARIOS SELECTING DATA-MANAGEMENT OBJECTS AND RESPONSIBILITIES PROGRESS AT THIS POINT WRAP-UP2 WALLY'S WAREHOUSE(A WAREHOUSE APPLICATION) IDENTIFYING SYSTEM PURPOSE AND FEATURES IDEENTIFY SYSTEM FEATURES SELECTING PROBLEM-DOMAIN OBJECTS APPLYING APTTERNS:SELECT AND ORGANIZE PROBLEM-DOMAIN OBJECTS ESTSABLISHING RESPONSIBILITIES FOR THE PROBLEM-DOMAIN OBJECTS WORKING OUT PROBLEM-DOMAIN DYNAMICS WITH SCENARIOS SELECTING HUMAN-INTERACTION OBJECTS AND RESPONSIBILITIES WORKING OUT HUMAN-INGTERACTION OBJECTS AND RESPONSIBILITIES WORKING OUT HUMAN-INTERACTION DYNAMICS WITH SCENARIOS SELECTING DATA-MANAGEMENT OBJECTS AND RESPONSIBILITIES SELECTING SYSTEM-INTERACTION OBJECTS AND RESPONSIBILITIES PROGRESS AT THIS POINT WRAP-UP3 OLLIE'S ORDER CENTER(AN ORDER-ENTRY APPLICATION) GETTING STARTED IDENTIFYING SYSTEM PURPOSE AND FEATURES SELECTING OBJECTS SELECTING PROBLEM-DOMAIN OBJECTS REUSE,REUSE,REUSE ESTABLISHING RESPONSIBILITIES FOR PROBLEM-DOMAIN OBJECTS WORKING OUT PROBLEM-DOMAIN DYNAMICS WITH SCENARIOS SELECTING HUMAN-INTERACTION OBJECTS ESTABLISHING HUAMAN-INTERACTION DYNAMICS WITH SCENARIOS SELECTING SYSTEM INTERACTION OBJECTS ESTABLISHING SYSTEM-IMTERACTION DYNAMICS WITH SCENARIOS SELECTING DATA-MANAGEMENT OBJECTS AND RESPONSIBILITIES WORKING OUT DATA-MANAGEMENT DYNAMICS WITH SCENARIOS PROGRESS AT THIS POINT WRAP-UP4 DANI'S DIVERTERS(A SOFT REAL-TIME CONVEYANCE APPLICATION) IDENTIFYING SYSTEM PURPOSE AND FEATUERS ACTUIVITIES,ACTIVITIES,ACTIVITIES SELECTING PROBBLEM-DOMAIN OBJECTS APPLYING PATTERNS:ORGANIZE PROBLEM-DOMAIN OBJECTS WORKING OUT PROBLEM-DOMAIN DYNAMICS WITH SCENARIOS SELECTING HUMAN INTERACTION OBJECTS SELECTING SYSTEM0INTERACTION OBJECTS SELECTING DATA-MANAGEMENT OBJECTS AND RESPONSIBILITIES ESTABLISHING RESPONSIBILITIES REAL-TIME SYSTEM CONSIDERATIONS PROGRESS AT THIS POINT WRAP-UP5 ANDI'S AUTOPILOT(A HARD REAL-TIME CONTROL APPLICATION) IDENTIFYING SYSTEM PURPOSE AND FEATURES SELECTING OBJECTS SELECTING PROBLEM-DOMAIN OBJECTS WORKING OUT THE MODEL WORKING OUT PROBLEM-DOMAIN DYNAMICS WITH SCENARIOS SELECTING HUMAN-INTERACTION OBJECTS ESTABLISHING HUMAN-INTERACTION RESPONSIBILITIES WORKING OUT HUMAN-INTERACTION DYNAMICS WITH SCENARIOS SELECTING DATA-MATNAGEMENT OBJECTS SESLCTING SYSTEM-INTERACTIN OBJECTS ESTABLISHING SYSTEM0INTERACTION RESPONSIBILITIES WORKING OUT SYSTEM-INTERACTION DYNAMICS WITH SCENARIOS PROGRESS AT THIS POINT WRAP-UP6 ALL FIVE APPLICATIONS,AT HIGH SPEED7 STRATEGIES AND PATTERNS HANDBOOKEPILOG A NOTATION B PATTERNS IN OTHER

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