Zoology In Object Type Quesion

Object Thinking The Thing The Book Readings in Object-oriented Systems and Applications View Materialization Issues in Object-oriented Databases Does Modeling Real World Objects in Object Oriented Systems Result in Well-structured Systems? Object-Oriented Technology. ECOOP 2003 Workshop Reader Aliasing in Object-Oriented Programming Find the Object Book for Kids Object Design Formal Methods for Open Object-Based Distributed Systems Object-Oriented JavaScript - Second Edition Distributed and Parallel Database Object Management Object-Oriented Graphics Object-Oriented Technology. ECOOP '98 Workshop Reader Advances in Object-Oriented Information Systems From Inner Sources Distributed Object Architectures with CORBA Python 3 Object-Oriented Programming Formal Methods for Open Object-Based Distributed Systems V The Little Psychotherapy Book Fundamentals of Object Databases Hands-On Object-Oriented Programming with C# Object Lessons Essential Papers on Object Loss Object-Oriented JavaScript Object-Oriented Programming in C++ Advances in Fuzzy Object-oriented Databases Hands-On Object-Oriented Programming with Kotlin Microsoft Visual C#: An Introduction to Object-Oriented Programming Object-oriented C++ Programming Object Oriented Programming With C++ A Return to the Object Engaging the Senses: Object-Based Learning in Higher Education Object-Oriented Analysis and Design for Information Systems Object-Oriented Software: Design and Maintenance Object-Oriented Python Formal Methods for Open Object-Based Distributed Systems Object-Oriented Programming: Fundamentals And Applications Touch in Museums Object-Oriented Ontology

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Formal Methods for Open Object-Based Distributed Systems Jan 27 2022 Formal Methods for Open Object-Based Distributed Systems presents the leading edge in several related fields, specifically object-orientated programming, open distributed systems and formal methods for object-oriented systems. With increased support within industry regarding these areas, this book captures the most up-to-date information on the subject. Many topics are discussed, including the following important areas: object-oriented design and programming; formal specification of distributed systems; open distributed platforms; types, interfaces and behaviour; formalisation of object-oriented methods. This volume comprises the proceedings of the International Workshop on Formal Methods for Open Object-based Distributed Systems (FMOODS), sponsored by the International Federation for Information Processing (IFIP) which was held in Florence, Italy, in February 1999. Formal Methods for Open Object-Based Distributed Systems is suitable as a secondary text for graduate-level courses in computer science and telecommunications, and as a reference for researchers and practitioners in industry, commerce and government.

Formal Methods for Open Object-Based Distributed Systems Sep 30 2019 This volume contains the proceedings of FMOODS 2003, the 6th IFIP WG 6. 1 International Conference on Formal Methods for Open Object-Based Distributed Systems. The conference was held in Paris, France on November 19–21, 2003. The event was the sixth meeting of this conference series, which is held roughly every year and a half, the earlier events having been held in Paris, Canterbury, Florence, Stanford, and Twente. ThegoaloftheFMOODSseriesofconferencesistobringtogetherresearchers whose work encompasses three important and related ?elds: – formal methods; – distributed systems; – object-based technology. Such a convergence is representative of recent advances in the ?eld of distributed systems,andprovideslinksbetweenseveralscienti?candtechnologicalcommu- ties, as represented by the conferences FORTE/PSTV, CONCUR, and ECOOP. The objective of FMOODS is to provide an integrated forum for the p- sentation of research in the above-mentioned ?elds, and the exchange of ideas and experiences in the topics concerned with the formal methods support for open object-based distributed systems. For the call for papers, aspects of int- est of the considered systems included, but were not limited to: formal models; formal techniques for speci?cation, design or analysis; component-based design; veri?cation, testing and validation; semantics of programming, coordination, or modeling languages; type systems for programming, coordination or modelling languages; behavioral typing; multiple viewpoint modelling and consistency - tween di?erent models; transformations of models; integration of quality of s- vice requirements into formal models; formal models for security; and appli- tions and experience, carefully described.

Readings in Object-oriented Systems and Applications Sep 03 2022

Object Lessons Dec 14 2020 In this usable guide to developing and managing OO software projects, well-respected consultant and OOP pioneer Tom Love reveals the absolute do's and don'ts in adopting and managing object-oriented technology. Object Lessons is filled with applicable advice and practical suggestions for large-scale commercial software projects. Written in a personable yet concise style, this dependable guidebook reveals 'trade secrets' and demonstrates how to put theory into practice, all with an emphasis on minimizing risk and maximizing return. This book gives you an insider's view of major companies' successes and failures relating to OO software projects. If you are an applications programmer, project leader or technical manager making decisions concerning design and management of large-scale commercial object-oriented software, this book was written specifically for you.

Object-Oriented Software: Design and Maintenance Dec 02 2019 This is a textbook for a course in object-oriented software engineering at advanced undergraduate and graduate levels, as well as for software engineers. It contains more than 120 exercises of diverse complexity. The book discusses fundamental concepts and terminology on object-oriented software development, assuming little background on software engineering, and emphasizes design and maintenance rather than programming. It also presents up-to-date and easily understood methodologies and puts forward a software life cycle model which explicitly encourages reusability during software development and maintenance.

Touch in Museums Jul 29 2019 The value of touch and object handling in museums is little understood, despite the overwhelming weight of anecdotal evidence which confirms the benefits of physical interaction with objects. Touch in Museums presents a ground-breaking overview of object handling from both historical and scientific perspectives. The book aims to establish a framework for understanding the role of object handling for learning, enjoyment, and health. The broad range of essays included explores the many different contexts for object handling, not only within the museum, but extending beyond it to hospitals, schools and the wider community. The combination of theoretical analysis, policy assessment and detailed case material make Touch in Museums invaluable reading for students and professionals of museology or cultural heritage.

Aliasing in Object-Oriented Programming Apr 29 2022 This book presents a survey of the state-of-the-art on techniques for dealing with aliasing in object-oriented programming. It marks the 20th anniversary of the paper The Geneva Convention On The Treatment of Object Aliasing by John Hogg, Doug Lea, Alan Wills, Dennis de Champeaux and Richard Holt. The 22 revised papers were carefully reviewed to ensure the highest quality.The contributions are organized in topical sections on the Geneva convention, ownership, concurrency, alias analysis, controlling effects, verification, programming languages, and visions.

Object-Oriented Programming in C++ Sep 10 2020 Object-Oriented Programming in C++ begins with the basic principles of the C++ programming language and systematically introduces increasingly advanced topics while illustrating the OOP methodology. While the structure of this book is similar to that of the previous edition, each chapter reflects the latest ANSI C++ standard and the examples have been thoroughly revised to reflect current practices and standards. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

Microsoft Visual C#: An Introduction to Object-Oriented Programming Jun 07 2020 Develop the strong programming skills needed for professional success with Farrell's MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today’s programming environment. Discover the latest tools and expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Object Design Feb 25 2022 Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

Hands-On Object-Oriented Programming with C# Jan 15 2021 Enhance your programming skills by learning the intricacies of object oriented programming in C# 8 Key FeaturesUnderstand the four pillars of OOP; encapsulation, inheritance, abstraction and polymorphismLeverage the latest features of C# 8 including nullable reference types and Async StreamsExplore various design patterns, principles, and best practices in OOPBook Description Object-oriented programming (OOP) is a programming paradigm organized around objects rather than actions, and data rather than logic. With the latest release of C#, you can look forward to new additions that improve object-oriented programming. This book will get you up to speed with OOP in C# in an engaging and interactive way. The book starts off by introducing you to C# language essentials and explaining OOP concepts through simple programs. You will then go on to learn how to use classes, interfacesm and properties to write pure OOP code in your applications. You will broaden your understanding of OOP further as you delve into some of the advanced features of the language, such as using events, delegates, and generics. Next, you will learn the secrets of writing good code by following design patterns and design principles. You'll also understand problem statements with their solutions and learn how to work with databases with the help of ADO.NET. Further on, you'll discover a chapter dedicated to the Git version control system. As you approach the conclusion, you'll be able to work through OOP-specific interview questions and understand how to tackle them. By the end of this book, you will have a good understanding of OOP with C# and be able to take your skills to the next level. What you will learnMaster OOP paradigm fundamentals Explore various types of exceptions Utilize C# language constructs efficiently Solve complex design problems by understanding OOP Understand how to work with databases using ADO.NET Understand the power of generics in C#Get insights into the popular version control system, Git Learn how to model and design your softwareWho this book is for This book is designed for people who are new to object-oriented programming. Basic C# skills are assumed, however, prior knowledge of OOP in any other language is not required.

Hands-On Object-Oriented Programming with Kotlin Jul 09 2020 Learn everything you need to know about object-oriented programming with the latest features of Kotlin 1.3 Key FeaturesA practical guide to understand objects and classes in KotlinLearn to write asynchronous, non-blocking codes with Kotlin coroutinesExplore Encapsulation, Inheritance, Polymorphism, and Abstraction in KotlinBook Description Kotlin is an object-oriented programming language. The book is based on the latest version of Kotlin. The book provides you with a thorough understanding of programming concepts, object-oriented programming techniques, and design patterns. It includes numerous examples, explanation of concepts and keynotes. Where possible, examples and programming exercises are included. The main purpose of the book is to provide a comprehensive coverage of Kotlin features such as classes, data classes, and inheritance. It also provides a good understanding of design pattern and how Kotlin syntax works with object-oriented techniques. You will also gain familiarity with syntax in this book by writing labeled for loop and when as an expression. An introduction to the advanced concepts such as sealed classes and package level functions and coroutines is provided and we will also learn how these concepts can make the software development easy. Supported libraries for serialization, regular expression and testing are also covered in this book. By the end of the book, you would have learnt building robust and maintainable software with object oriented design patterns in Kotlin. What you will learnGet an overview of the Kotlin programming languageDiscover Object-oriented programming techniques in Kotlin Understand Object-oriented design patternsUncover multithreading by Kotlin wayUnderstand about arrays and collectionsUnderstand the importance of object-oriented design patternsUnderstand about exception handling and testing in OOP with KotlinWho this book is for This book is for programmers and developers who wish to learn Object-oriented programming principles and apply them to build robust and scalable applications. Basic knowledge in Kotlin programming is assumed

Find the Object Book for Kids Mar 29 2022 Do you want to improve your child's cognitive skills? Then you should get this Find the Object Book for Kids. Find the Object Book for Kids is a picture book where you child will learn to trace the missing objects. It is designed to improve their recognition skills and memory. As there are many challenging puzzles, a few children can participate and play together. This will encourage teamwork and socialising. Order this Find the Object Book for Kids now!

A Return to the Object Mar 05 2020 This book draws on the work of anthropologist Alfred Gell to reinstate the importance of the object in art and society. Rather than presenting art as a passive recipient of the artist's intention and the audience's critique, the authors consider it in the social environment of its production and reception. A Return to the Object introduces the historical and theoretical framework out of which an anthropology of art has emerged, and examines the conditions under which it has renewed interest. It also explores what art 'does' as a social and cultural phenomenon, and how it can impact alternative ways of organising and managing knowledge. Making use of ethnography, museological practice, the intellectual history of the arts and sciences, material culture studies and intangible heritage, the authors present a case for the re-orientation of current conversations surrounding the anthropology of art and social theory. This text will be of key interest to students and scholars in the social and historical sciences, arts and humanities, and cognitive sciences.

Distributed and Parallel Database Object Management Nov 24 2021 Distributed and Parallel Database Object Management brings together in one place important contributions and state-of-the-art research results in this rapidly advancing area of computer science. Distributed and Parallel Database Object Management serves as an excellent reference, providing insights into some of the most important issues in the field.

Object-Oriented Graphics Oct 24 2021 At present, object-oriented programming is emerging from the research labora tories and invading into the field of industrial applications. More and more products have been implemented with the aid of object-oriented programming techniques and tools, usually as extensions of traditional languages in hybrid development systems. Some of the better known examples are OSF-Motif, News, Objective-C on the NeXT computer, the C extension C++, and CLOS an object oriented extension of LISP. All of these developments incorporate interactive graphics. Effective object-oriented systems in combination with a graphics kernel does it mean that the field of computer graphics has now become merely an aspect of the object-oriented world? We do not think so. In spite of interesting individual developments, there are still no sound object-oriented graphics sys tems available. If it is desired to develop a complex graphics application embed ded in a window-oriented system then it is still necessary to work with elemen tary tools. What is to be displayed and interactively modified inside a window must be specified with a set of graphics primitives at a low level, or has to be written with a standardized graphics kernel system such as GKS or PHIGS, i. e. , by kernels specified and implemented in a non-object-oriented style. With the terms GKS and PHIGS we enter the world of international graphics standards. GKS and PHIGS constitute systems, not mere collections of graphics primitives.

Essential Papers on Object Loss Nov 12 2020 A collection of the most significant contributions to psychoanalytic and psychological understanding of the effect of object loss on adults and children. Annotation copyright by Book News, Inc., Portland, OR

Fundamentals of Object Databases Feb 13 2021 Object-oriented databases were originally developed as an alternative to relational database technology for the representation, storage, and access of non-traditional data forms that were increasingly found in advanced applications of database technology. After much debate regarding object-oriented versus relational database technology, object-oriented extensions were eventually incorporated into relational technology to create object-relational databases. Both object-oriented databases and object-relational databases, collectively known as object databases, provide inherent support for object features, such as object identity, classes, inheritance hierarchies, and associations between classes using object references. This monograph presents the fundamentals of object databases, with a specific focus on conceptual modeling of object database designs. After an introduction to the fundamental concepts of object-oriented data, the monograph provides a review of object-oriented conceptual modeling techniques using side-by-side Enhanced Entity Relationship diagrams and Unified Modeling Language conceptual class diagrams that feature class hierarchies with specialization constraints and object associations. These object-oriented conceptual models provide the basis for introducing case studies that illustrate the use of object features within the design of object-oriented and object-relational databases. For the object-oriented database perspective, the Object Data Management Group data definition language provides a portable, language-independent specification of an object schema, together with an SQL-like object query language. LINQ (Language INtegrated Query) is presented as a case study of an object query language together with its use in the db4o open-source object-oriented database. For the object-relational perspective, the object-relational features of the SQL standard are presented together with an accompanying case study of the object-relational features of Oracle. For completeness of coverage, an appendix provides a mapping of object-oriented conceptual designs to the relational model and its associated constraints. Table of Contents: List of Figures / List of Tables / Introduction to Object Databases / Object-Oriented Databases / Object-Relational Databases

Distributed Object Architectures with CORBA Jun 19 2021 This book is a guide to creating a software architecture comprised of distributed components. While it is based on OMG's CORBA standard, the principles also apply to architecture built with other technology, such as Microsoft's DCOM.

Advances in Object-Oriented Information Systems Aug 22 2021 For the ?rst time four workshops have been held in conjunction with the 8th Object-Oriented Information Systems conference, OOIS 2002, to encourage - teraction between researchers and practitioners. Workshop topics are, of course, inline with the conference's scienti?c scope and provide a forum for groups of researchers and practitioners to meet together more closely and to exchange opinions and advanced ideas, and to share preliminary results on focused issues in an atmosphere that fosters interaction and problem solving. The conference hosted four one-day workshops. The four selected workshops were fully in the spirit of a workshop session hosted by a main conference. Indeed, OOIS deals with all the topics related to the use of object-oriented techniques for the development of information systems. The four workshops are very speci?c and contribute to enlarging the spectrum of the more general topics treated in the main conference. The ?rst workshop focused on a very speci?c and key c- cept of object-oriented development, the specialization/generalization hierarchy. The second one explored the use of "non-traditional" approaches (at the edge of object-oriented techniques, such as aspects, AI, etc.) to improve reuse. The third workshop dealt with optimization in Web-based information systems. And ?nally the fourth workshop investigated issues related to model-driven software development.

From Inner Sources Jul 21 2021 Clinical theory is becoming a way of understanding oneself and one's patients rather than a tool for determining the best technical intervention as a thing in itself. This change has brought increased recognition that different therapists need different theories with their patients, and that even the same clinician may need different theories at different times. As a result there is a new tolerance for and even an encompassing of divergent viewpoints. Today is an age of multiple models in psychotherapy. From Inner Sources: New Directions in Object Relations Psychotherapy includes chapters by the most prominent contributors to this change - Kernberg, Adler, Ogden, McDougall, Pine, and the Scharffs. These clinicians, among others included, originally laid the base for object relations theories in the United States. Their ideas about how individuals grow and change by internalizing and externalizing experience were derived from psychoanalytic investigations into severe mental disorders. As these concepts have been more widely understood and accepted, they have been applied to a wider range of disorders and problems. Each chapter reflects in a different way how object relations psychotherapies are moving in new directions while maintaining their connection with the original inner source. The central concepts such as empathy, containment, object identification, splitting, counter-transference, and the examination of internal object relations' newness are emphasized in each of the contributions. The chapters are clinically relevant and contain significant case material. Although it is not an introduction to object relations theory, this book is understandable to beginning therapists, while containing sufficient depth and controversial discussion for advanced clinicians. The focus of this book is on individual psychotherapy with emphasis on examination of the therapist's intersubjective experience in relation to the patient, as opposed to focusing on the patient's experience alone.

Object-Oriented Analysis and Design for Information Systems Jan 03 2020 Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code with division of responsibility and delegation.

The Little Psychotherapy Book Mar 17 2021 Aimed at beginning therapists and those new to object relations, this concise work introduces the reader to the practice of psychodynamic psychotherapy from an object relations (O-R) perspective in a dynamic and easy-to-follow way. One of the four main schools of psychodynamic psychotherapy, O-R is regarded as particularly challenging, both conceptually and practically. The book presents object relations in a clear and concise manner that makes it especially applicable for regular use in the clinical setting. Moreover, the author writes in a narrative style similar to actual psychotherapy supervision; dialogues between a therapist and a fictitious patient appear throughout the book to illustrate common clinical situations. Designed to complement actual training in psychotherapy, the book suggests ways in which the therapist can incorporate object relations tools with other forms of therapy, regardless of the clinical setting. Ideal for students, trainees, and clinicians in psychiatry, psychology, social work, family medicine, and psychiatric nursing, The Little Psychotherapy Book will prove invaluable for any reader seeking a helpful and succinct introduction to object relations in psychotherapy.

Object-Oriented Technology. ECOOP '98 Workshop Reader Sep 22 2021 At the time of writing (mid-October 1998) we can look back at what has been a very successful ECOOP'98. Despite the time of the year – in the middle of what is traditionally regarded as a holiday period – ECOOP'98 was a record breaker in terms of number of participants. Over 700 persons found their way to the campus of the Brussels Free University to participate in a wide range of activities. This 3rd ECOOP workshop reader reports on many of these activities. It contains a careful selection of the input and a cautious summary of the outcome for the numerous discussions that happened during the workshops, demonstrations and posters. As such, this book serves as an excellent snapshot of the state of the art in the field of object oriented programming. About the diversity of the submissions A workshop reader is, by its very nature, quite diverse in the topics covered as well as in the form of its contributions. This reader is not an exception to this rule: as editors we have given the respective organizers much freedom in their choice of presentation because we feel form follows content. This explains the diversity in the types of reports as well as in their lay out.

Object-Oriented Technology. ECOOP 2003 Workshop Reader May 31 2022 This volume represents the seventh edition of the ECOOP Workshop Reader, a compendiumofworkshopreportsfromthe17thEuropeanConferenceonObject- Oriented Programming (ECOOP 2003), held in Darmstadt, Germany, during July 21–25, 2003. The workshops were held during the ?rst two days of the conference. They cover a wide range of interesting and innovative topics in object-oriented te- nology and o?ered the participants an opportunity for interaction and lively discussion. Twenty-one workshops were selected from a total of 24 submissions based on their scienti?c merit, the actuality of the topic, and their potential for a lively interaction. Unfortunately, one workshop had to be cancelled. Special thanks are due to the workshop organizers who recorded and s- marized the discussions. We would also like to thank all the participants for their presentations and lively contributions to the discussion: they made this volume possible. Last, but not least, we wish to express our appreciation to the members of the organizing committee who put in countless hours setting up and coordinating the workshops. We hope that this snapshot of current object-oriented technology will prove stimulating to you. October 2003 Frank Buschmann Alejandro Buchmann Mariano Cilia Organization ECOOP 2003 was organized by the Software Technology Group, Department of Computer Science, Darmstadt University of Technology under the auspices of AITO (Association Internationale pour les Technologies Objets) in cooperation with ACM SIGPLAN. The proceedings of the main conference were published as LNCS 2743.

Object-Oriented Python Oct 31 2019 Power up your Python with object-oriented programming and learn how to write powerful, efficient, and re-usable code. Object-Oriented Python is an intuitive and thorough guide to mastering object-oriented programming from the ground up. You'll cover the basics of building classes and creating objects, and put theory into practice using the pygame package with clear examples that help visualize the object-oriented style. You'll explore the key concepts of object-oriented programming – encapsulation, polymorphism, and inheritance – and learn not just how to code with objects, but the absolute best practices for doing so. Finally, you'll bring it all together by building a complex video game, complete with full animations and sounds. The book covers two fully functional Python code packages that will speed up development of graphical user interface (GUI) programs in Python.

Object-Oriented JavaScript - Second Edition Dec 26 2021 You will first be introduced to object-oriented programming, then to the basics of objects in JavaScript. This book takes a do-it-yourself approach when it comes to writing code, because the best way to really learn a programming language is by writing code. You are encouraged to type code into Firebug's console, see how it works and then tweak it and play around with it. There are practice questions at the end of each chapter to help you review what you have learned. For new to intermediate JavaScript developer who wants to prepare themselves for web development problems solved by smart JavaSc.

Object-Oriented Ontology Jun 27 2019 What is reality, really? Are humans more special or important than the non-human objects we perceive? How does this change the

way we understand the world? We humans tend to believe that things are only real in as much as we perceive them, an idea reinforced by modern philosophy, which privileges us as special, radically different in kind from all other objects. But as Graham Harman, one of the theory's leading exponents, shows, Object-Oriented Ontology rejects the idea of human specialness: the world, he states, is clearly not the world as manifest to humans. At the heart of this philosophy is the idea that objects - whether real, fictional, natural, artificial, human or non-human - are mutually autonomous. In this brilliant new introduction, Graham Harman lays out the history, ideas and impact of Object-Oriented Ontology, taking in everything from art and literature, politics and natural science along the way. Graham Harman is Distinguished Professor of Philosophy at SCI-Arc, Los Angeles. A key figure in the contemporary speculative realism movement in philosophy and for his development of the field of object-oriented ontology, he was named by Art Review magazine as one of the 100 most influential figures in international art.

Formal Methods for Open Object-Based Distributed Systems V Apr 17 2021 Formal Methods for Open Object-Based Distributed Systems V brings together research in three important and related fields: Formal methods; Distributed systems; Object-based technology. Such a convergence is representative of recent advances in the field of distributed systems, and provides links between several scientific and technological communities. The wide scope of topics covered in this volume range in subject from UML to object-based languages and calculi and security, and in approach from specification to case studies and verification. This volume comprises the proceedings of the Fifth International Conference on Formal Methods for Open Object-Based Distributed Systems (FMOODS 2002), which was sponsored by the International Federation for Information Processing (IFIP) and held in Enschede, The Netherlands in March 2002.

Object Thinking Nov 05 2022 Object Thinking blends historical perspective, experience, and visionary insight - exploring how developers can work less like the computers they program and more like problem solvers.

Object Oriented Programming With C++ Apr 05 2020 In older times, classic procedure-oriented programming was used to solve real-world problems by fitting them in a few, predetermined data types. However, with the advent of object-oriented programming, models could be created for real-life systems. With the concept gaining popularity, its field of research and application has also grown to become one of the major disciplines of software development. With Object-Oriented Programming with C++, the authors offer an in- depth view of this concept with the help of C++, right from its origin to real programming level. With a major thrust on control statements, structures and functions, pointers, polymorphism, inheritance and reusability, file and exception handling, and templates, this book is a resourceful cache of programs-bridging the gap between theory and application. To make the book student- friendly, the authors have supplemented difficult topics with illustrations and programs. Put forth in a lucid language and simple style to benefit all types of learner, Object-Oriented Programming with C++ is packaged with review questions for self-learning.

View Materialization Issues in Object-oriented Databases Aug 02 2022

Does Modeling Real World Objects in Object Oriented Systems Result in Well-structured Systems? Jul 01 2022

Python 3 Object-Oriented Programming May 19 2021 Uncover modern Python with this guide to Python data structures, design patterns, and effective object-oriented techniques Key FeaturesIn-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique styleLearn the latest Python syntax and librariesExplore abstract design patterns and implement them in Python 3.8Book Description Object-oriented programming (OOP) is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. This third edition of Python 3 Object-Oriented Programming fully explains classes, data encapsulation, and exceptions with an emphasis on when you can use each principle to develop well-designed software. Starting with a detailed analysis of object-oriented programming, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. You will learn how to create maintainable applications by studying higher level design patterns. The book will show you the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems, unittest and pytest, will be introduced in this book. You'll get a comprehensive introduction to Python's concurrent programming ecosystem. By the end of the book, you will have thoroughly learned object-oriented principles using Python syntax and be able to create robust and reliable programs confidently. What you will learnImplement objects in Python by creating classes and defining methodsGrasp common concurrency techniques and pitfalls in Python 3Extend class functionality using inheritanceUnderstand when to use object-oriented features, and more importantly when not to use themDiscover what design patterns are and why they are different in PythonUncover the simplicity of unit testing and why it's so important in PythonExplore concurrent object-oriented programmingWho this book is for If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply OOP in Python, this is the book for you. If you are an object-oriented programmer for other languages or seeking a leg up in the new world of Python 3.8, you too will find this book a useful introduction to Python. Previous experience with Python 3 is not necessary.

Advances in Fuzzy Object-oriented Databases Aug 10 2020 Collecting the latest results from leading researchers in the field, this volume provides a single source on major aspects of fuzzy object-oriented database modeling--conceptual, logical, and physical--as well as details of implementations and applications.

Object-Oriented JavaScript Oct 12 2020 Learn everything you need to know about object-oriented JavaScript with this comprehensive guide. Enter the world of cutting-edge development! About This Book This book has been updated to cover all the new object-oriented features introduced in ECMAScript 6 It makes object-oriented programming accessible and understandable to web developers Write better and more maintainable JavaScript code while exploring interactive examples that can be used in your own scripts Who This Book Is For This book is ideal for new to intermediate JavaScript developers who want to prepare themselves for web development problems solved by object-oriented JavaScript! What You Will Learn Apply the basics of object-oriented programming in the JavaScript environment Use a JavaScript Console with complete mastery Make your programs cleaner, faster, and compatible with other programs and libraries Get familiar with Iterators and Generators, the new features added in ES6 Find out about ECMAScript 6's Arrow functions, and make them your own Understand objects in Google Chrome developer tools and how to use them Use a mix of prototypal inheritance and copying properties in your workflow Apply reactive programming techniques while coding in JavaScript In Detail JavaScript is an object-oriented programming language that is used for website development. Web pages developed today currently follow a paradigm that has three clearly distinguishable parts: content (HTML), presentation (CSS), and behavior (JavaScript). JavaScript is one important pillar in this paradigm, and is responsible for the running of the web pages. This book will take your JavaScript skills to a new level of sophistication and get you prepared for your journey through professional web development. Updated for ES6, this book covers everything you will need to unleash the power of object-oriented programming in JavaScript while building professional web applications. The book begins with the basics of object-oriented programming in JavaScript and then gradually progresses to cover functions, objects, and prototypes, and how these concepts can be used to make your programs cleaner, more maintainable, faster, and compatible with other programs/libraries. By the end of the book, you will have learned how to incorporate object-oriented programming in your web development workflow to build professional JavaScript applications. Style and approach Filled with practical instructions, the book shows you how to implement object-oriented features of JavaScript in the real world. The to-the-point nature of the book will benefit developers who are looking for a fast-paced guide to learn object-oriented JavaScript.

Object-oriented C++ Programming May 07 2020

The Thing The Book Oct 04 2022 What exactly is a book? This wildly inventive and thought-provoking volume asks that question of more than 30 of today's top creative visionaries, from Ed Ruscha to Miranda July, John Baldessari to Jonathan Lethem. Each traditional element of a book—from endpapers to footnotes—is assigned to a different artist or writer invited to use the space as a creative playground. The result is a collaborative group art project like no other. A ribbon bookmark by David Shrigley, page numbers by Tauba Auerbach, endnotes by Rick Moody—each contribution surprising and brilliant. This one-of-a-kind book will entrance anyone who appreciates art, literature, and the surprising possibilities that emerge when the two collide.

Object-Oriented Programming: Fundamentals And Applications Aug 29 2019

Engaging the Senses: Object-Based Learning in Higher Education Feb 02 2020 The use of museum collections as a path to learning for university students is fast becoming a new pedagogy for higher education. Despite a strong tradition of using lectures as a way of delivering the curriculum, the positive benefits of 'active' and 'experiential learning' are being recognised in universities at both a strategic level and in daily teaching practice. As museum artefacts, specimens and art works are used to evoke, provoke, and challenge students' engagement with their subject, so transformational learning can take place. This unique book presents the first comprehensive exploration of 'object-based learning' as a pedagogy for higher education in a broad context. An international group of authors offer a spectrum of approaches at work in higher education today. They explore contemporary principles and practice of object-based learning in higher education, demonstrating the value of using collections in this context and considering the relationship between academic discipline and object-based learning as a teaching strategy.