



Classical and Object-Oriented Software Engineering With Uml and Java

Stephen R. Schach

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This text provides an introduction to the process of software engineering. The Universal Modeling Language (UML) has become an industry standard and now permeates this first edition. In this text, it is used for object-oriented analysis and design as well as when diagrams depict objects and their interrelationships. Design patterns, frameworks and software architecture have also become a popular topic in the field of software engineering and are part of a chapter on reuse, portability, and inoperability. The inoperability material includes sections on such hot topics as OLE, COM, and CORBA (you'll want to mention that this material is covered). THE DIFFERENCE BETWEEN THE SCHACH C++ AND JAVA BOOKS. These two books are completely identical in topic coverage, organization, and pedagogy. Even the pagination of the two books is the same. While there is minimal computer code in either book, the difference is that where there is code, it is in C++ in one book and Java in the other. It is important to note that software engineering is independent of any specific programming language and your software engineering professors will likely emphasize this with you. But a specific language needs to be used to give examples and implement case studies -- these are done in C++ in one version and Java in the other.

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