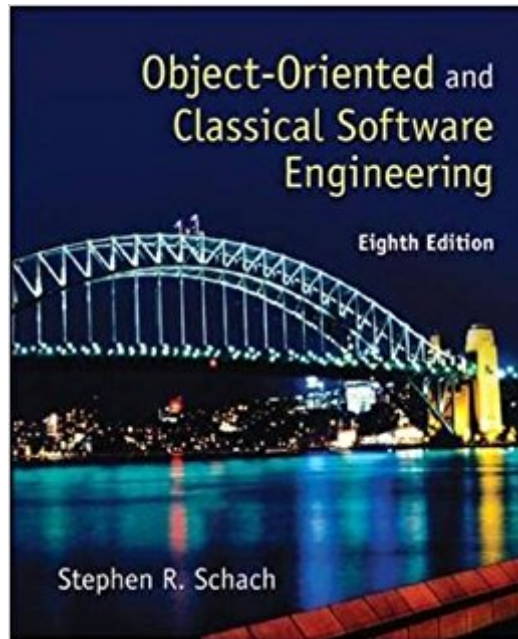




**Ebook Directory**  
the best source of ebook

The book was found

# Object-Oriented And Classical Software Engineering



## Synopsis

Building on seven strong editions, the eighth edition maintains the organization and approach for which Object-Oriented and Classical Software Engineering is known while making significant improvements and additions to content as well as problems and projects. The revisions for the eighth edition make the text easier to use in a one-semester course. Integrating case studies to show the object oriented approach to software engineering, Object-Oriented and Classical Software Engineering, 8/e presents an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. While maintaining a unique organization with Part I covering underlying software engineering theory, and Part II presenting the more practical life cycle, the eighth edition includes significant revision to problems, new content, as well as a new chapter to enable instructors to better-utilize the book in a one-semester course. Complementing this well-balanced approach is the straightforward, student-friendly writing style, through which difficult concepts are presented in a clear, understandable manner.

## Book Information

Hardcover: 688 pages

Publisher: McGraw-Hill Education; 8 edition (July 19, 2010)

Language: English

ISBN-10: 0073376183

ISBN-13: 978-0073376189

Product Dimensions: 7.5 x 1.3 x 9.4 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: 3.7 out of 5 stars 29 customer reviews

Best Sellers Rank: #66,941 in Books (See Top 100 in Books) #5 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > UML](#) #32 in [Books > Textbooks > Computer Science > Object-Oriented Software Design](#) #69 in [Books > Textbooks > Computer Science > Software Design & Engineering](#)

## Customer Reviews

If you'd like, I can just plug my ears. Seriously, this book is so AWFUL, I can barely read it. Nothing is well explained. There are diagrams right in the middle of a flow of text (not in the good way). Let's start with the explanations, they throw 'terms' at you, like 'flow diagram' then barely explain how to draw one, or what the symbols mean. Then have problems asking for answers which are based on their vague explanations. Later they put those symbols in the middle of the text. Right where you

can't read the text as easily. Not as a help, but as additional material. I am seriously considering contacting the chair of the department, asking this book not be used again. The internet is likely better resource.

Honestly this a decent resource. But then again so is the internet which has everything this textbook does and is also a lot cheaper. Cautionary tale for those renting this via kindle, they consider a semester to be 2 months so if you are expecting to be able to rent the textbook for the entire semester you better be ready to shell out an extra \$30 or so on top of the listed price. In other words just go buy a used copy for the same price.

As expected.

I got this book for my Software Engineering class, and have to say it is an easy read, and provides an in depth study on each topic introduced. It is hardcover (which is always a plus for me, I am not a big fan of paperback) and is not too large, where it is a pain to lug it around. The book is in color, which is nice for the many illustrations and diagrams presented in the text. In the end it is an easy read and has an in depth analysis on all the topics. While I got this for a class, I highly enjoyed it and plan to keep it for future reference.

My husband purchased this for his studies when he was earning his MBA. He had wonderful grades and he now is an MBA. I'll say it works.

Barely used it, really does a poor job covering UML.

The book is very high detailed information about the different ways to manage software engineering projects. Some concepts were very confusing but overall good book.

The book is needed in one of my classes. So I had to get it. The best part is that its stories and other explanation are easy to understand.

[Download to continue reading...](#)

Object-Oriented and Classical Software Engineering  
Software Engineering: The Current Practice  
(Chapman & Hall/CRC Innovations in Software Engineering and Software Development Series)  
Object-Oriented Software Engineering: An Agile Unified Methodology (Irwin Computer Science)

Design Patterns: Elements of Reusable Object-Oriented Software Object Oriented Software Development Using Java (2nd Edition) Object Lessons for a Year: 52 Talks for the Children's Sermon Time (Object Lesson Series) Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition) C++ and Object-Oriented Numeric Computing for Scientists and Engineers Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and Simulations (2nd Edition) Systems Analysis and Design: An Object-Oriented Approach with UML An Object-Oriented Approach to Programming Logic and Design Object-Oriented Modeling and Design with UML (2nd Edition) Head First Object-Oriented Analysis and Design Tools For Structured and Object-Oriented Design (7th Edition) Object-Oriented Analysis and Design with Applications (3rd Edition) Object Oriented Systems Analysis and Design Object-Oriented Design and Patterns Object-Oriented Analysis and Design with the Unified Process (Available Titles CengageNOW) The Object-Oriented Thought Process (4th Edition) (Developer's Library) Java Methods: An Introduction to Object Oriented Programming

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)