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This second edition is not an update but the result of a thorough reworking. Not a paragraph of the original version has been left untouched. (Hardly a single line, actually.) Countless new topics have been added, including a whole chapter on concurrency, distribution, client-server computing and Internet programming; another on persistence and databases; one on user interfaces; one on the software lifecycle; many design patterns and implementation techniques; an in-depth exploration of a methodological issue on which little is available in the literature, how to use inheritance well and avoid misusing it; discussions of many other topics of object-oriented methodology; an extensive presentation of the theory of abstract data types -- the mathematical basis for our subject, indispensable to a complete understanding of object technology yet seldom covered in detail by textbooks and tutorials; a presentation of O-O analysis; hundreds of new bibliographic and Web site references; the description of a complete object-oriented development environment (also included on the accompanying CD-ROM for the reader's enjoyment) and of the underlying concepts; and scores of new ideas, principles, caveats, explanations, figures, examples, comparisons, citations, classes, routines.

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