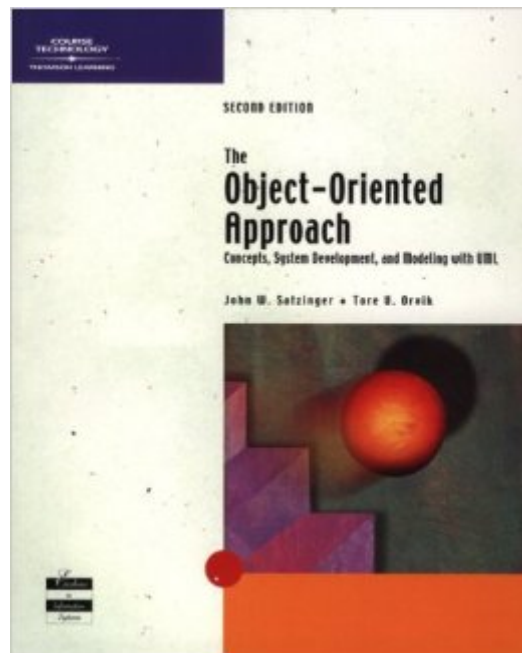


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# The Object-Oriented Approach: Concepts, Systems Development, And Modeling With UML, Second Edition



## Synopsis

This concise text introduced the object-oriented revolution to higher education when it was first published in 1996. Now the authors have created the revised second edition to conform to the Unified Modeling Language (UML) standard. In addition to its usefulness in systems analysis and design areas, the text functions as an introduction to object-oriented programming by introducing Java. The clean, straightforward style of this text in its first edition garnered rave reviews from pioneers of the object-oriented movement. Now that OO is entering the mainstream, you'll appreciate this short but effective introduction to object oriented methods' core concepts and advantages.

## Book Information

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## Customer Reviews

I have recently started to use this book in an undergraduate application development course which I have taught for the past 5 years. I must have looked at around 30 books before I chose this one. The book I used before this was Rumbaugh's Object-oriented modeling and design copyright 1990. The administration was on me to get a newer textbook. This book is easy to read and covers quite nicely the standard OO concepts of encapsulation, inheritance, aggregation, polymorphism, message sending, etc. I like the way it starts with a simple application, then adds complexity. It does not overload the student with details of UML but covers the main constructs. It does not present a lot of actual implementation code. One 20 page chapter is devoted to OO programming in Java. A good introductory text but not suitable for graduate work.

I read this book as part of a Professional College Course. I found it quite good at covering the concepts. Two small deficiencies: It falls short in the explanation of how these concepts are applied, and it dedicates one chapter to implementation with Java (Which doesn't help when you are just learning from a language like VB) Advantages: It is a relatively quick book to read, if you want to learn about Object-Oriented concepts (less than 200 pages without the chapter on Java). It also has fairly good real-life analogies, and a case study. I recommended it for beginners or those looking at making a move to OOP from structured programming. If all you want is the quick and dirty on OO, this is the book.

I was able to complete this book in two evenings, and it does serve as a good introduction to UML and object oriented programming. I just wish it went a little deeper, and I found some of the authors design choices suspect to say the least. I just didn't get how a video (one of the classes explored) could search for other videos. This should be a function of a container class (video\_collection or something), yet the authors treated the video class as an instance of a video and a collection at the same time. If you're looking to get started learning OOP and UML, this is a decent start, but just don't expect much more than the basics.

This book is okay to start with. It definitely does what it sets out to do. I am an MCSD and have eight years experience in software development and I was of the opinion that the examples used in the book, were not well thought out and showed lack of experience on the part of the authors, both of whom are attached to universities, which reminded me of the saying: "those who can't do, teach".

...but not very academic. I was surprised this was a required book for a Masters Level course. However, it is easy to read and understand, and a few years ago I could have used it.

Good transaction, highly recommended

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