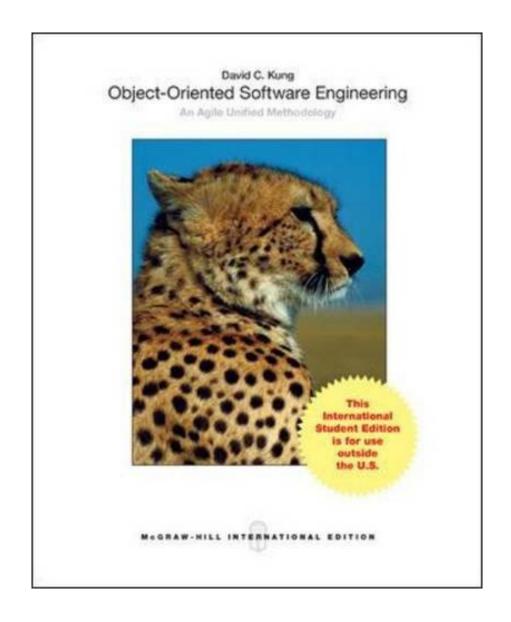


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About the Author

David Kung is a Full Professor in the Department of Computer Science and Engineering at the University of Texas at Arlington. He is also the Director of the Software Engineering Program and the Software Engineering Research Center. He received his BS in Mathematics from Beijing University, and his MS and PhD in Computer Science from the Norwegian Institute of Technology (now Norwegian University of Science and Technology), Trondheim, Norway. His research area is Software Engineering. His research interests include methodologies for agile as well as plan-driven development, object-oriented software testing, and software security. His research is supported by many companies and funding agencies.

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Presents a step-by-step methodology that integrates modeling and design, UML, patterns, test-driven development, quality assurance, configuration management, and agile principles throughout the life cycle. This book provides stimulating exercises that go far beyond the type of question that can be answered by simply copying portions of the text.

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A truly great book for anyone who wants to learn

By loklok104

I really like this book. It has informative content and example for me to create a software system report to submit to my boss. I really glad that I found this book. I have listed each part below along with the chapters found in each one.

Part 1 Introduction and System Engineering

Chapter 1 Introduction

Chapter 2 Software Process and Methodology

Chapter 3 System Engineering

Part 2 Analysis and Architectural Design

Chapter 4 Software Requirements Elicitation

Chapter 5 Domain Modeling

Chapter 6 Architectural Design

Part 3 Modeling and Design of Interactive Systems

Chapter 7 Deriving Use Cases from Requirements

Chapter 8 Actor-System Interaction Modeling

Chapter 9 Object Interaction Modeling

Chapter 10 Applying Responsibility-Assignment Patterns

Chapter 11 Deriving a Design Class Diagram

Chapter 12 User Interface Design

Part 4 Modeling and Design of Other Types of Systems

Chapter 13 Object State Modeling for Event-Driven Systems

Chapter 14 Activity Modeling for Transformational Systems

Chapter 15 Modeling and Design of Rule-Based Systems

Part 5 Applying Situation-Specific Patterns

Chapter 16 Applying Patterns to Design a State Diagram Editor

Chapter 17 Applying Patterns to Design a Persistence Framework

Part 6 Implementation and Quality Assurance

Chapter 18 Implementation Considerations

Chapter 19 Software Quality Assurance

Chapter 20 Software Testing

Part 7 Maintenance and Configuration Management

Chapter 21 Software Maintenance

Chapter 22 Software Configuration Management

Part 8 Project Management and Software Security

Chapter 23 Software Project Management

Chapter 24 Software Security

Appendices

A Personal Software Process: Estimation, Planning, and Quality Assurance

B Java Technologies

C Software Tools

D Project Descriptions

1 of 1 people found the following review helpful.

A great book for learning and practicing OOSE

By Kuang-Nan Chang

This is the best OO software engineering book that I have read so far. I have been using Professor Kung's teaching materials to teach all my four software engineering courses for many years. Since they are easy to understand, my students have learned and followed many software engineering principles and methods covered in the materials to implement various projects in the courses. The courses have been evaluated four of the best courses in the department. I am so glad that, after many years, Dr. Kung has finally decided to publish this book along with the materials.

The book covers very practical and useful methods that are needed for software development. Different modeling methods are introduced in detail for developing different software systems (chapters 7 to 15). There are many great new features about the book. One of them is at the end of each chapter the author covers useful tools and methods for system modeling based on his substantial experiences in industry. Students should have no problem to pick up the tools and methods that have been used in industry immediately after graduation. Another great feature is the author uses simple but practical examples to explain how to use the methods covered in the book. For instance, a lot of examples are used to illustrate how to test OO systems (chapters 19 to 20), and how to apply design patterns (chapters 16 to 17) to save efforts in system design.

Because there are so many great features and topics in the book, I will recommend instructors to cover them in two or three semesters (courses). After learning the topics, students should become a well-trained software engineer.

2 of 3 people found the following review helpful.

A better subtitle would be 'A Long Winded Agile Unified Mythology'.

By Scott H.

I'm all for agile processes but much of the research that is cited is garbage. One study cited and reprinted in the book reported a p-value of .48 :(. I don't know too many field where .48 margin-of error passes as reliable evidence. Most studies cited were questionably designed, used too few subjects to be reliable, yet the author uses them as premises and then builds arguments on them that are presented as fact. If you are a professor please read this book before assigning it to your class.

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