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8676J-4 Learn to program the way commercial developers do! C++: Effective Object Oriented Software Construction, Second Edition is crafted to help you understand the C++ object-oriented paradigm in depth. It enables you to translate object concepts to practical solutions, no matter what software development environment you encounter. This edition is updated for the new ANSI C++ standard. The book introduces the fundamentals of object-oriented design/programming in the context of real world C++ software development, presenting proven strategies for using C++ to engineer elegant, high-quality software as quickly and efficiently as possible. You'll learn about: Classes, objects, and data abstraction 0bject design techniques and strategies for building efficient and stable architectures The C++ object model, and its cost/benefit implications C++ code style guidelines for projects Tips for writing multi-threaded object-oriented software Single and multiple inheritance, generic programming, and error management In this book, the author reveals the strategies professional developers have learned to maximize code and design reuse. You'll learn how to manage the extensive "housekeeping" that's associated with effective C++ software development. Then, you'll walk through detailed, real-world comparisons of the strengths and weaknesses of the major object-oriented languages. In addition, this book uses UML (Unified Modeling Language) to illustrate its design examples. Whether you're a new programmer, a programmer familiar with procedural languages, or a C++ programmer who isn't using object-oriented techniques to their full potential, C++: Effective Object Oriented Software Construction will help you achieve your most critical goals as a developer. Object-oriented programming is a popular buzzword these days. What is the reason for this popularity? Is object-oriented programming the solution to the software crisis or is it just a fad? Is it a simple evolutionary step or a radical change in software methodology? What is the central idea behind object-orien ted design? Are there special applications for which object-oriented program ming is particularly suited? Which object-oriented language should be used? There is no simple answer to these questions. Although object-oriented programming was invented more than twenty years ago, we still cannot claim that we know everything about this programming technique. Many new con cepts have been developed during the past decade, and new applications and implications of object-oriented programming are constantly being discovered. This book can only try to explain the nature of object-oriented program ming in as much detail as possible. It should serve three purposes. First, it is intended as an introduction to the basic concepts of object-oriented program ming. Second, the book describes the concept of prototypes and explains why and how they can improve the way in which object-oriented programs are developed. Third, it introduces the programming language Omega, an object oriented language that was designed with easy, safe and efficient software development in mind. While most developers today use object-oriented languages, the full power of objects is available

only to those with a deep understanding of the object paradigm. How to Use Objects will help you gain that understanding, so you can write code that works exceptionally well in the real world. Author Holger Gast focuses on the concepts that have repeatedly proven most valuable and shows how to render those concepts in concrete code. Rather than settling for minimal examples, he explores crucial intricacies, clarifies easily misunderstood ideas, and helps you avoid subtle errors that could have disastrous consequences. Gast addresses the technical aspects of working with languages, libraries, and frameworks, as well as the strategic decisions associated with patterns, contracts, design, and system architecture. He explains the roles of individual objects in a complete application, how they react to events and fulfill service requests, and how to transform excellent designs into excellent code. Using practical examples based on Eclipse, he also shows how tools can help you work more efficiently, save you time, and sometimes even write high-quality code for you. Gast writes for developers who have at least basic experience: those who've finished an introductory programming course, a university computer science curriculum, or a first or second job assignment. Coverage includes • Understanding what a professionally designed object really looks like • Writing code that reflects your true intentions—and testing to make sure it does • Applying language idioms and connotations to write more readable and maintainable code • Using design-by-contract to write code that consistently does what it's supposed to do • Coding and architecting effective event-driven software • Separating model and view, and avoiding common mistakes • Mastering strategies and patterns for efficient, flexible design • Ensuring predictable object collaboration via responsibility-driven design Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available. Introduction to object-oriented design exploring the fundamentals of C++ using real-world business applications Looking back at the years that have passed since the realization of the very first electronic, multi-purpose computers, one observes a tremendous growth in hardware and software performance. Today, researchers and engi neers have access to computing power and software that can solve numerical problems which are not fully understood in terms of existing mathemati cal theory. Thus, computational sciences must in many respects be viewed as experimental disciplines. As a consequence, there is a demand for high quality, flexible software that allows, and even encourages, experimentation with alternative numerical strategies and mathematical models. Extensibil ity is then a key issue; the software must provide an efficient environment for incorporation of new methods and models that will be required in fu ture problem scenarios. The development of such kind of flexible software is a challenging and expensive task. One way to achieve these goals is to in vest much work in the design and implementation of generic software tools which can be used in a wide range of application fields. In order to provide a forum where researchers could present and discuss their contributions to the described development, an International Work shop on Modern Software Tools for Scientific Computing was arranged in Oslo, Norway, September 16-18, 1996. This workshop, informally referred to as Sci Tools '96, was a

collaboration between SINTEF Applied Mathe matics and the Departments of Informatics and Mathematics at the Uni versity of Oslo. Far too many programmers and software designers consider efficient C++ to be an oxymoron. They regard C++ as inherently slow and inappropriate for performance-critical applications. Consequently, C++ has had little success penetrating domains such as networking, operating system kernels, device drivers, and others. Efficient C++ explodes that myth. Written by two authors with first-hand experience wringing the last ounce of performance from commercial C++ applications, this book demonstrates the potential of C++ to produce highly efficient programs. The book reveals practical, everyday object-oriented design principles and C++ coding techniques that can yield large performance improvements. It points out common pitfalls in both design and code that generate hidden operating costs. This book focuses on combining C++'s power and flexibility with high performance and scalability, resulting in the best of both worlds. Specific topics include temporary objects, memory management, templates, inheritance, virtual functions, inlining, reference-counting, STL, and much more. With this book, you will have a valuable compendium of the best performance techniques at your fingertips. 0201379503B04062001 This volume presents the reports from the workshops held in conjunction with theEuropeanConferenceonObject-OrientedProgramming(ECOOP2008),t- ing place in its 22nd edition at Coral Beach in Paphos, Cyprus, July 7–11 2008. As is customary, the workshops introduced the conference, taking place on the ?rst two days (July 7 and July 8 2008) prior to the main technical track. The workshopswere ?rst chosen through a rigorousprocesswith stringent sel- tion criteria, carried out by the members of the Workshop Selection Committee. This volumecollectsreportsfromthe resultinghigh-qualityworkshops. The t-ics covered span areas related to object-oriented programming and technology, such as programming languages, aspects, parallel computing, formal techniques, software engineering, tools, and applications. By summarizing the outcome of theseworkshops,thisvolumeprovidesreaderswithacomprehensivesetofpoi- ers into current trends and issues of intense investigation and debate in the ?eld of object-oriented technology. Following the tradition, the individual workshop reports summarize the workshop goals, before providing an overview of the p- sentations and sometimes also a summary of the issues and ?ndings of debates fueled by the presentations. Some reports may also include a list of parti- pants or contributed position papers. Several of the reports also contain a list of references to relevant publications and websites, including the workshop home page which usually o?ers the contributed position papers for download and may present further material. If you've used a more traditional object-oriented language, such as C++ or Java, JavaScript probably doesn't seem object-oriented at all. It has no concept of classes, and you don't even need to define any objects in order to write code. But don't be fooled—JavaScript is an incredibly powerful and expressive object-oriented language that puts many design decisions right into your hands. In The Principles of Object-Oriented JavaScript, Nicholas C. Zakas thoroughly explores JavaScript's object-oriented nature, revealing

the language's unique implementation of inheritance and other key characteristics. You'll learn: –The difference between primitive and reference values –What makes JavaScript functions so unique –The various ways to create objects –How to define your own constructors –How to work with and understand prototypes –Inheritance patterns for types and objects The Principles of Object-Oriented JavaScript will leave even experienced developers with a deeper understanding of JavaScript. Unlock the secrets behind how objects work in JavaScript so you can write clearer, more flexible, and more efficient code. You can find a whole range of programming textbooks intended for complete beginners. However, this one is exceptional to certain extent. The whole textbook is designed as a record of the dialogue of the author with his daughter who wants to learn programming. The author endeavors not to explain the Java programming language to the readers, but to teach them real programming. To teach them how to think and design the program as the experienced programmers do. Entire matter is explained in a very illustrative way which means even a current secondary school student can understand it quite simply. A new edition of this title is available, ISBN-10: 0672330164 ISBN-13: 9780672330162 The Object-Oriented Thought Process, Second Edition will lay the foundation in object-oriented concepts and then explain how various object technologies are used. Author Matt Weisfeld introduces object-oriented concepts, then covers abstraction, public and private classes, reusing code, and devloping frameworks. Later chapters cover building objects that work with XML, databases, and distributed systems (including EJBs, .NET, Web Services and more).Throughout the book Matt uses UML, the standard language for modeling objects, to provide illustration and examples of each concept. Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a “real world” application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more. 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. Take a step beyond syntax to discover the true art of software design, with Java as your paintbrush and objects on your palette. This in-depth discussion of how, when, and why to use objects enables you to create programs that not only work smoothly, but are easy to maintain and upgrade -- using Java or any other object-oriented language! -- Take stock of the benefits of OOProgramming and Java -- the advantages of abject-oriented programming; a quick review of key Java concepts; when to use inheritance and when to use encapsulation. -- Choose to reuse -- maximize code reuse with class libraries, including abstract classes and interfaces, and inheritance; use class modification to increase extensibility; design classes for maximum flexibility; take advantage of Design Patterns to write more efficient, more reusable programs. -- Factor in object frameworks -- learn to architect a program at a high level by writing code, then subclassing the same design for specific applications. The implementation of object-oriented languages has been an active topic of research since the 1960s when the first Simula compiler was written. The topic received renewed interest in the early 1980s with the growing popularity of object-oriented programming languages such as c++ and Smalltalk, and got another boost with the advent of Java. Polymorphic calls are at the heart of object-oriented languages, and even the first implementation of Simula-67 contained their classic implementation via virtual function tables. In fact, virtual function tables predate even Simula-for example, Ivan Sutherland's Sketchpad drawing editor employed very similar structures in 1960. Similarly, during the 1970s and 1980s the implementers of Smalltalk systems spent considerable efforts on implementing polymorphic calls for this dynamically typed language where virtual function tables could not be used. Given this long history of research into the implementation of polymorphic calls, and the relatively mature standing it achieved over time, why, one might ask, should there be a new book in this field? The answer is simple. Both software and hardware have changed considerably in recent years, to the point where many assumptions underlying the original work in this field are no longer true. In particular, virtual function tables are no longer sufficient to implement polymorphic calls even for statically typed languages; for example, Java's interface calls cannot be implemented this way. Furthermore, today's processors are deeply pipelined and can execute instructions out-of order, making it difficult to predict the execution time of even simple code sequences. A presentation of the formal underpinnings of object-oriented programming languages. Object-oriented programming is fast becoming the only way to program flexible, speed efficient code. This book focuses on learning

Turbo C++ and object-oriented programming with no prior knowledge of C. It takes readers step-by-step in a friendly, easy-to-follow style of learning about classes, objects, and all the aspects of object-oriented programming. This tutorial presents the sophisticated new features of the most current ANSI/ISO C++ standard as they apply to object-oriented programming. Learn the concepts of object-oriented programming, why they exist, and how to utilize them to create sophisticated and efficient object-oriented applications. This book expects you to be familiar with basic programming concepts. It is no longer enough to understand the syntax and features of the language. You must also be familiar with how these features are put to use. Get up to speed quick on the new concepts of object-oriented design patterns, CRC modeling, and the new Universal Modeling Language (UML), which provides a systematic way to diagram the relationship between classes. Object-oriented programming is presented through the use of practical task-oriented examples and figures that help conceptualize and illustrate techniques and approaches, and questions and exercises to reinforce learning concepts. Implement object-oriented programming paradigms with Swift 3.0 and mix them with modern functional programming techniques to build powerful real-world applications About This Book Leverage the most efficient object-oriented design patterns in your Swift applications Write robust, safer, and better code using the blueprints that generate objects Build a platform with object-oriented code using real-world elements and represent them in your apps Who This Book Is For This book is for iOS and macOS developers who want to get a detailed practical understanding of object-oriented programming with the latest version of Swift: 3.0. What You Will Learn Write high-quality and easy-to-maintain reusable object-oriented code to build applications for iOS, macOS, and Linux Work with encapsulation, abstraction, and polymorphism using Swift 3.0 Work with classes, instances, properties, and methods in Swift 3.0 Take advantage of inheritance, specialization, and the possibility to overload or override members Implement encapsulation, abstraction, and polymorphism Explore functional programming techniques mixed with object-oriented code in Swift 3.0 Understand the differences between Swift 3.0, previous Swift versions, and Objective-C code In Detail Swift has quickly become one of the most-liked languages and developers' de-facto choice when building applications that target iOS and macOS. In the new version, the Swift team wants to take its adoption to the next level by making it available for new platforms and audiences. This book introduces the object-oriented paradigm and its implementation in the Swift 3 programming language to help you understand how real-world objects can become part of fundamental reusable elements in the code. This book is developed with XCode 8.x and covers all the enhancements included in Swift 3.0. In addition, we teach you to run most of the examples with the Swift REPL available on macOS and Linux, and with a Web-based Swift sandbox developed by IBM capable of running on any web browser, including Windows and mobile devices. You will organize data in blueprints that generate instances. You'll work with examples so you understand how to encapsulate and hide data by working with properties and access control. Then, you'll get to grips with complex scenarios

where you use instances that belong to more than one blueprint. You'll discover the power of contract programming and parametric polymorphism. You'll combine generic code with inheritance and multiple inheritance. Later, you'll see how to combine functional programming with object-oriented programming and find out how to refactor your existing code for easy maintenance. Style and approach This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering a quiz Create scalable, reusable high-quality JavaScript applications and libraries Do modern programming languages, IDEs, and libraries make coding easy? Maybe, but coding is not design. Large-scale or expensive apps clearly require evaluation of design choices. Still, software design directly impacts code reuse and longevity even for small-scale apps with limited overhead. This text evaluates and contrasts common object-oriented designs. A given problem may have many solutions. A developer may employ different design techniques – composition, inheritance, dependency injection, delegation, etc. – to solve a particular problem. A skilled developer can determine the costs and benefits of different design responses, even amid competing concerns. A responsible developer documents design choices as a contract with the client, delineating external and internal responsibilities. To promote effective software design, this book examines contractual, object-oriented designs for immediate and sustained use as well as code reuse. The intent of identifying design variants is to recognize and manage conflicting goals such as short versus long-term utility, stability versus flexibility, and storage versus computation. Many examples are given to evaluate and contrast different solutions and to compare C# and C++ effects. No one has a crystal ball; however, deliberate design promotes software longevity. With the prominence of legacy OO code, a clear understanding of different object-oriented designs is essential. Design questions abound. Is code reuse better with inheritance or composition? Should composition rely on complete encapsulation? Design choices impact flexibility, efficiency, stability, longevity, and reuse, yet compilers do not enforce design and syntax does not necessarily illustrate design. Through deliberate design, or redesign when refactoring, developers construct sustainable, efficient code. Object-oriented database systems have been approached with mainly two major intentions in mind, namely to better support new application areas including CAD/CAM, office automation, knowledge engineering, and to overcome the `impendance mismatch' between data models and programming languages. This volume gives a comprehensive overwiew of developments in this flourishing area of current database research. Data model and language aspects, interface and database design issues, architectural and implementation questions are covered. Although based on a series of workshops, the contents of this book has been carefully edited to reflect the current state of international research in object oriented database design and implementation. Being familiar with object-oriented design is an essential part of programming in Python. This new edition includes all the topics that made Python Object-Oriented Programming an instant Packt classic. Moreover, it’s packed with updated content to reflect more recent

changes in the core Python libraries and cover modern third-party packages. Get to grips with object-oriented programming in Swift to efficiently build powerful real-world applications About This Book Leverage the most efficient object-oriented design patterns in your Swift applications Write robust, safer, and better code using the blueprints that generate objects Build a platform with object-oriented code by using real-world elements and represent them in your app Who This Book Is For If you are an iOS developer who has a basic idea of object-oriented programming and want to incorporate its concepts with Swift to optimize your application's code and create reusable and easily to understand building blocks, then this book is for you. This is a very useful resource for developers who want to shift from Objective C, C#, Java, Python, JavaScript, or other object-oriented languages to Swift What You Will Learn Build solid, stable, and reliable applications using Swift Work with encapsulation, abstraction, and polymorphism using Swift 2.0 Customize constructors and destructors based on your needs Develop Swift 2.0 with classes, instances, properties, and methods Take advantage of generic code to maximize code reuse and generalize behaviors Use state of inheritance, specialization, and the possibility to overload members Write high quality object-oriented code to build apps for iOS or Mac OS X In Detail Object-Oriented Programming (OOP) is a programming paradigm based on the concept of objects; these are data structures that contain data in the form of fields, often known as attributes and code. Objects are everywhere, and so it is very important to recognize elements, known as objects, from real-world situations and know how they can easily be translated into object-oriented code. Object-Oriented Programming with Swift is an easy-to-follow guide packed full of hands-on examples of solutions to common problems encountered with object-oriented code in Swift. It starts by helping you to recognize objects using real-life scenarios and demonstrates how working with them makes it simpler to write code that is easy to understand and reuse. You will learn to protect and hide data with the data encapsulation features of Swift. Then, you will explore how to maximize code reuse by writing code capable of working with objects of different types. After that, you'll discover the power of parametric polymorphism and will combine generic code with inheritance and multiple inheritance. Later, you move on to refactoring your existing code and organizing your source for easy maintenance and extensions. By the end of the book, you will be able to create better, stronger, and more reusable code, which will help you build better applications. Style and approach This simple guide is packed with practical examples of solutions to common problems. Each chapter includes exercises and the possibility for you to test your progress by answering questions. With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization. Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming. It details some of C++’s most powerful language

elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this third edition, the most recent specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have been added, and various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing ones extended, and various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the language standard itself are used. Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming. Stresses the benefits of object-oriented programming (in terms of efficiency, data abstraction and the reuse of software components) in contrast to FORTRAN. Full listings of the programs are included in the accompanying disk. Discover the untapped features of object-oriented programming and use it with other software tools to code fast, efficient applications. Key FeaturesExplore the complexities of object-oriented programming (OOP)Discover what OOP can do for youLearn to use the key tools and software engineering practices to support your own programming needsBook Description Your experience and knowledge always influence the approach you take and the tools you use to write your programs. With a sound understanding of how to approach your goal and what software paradigms to use, you can create high-performing applications quickly and efficiently. In this two-part book, you'll discover the untapped features of object-oriented programming and use it with other software tools to code fast and efficient applications. The first part of the book begins with a discussion on how OOP is used today and moves on to analyze the ideas and problems that OOP doesn't address. It continues by deconstructing the complexity of OOP, showing you its fundamentally simple core. You'll see that, by using the distinctive elements of OOP, you can learn to build your applications more easily. The next part of this book talks about acquiring the skills to become a better programmer. You'll get an overview of how various tools, such as version control and build management, help make your life easier. This book also discusses the pros and cons of other programming paradigms, such as aspect-oriented programming and functional programming, and helps to select the correct approach for your projects. It ends by talking about the philosophy behind designing software and what it means to be a "good" developer. By the end of this two-

part book, you will have learned that OOP is not always complex, and you will know how you can evolve into a better programmer by learning about ethics, teamwork, and documentation. What you will learnUntangle the complexity of object-oriented programming by breaking it down to its essential building blocksRealize the full potential of OOP to design efficient, maintainable programsUtilize coding best practices, including TDD, pair programming and code reviews, to improve your workUse tools, such as source control and IDEs, to work more efficientlyLearn how to most productively work with other developersBuild your own software development philosophyWho this book is for This book is ideal for programmers who want to understand the philosophy behind creating software and what it means to be “good” at designing software. Programmers who want to deconstruct the OOP paradigm and see how it can be reconstructed in a clear, straightforward way will also find this book useful. To understand the ideas expressed in this book, you must be an experienced programmer who wants to evolve their practice. Object-oriented techniques and languages have been proven to significantly increase engineering efficiency in software development. Many benefits are expected from their introduction into electronic modeling. Among them are better support for model reusability and flexibility, more efficient system modeling, and more possibilities in design space exploration and prototyping. Object-Oriented Modeling explores the latest techniques in object-oriented methods, formalisms and hardware description language extensions. The seven chapters comprising this book provide an overview of the latest object-oriented techniques for designing systems and hardware. Many examples are given in C++, VHDL and real-time programming languages. Object-Oriented Modeling describes further the use of object-oriented techniques in applications such as embedded systems, telecommunications and real-time systems, using the very latest techniques in object-oriented modeling. It is an essential guide to researchers, practitioners and students involved in software, hardware and system design. Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs. The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation

and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software-as all programmers should-must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." -Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

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