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Now updated to reflect the innovations of Java 5.0, Cay Horstmann's Object-Oriented Design & Patterns, 2nd Edition continues to offer a student-oriented guide to object-oriented design. Drawing from his extensive experience as a programmer and teacher, Horstmann helps you appreciate the value of object-oriented design principles, and gives you a context for applying these principles and techniques in your own designs.

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own designs.

Object-Oriented Design and Patterns / Edition 2 by Cay S ...

Making Object-Oriented Design Accessible This book is an introduction to object-oriented design and design patterns at an elementary level. It is intended for students with at least one semester of programming in an object-oriented language such as Java or C++. I wrote this book to solve a common problem. When students first learn an

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Cay Horstmann's Object-Oriented Design & Patterns, 2nd Edition:

- * Integrates the use of Java 5.0 constructs throughout, including generics and the `java.util.concurrent` library.
- * Presents high-interest examples, including ones from the Java 5.0 library and user-interface programming.
- * Uses concepts such as interfaces, inner classes, reflection, and multithreading to introduce advanced Java language concepts.

Object-Oriented Design & Patterns by Cay S. Horstmann

5.0 out of 5 stars Object-Oriented Design and Patterns by Cay Horstmann Reviewed in the United States on October 1, 2004 Reviewer: Dr. Alexander Yakhnis, ayakhnis@brockport.edu

Object Oriented Design and Patterns: Horstmann, Cay S ...

Dr. Horstmann's Practical Object-Oriented Development in C++ and Java is the newer edition of this book, but his coverage of C++ under the hood is superior in Mastering OO Design in C++, probably because the later edition is more of a comparison of the features of both languages, as well as the resultant space limitations.

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Cay S. Horstmann. Chapter 2. The Object-Oriented Design Process. Chapter Topics. From Problem to Code. The Object and Class Concepts. Identifying Classes. Identifying Responsibilities. Relationships Between Classes.

Horstmann Chapter 2

Suitable for both introductory and advanced OO design courses. Covers object-oriented design, design patterns, UML, frameworks. Contains a crash course into Java for readers who are familiar with C++. Describes features of other OO languages (C++, JavaScript) Requires no prior knowledge of data structures.

OO Design & Patterns 2nd ed. - Cay Horstmann's Home Page

OO Design & Patterns; Practical Object-Oriented Development with C++ and Java; Mastering Object-Oriented Design in C++; Mastering C++; Software. CodeCheck is a convention-over-configuration autograder for Java, Scala, Python and C/C++. The GridWorld framework was used in the AP CS course as a case study from 2008 until 2013.

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Object-Oriented Design & Patterns Cay S. Horstmann Chapter 1 A Crash Course in Java Chapter Topics. Hello, World in Java; Documentation Comments ; Primitive Types

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Mastering Object-Oriented Design in C++: Horstmann, Cay S

...

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Chapter 4 ... Depends on object to which anIcon reference points, e.g. showMessageDialog(..., new MarsIcon(50))
Polymorphism: Select different methods according to actual object type; Benefits of Polymorphism Loose coupling

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Chapter 9 Concurrent Programming Chapter Topics.
Executing Tasks; Thread Synchronization; Animations;
Threads Thread: program unit that is executed independently;
Multiple threads run simultaneously; Virtual machine executes each thread on separate processor if available

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I use the word "another" in this review's title, because many years ago I had the misfortune of reading another failure of a book by Cay: Java Concepts. Both books do a horrible job at explaining object oriented programming. If you want to actually learn design patterns, go with Head First Design Patterns.

Amazon.com: Customer reviews: Object-Oriented Design and

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Cay Horstmann's Object-Oriented Design & Patterns, 2nd Edition: Integrates the use of Java 5.0 constructs throughout, including generics and the java.util.concurrent library. Presents high-interest examples, including ones from the Java 5.0 library and user-interface programming.

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Chapter 3 The Object-Oriented Design Process Chapter Topics. An overview of the Date classes in the Java library ; Designing a Day class; Three implementations of the Day class; The importance of encapsulation ; Analyzing the quality of an interface ; Programming by contract ; Unit testing

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