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# Object Oriented Software Development Using Java (2nd Edition)



## Synopsis

This book teaches readers how to write well-designed object-oriented programs. Added to learning to write well-designed, medium-sized object-oriented programs are new topics such as testing, the iterative software development process, UML, and the enterprise features of Java. Topics of interest for both academia and industry professionals are both discussed throughout the text. For software practitioners interested in gaining the skills needed to create object-oriented programs. @ISBN = 0-201-73733-7@MAINCAT = Object Technologies@SUBCAT = Object Oriented Programming@DATALINE1 = 2003, 550 pages, 7 3/8 x 9 1/8@DATALINE2 = Hardcover, \$52.00k

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## Customer Reviews

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I had to buy this book for my object-oriented class. Surprisingly, there are some mistakes mistakes in the book, but nothing that will distract the reader or be of any great impact. Overall, I heavily

encourage people to give this book a shot! It provides many examples to illustrate the concepts explained. And what I love about this book is that the author does not confine himself to a specific format -- he presents the content as it is easiest to explain and understand! This book really got me to think why there exists several abstraction and concepts for creating code, and it gave me an insight of how massive projects require these tools. That is to write code that is highly versatile, efficient, sophisticated and expandable. I recommend this book to people that want to investigate the purpose of object-oriented programming and the reason why it is useful in today's industry. Or simply for fun!

GREAT

It was a good book with many wear that is overlooked by the great price! It arrived fairly quickly too. I would definitely recommend the seller.

A friend of mine had this as text book for his beginning java course. I bought this book and its packed full of good tutorials. I recommend this to someone who is new to java.

This book is one of the books i liked most. It is written in a way that covers every single detail from A to Z.

I have read the first 4 chapters of this book and it is poorly written! I am not a newbie to Java (this book states that you should have previous knowledge of Java) but yet the presentation style of the material is confusing! It is a required text for a graduate level class in Java - i will come back and complete my review once i have finished reading the book.\*\*\*\*\*Update....uggghhhhhhhhh!!!!Finished the book and no change in opinion..... in addition book binding is atrocious!!... its is falling apart after 4 months of careful useOk Ok - its not all that bad - sections on design patterns are ok. But overall just a below average book!

This book is fairly fast-paced and assumes a bit of prior knowledge around the Java platform. Having said that, anyone who's gone beyond the Hello World examples should be able to follow - some prior UML knowledge would be advantageous. (For a real beginners' introduction to Java, consider Bruce Eckel's Thinking in Java).The beauty of this book is the subtle and powerful

introduction of design patterns and refactorings - by building and enhancing the sample programs, the author gently leads us from one OOP technique to the next. In this manner the reader is introduced to a set of basic (but highly useful) patterns, in context, with their reason for being, purpose, value clearly shown. The text is clear and the examples are well chosen so that each new pattern will become obvious by the time it is introduced.

I had this book for graduate class. I referred to a couple of times to look at design patterns. It just doesn't cut it for explaining in a practical manner structures of the patterns. It has a lot basic java, loops/decision structure, as REVIEW. I think that stuff is in there just to pad the book. The book is not geared toward a beginners in java so why even put decisions and loops in there? It supposed to be an OO book. Unless it's required AND the instructor assigns things from the book, skip it. I ended up buying Head First Design patterns. That's much better for patterns

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