

<<深入浅出面向对象分析与设计>>

图书基本信息

书名：<<深入浅出面向对象分析与设计>>

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内容概要

Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner."

Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM

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书籍目录

Copyright Dedication how to use this book: Intro Who is this book for? We know what you're thinking. And we know what your brain is thinking. Metacognition: thinking about thinking Here's what WE did: Here's what YOU can do to bend your brain into submission Read Me The Technical Team Acknowledgements Chapter 1. well-designed apps rock: Great Software Begins Here Rock and roll is forever! Rick's shiny new application What's the FIRST thing you'd change? Great software is... more than just one thing Great software in 3 easy steps Focus on functionality first Test drive Looking for problems Analysis Apply basic OO principles Design once, design twice How easy is it to change your applications? Encapsulate what varies Delegation Great software at last(for now) OOA&D is about writing great software Bullet Points Chapter 2. gathering requirements: Give Them What They Want You've got a new programming gig Test drive Incorrect usage(sort of) What is a Requirement? Creating a requirements list Plan for things going wrong Alternate paths handle system problems One use case, three parts Check your requirements against your use cases Your system must work in the real world Getting to know the Happy Path OOA&D Toolbox Chapter 3. requirements change: I Love You, You're Perfect... Now Change Chapter 4. analysis: Taking Your Software into the Real World Chapter 5 (part 1). good design = flexible software: Nothing Ever Stays the Same Chapter 5 (part 2). good design = flexible software: Give Your Software a 30-minute Workout Chapter 6. solving really big problems "My Name is Art Vandelay...I am an Architect" Chapter 7. architecture Bringing Order to Chaos Chapter 8. design principles: Originality is Overrated Chapter 9. iterating and testing: The Software is Still for the Customer Chapter 10. the ooa&d lifecycle: Putting It All Together Appendix i. leftovers: The Top Ten Topics (we didn't cover) #1. IS-A and HAS-A #2. Use case formats #3. Anti patterns #4. CRC cards #5. Metrics #6. Sequence diagrams #7. State diagrams #8. Unit testing #9. Coding standards and readable code #10. Refactoring Appendix ii. welcome to objectville: Speaking the Language of OO

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编辑推荐

通过一连串的脑力开发，《深入浅出面向对象分析与设计》压缩了学习与获取复杂信息所需的时间。

可以预料，这将是一段充满乐趣的学习之旅。

相信在读完本书之时，你肯定能够写出伟大的软件。

本书荣获2007年第十七届Jolt技术类图书震撼大奖。

你是否早已对市面上那些只有在成为专家以后，读起来才有感觉的 OOA&D 书籍感到厌倦？

你可能早就听说过 OOA&D 书籍能帮助你写出伟大的软件——让老板高兴、客户满意的软件。

但如何办到呢？

《深入浅出面向对象分析和设计》将告诉你如何分析、设计以及撰写真正面向对象的软件：容易重用、好维护、可扩展的软件；不再使你心碎的软件；让你增添新功能而不会破坏旧机制的软件。在本书中，你将学到：

- 使用诸如封装（encapsulation）与委派（delegation）的 OO 原则建立灵活的应用程序。

- 使用开闭原则（Open-Closed Principle）与单一责任原则（Single-Responsibility Principle）提升程序的重利用性。

- 学习如何将 OO 原则、设计模式及各种开发方法，通通整合到 OOA&D 项目的生命周期里。

- 运用 UML、用例及用例图来确保所有利害关系人都能清楚地进行沟通，协助你交付正确的软件，达到每个人的要求。

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