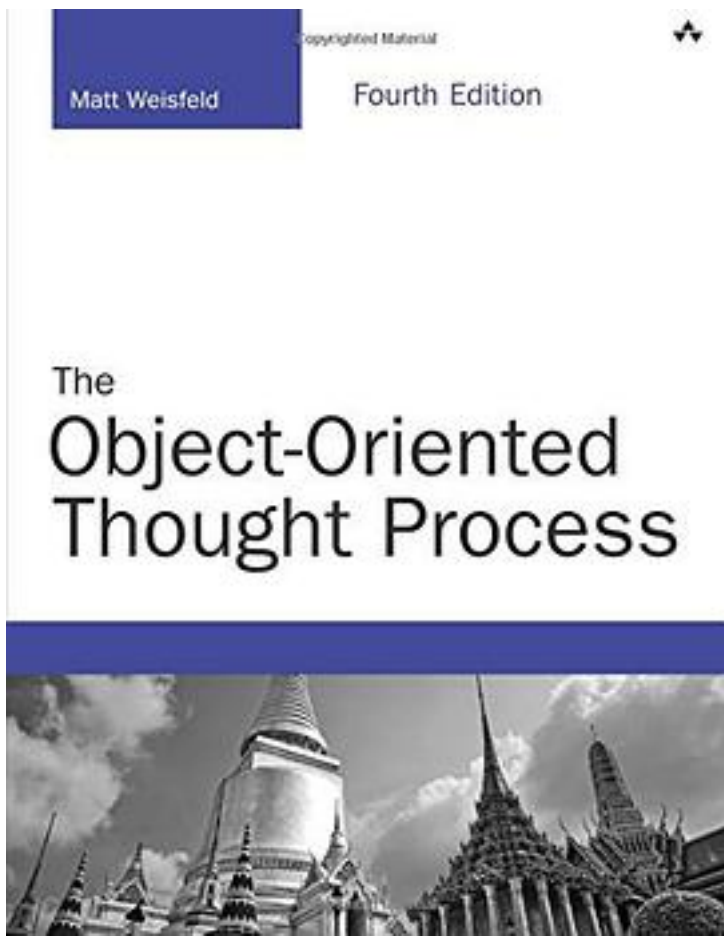


The Object-Oriented Thought Process



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The Object-Oriented Thought Process, Fourth Edition 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#, Visual Basic .NET, Ruby, and Objective-C. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse-but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language (such as Objective-C, VB .NET, C++, C# .NET, or Java) or a modeling language (such as UML), and instead first take the time to learn what author Matt Weisfeld calls "the object-oriented thought process." Written by a developer for developers who want to make the leap to object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant-no matter what the platform. This revised edition focuses on interoperability across programming technologies, whether you are using objects in traditional application design, in XML-based data transactions, in web page development, in mobile apps, or in any modern programming environment. "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 Contents at a Glance 1 Introduction to Object-Oriented Concepts 2 How to Think in Terms of Objects 3 Advanced Object-Oriented Concepts 4 The Anatomy of a Class 5 Class Design Guidelines 6 Designing with Objects 7 Mastering Inheritance and Composition 8 Frameworks and Reuse: Designing with Interfaces and Abstract Classes 9 Building Objects and Object-Oriented Design 10 Creating Object Models 11 Objects and Portable Data: XML and JSON 12 Persistent Objects: Serialization, Marshaling, and Relational Databases 13 Objects in Web Services, Mobile Apps, and Hybrids 14 Objects and Client/Server Applications 15 Design Patterns

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标签

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评论

部分代码写的不对……也是醉了 但是书是好书 非常同意作者的观点
在学一门OOP语言之前应该先学习OOP的哲学

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书评

这本书是我在Kindle上看的第一本书～～，买了Kindle后将上个世纪出版的一些OO著作都download下来了，准备好好补充一下OO的基础知识。刚看完OO启思录，然后看这本比较薄，然后就开始看这本。现在还没看完，不过有些话想说说。
这本书名为面向对象的思考过程，作者是提出了很多...

我看的是英文版，这是我在英文版下的评论，在这儿再复制一下～～
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你正准备学一门面向对象的编程语言？ 等等... 你知道什么是面向对象吗？ 听说过？ ...
那你知道面向对象有三个基本要素吗？ 不清楚？ ... 那赶紧读一读这本书吧！ ...
它如此的简单易读，却让你建立起最基本但最准确的面向对象的思想.. 强烈推荐！！ ...

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