

Object Thinking David West

Provides information on analyzing, designing, and writing object-oriented software. It has been claimed that the natural sciences have abstracted for themselves a 'material world' set apart from human concerns, and social sciences, in their turn, constructed 'a world of actors devoid of things'. While a subject such as archaeology, by its very nature, takes objects into account, other disciplines, such as psychology, emphasize internal mental structures and other non-material issues. This book brings together a team of contributors from across the social sciences who have been taking 'things' more seriously to examine how people relate to objects. The contributors focus on every day objects and how these objects enter into our activities over the course of time. Using a combination of different theoretical approaches, including actor network theory, ecological psychology, cognitive linguistics and science and technology studies, the book argues against the standard notion of objects and their properties as inert and meaningless and argues for the need to understand the relations between people and objects in terms of process and change.

The practice of building software is a “new kid on the block” technology. Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software builders are relative “newbies.” In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with those facts—and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short lifespan of the software field, all too many of them have been forgotten. While reading *Facts and Fallacies of Software Engineering*, you may experience moments of “Oh, yes, I had forgotten that,” alongside some “Is that really true?” thoughts. The author of this book doesn't shy away from controversy. In fact, each of the facts and fallacies is accompanied by a discussion of whatever controversy envelops it. You may find yourself agreeing with a lot of the facts and fallacies, yet emotionally disturbed by a few of them! Whether you agree or disagree, you will learn why the author has been called “the premier curmudgeon of software practice.” These facts and fallacies are fundamental to the software building field—forget or neglect them at your peril!

Do you have a real relationship with God, or do you just have a religion? Do you know God, or do you just know about God? In *How Big Is Your God?* Paul Coutinho, SJ, challenges us to grow stronger and deeper in our faith and in our relationship with God—a God whose love knows no bounds. To help us on our way, Coutinho introduces us to people in various world religions—from Hindu friends to Buddhist teachers to St. Ignatius of Loyola—who have shaped his spiritual life and made possible his deep, personal relationship with God.

“Atkinson and Jewell invite each of us to reimagine one’s connection to the land while cultivating nature close to home. A must-read for anyone searching for inspired solutions for designing or refining a garden.” —Emily Murphy, founder of Pass the Pistil
From windswept deserts to misty seaside hills and verdant valleys, the natural landscapes of the American West offer an astounding variety of climates for gardens. *Under Western Skies* reveals thirty-six of the most innovative designs—all embracing and celebrating the very soul of the land on which they grow. For the gardeners

featured here, nature is the ultimate inspiration rather than something to be dominated, and *Under Western Skies* shows the strong connection each garden has with its place. Packed with Atkinson's stunning photographs and illuminated by Jewell's deep interest in the relationships between people and the spaces they inhabit, *Under Western Skies* offers page after page of encouraging ingenuity and inventive design for passionate gardeners who call the West home.

One of the most important texts of modern times, Herbert Marcuse's analysis and image of a one-dimensional man in a one-dimensional society has shaped many young radicals' way of seeing and experiencing life. Published in 1964, it fast became an ideological bible for the emergent New Left. As Douglas Kellner notes in his introduction, Marcuse's greatest work was a 'damning indictment of contemporary Western societies, capitalist and communist.' Yet it also expressed the hopes of a radical philosopher that human freedom and happiness could be greatly expanded beyond the regimented thought and behaviour prevalent in established society. For those who held the reigns of power Marcuse's call to arms threatened civilization to its very core. For many others however, it represented a freedom hitherto unimaginable. Acclaimed Canadian poet Steven Price has conjured a stunning debut novel that explores what we ask from each other, and how much we are prepared to give. Set in the city of Victoria, British Columbia, *Into That Darkness* opens at the moment when a massive earthquake hits the entire west coast with devastating results. Amid the destruction of the city, survivors are left to negotiate a calamity in which bonds of civility are pushed to their limits and often broken. When Arthur Lear hears a voice crying in the rubble, he finds himself descending deep under a collapsed building in a desperate attempt to save a young boy and his mother. But what he discovers there will change him forever — as circumstances lead him across the city's broken landscape, through the chaos of its hospitals and streets, in a harrowing search for the mother's lost daughter. Over the days that follow, Lear's very sense of humanness will be tested and compromised, as he faces the limits of himself and his fellow survivors, in his long journey home. A novel for our age of anxiety and fear, Steven Price delivers a powerful story about the physical manifestation of the darker things lurking in our culture, in ourselves.

Success, in both business and IT, is increasingly dependent on design thinking. This book provides an understanding of design, how "artistic" design can, and must complement, engineering design if contemporary design challenges are to be met. This book provides both a conceptual foundation and concrete practices; allowing any organization and any project or product to fully utilize the benefits of great design.

Object Thinking Pearson Education

In this new accessible philosophy of friendship, Mark Vernon links the resources of the philosophical tradition with numerous illustrations from modern culture to ask what friendship is, how it relates to sex, work, politics and spirituality. Unusually, he argues that Plato and Nietzsche, as much as Aristotle and Aelred, should be put centre stage. Their penetrating and occasionally tough insights are invaluable if friendship is to be a full, not merely sentimental, way of life for today. TL;DR This book summarizes my experience of blogging for two and a half years and growing from zero to 60,000 unique visitors a month at www.yegor256.com;

all dirty secrets revealed.

In this book, I attempt to lay the axiomatic foundations of metaphysics by developing and applying a (formal) theory of abstract objects. The cornerstones include a principle which presents precise conditions under which there are abstract objects and a principle which says when apparently distinct such objects are in fact identical. The principles are constructed out of a basic set of primitive notions, which are identified at the end of the Introduction, just before the theorizing begins. The main reason for producing a theory which defines a logical space of abstract objects is that it may have a great deal of explanatory power. It is hoped that the data explained by means of the theory will be of interest to pure and applied metaphysicians, logicians and linguists, and pure and applied epistemologists. The ideas upon which the theory is based are not essentially new. They can be traced back to Alexius Meinong and his student, Ernst Mally, the two most influential members of a school of philosophers and psychologists working in Graz in the early part of the twentieth century. They investigated psychological, abstract and non-existent objects - a realm of objects which weren't being taken seriously by Anglo-American philosophers in the Russell tradition. I first took the views of Meinong and Mally seriously in a course on metaphysics taught by Terence Parsons at the University of Massachusetts/Amherst in the Fall of 1978. Parsons had developed an axiomatic version of Meinong's naive theory of objects.

Cyberspace is all around us. We depend on it for everything we do. We have reengineered our business, governance, and social relations around a planetary network unlike any before it. But there are dangers looming, and malign forces are threatening to transform this extraordinary domain. In *Black Code*, Ronald J. Deibert, a leading expert on digital technology, security, and human rights, lifts the lid on cyberspace and shows what's at stake for Internet users and citizens. As cyberspace develops in unprecedented ways, powerful agents are scrambling for control. Predatory cyber criminal gangs such as Koobface have made social media their stalking ground. The discovery of Stuxnet, a computer worm reportedly developed by Israel and the United States and aimed at Iran's nuclear facilities, showed that state cyberwar is now a very real possibility. Governments and corporations are in collusion and are setting the rules of the road behind closed doors. This is not the way it was supposed to be. The Internet's original promise of a global commons of shared knowledge and communications is now under threat. Drawing on the first-hand experiences of one of the most important protagonists in the battle — the Citizen Lab and its global network of frontline researchers, who have spent more than a decade cracking cyber espionage rings and uncovering attacks on citizens and NGOs worldwide — *Black Code* takes readers on a fascinating journey into the battle for cyberspace. Thought-provoking, compelling, and sometimes frightening, it is a wakeup call to citizens who have come to take the Internet for granted. Cyberspace is ours, it is what we make of it, Deibert argues, and we need to act now before it slips through our

grasp.

This heartbreaking and haunting novel takes a timeless tragedy and hurls it into present-day Afghanistan, when a woman asks for the return of her brother's body in the midst of a war. Following a desperate night-long battle, a group of beleaguered soldiers in an isolated base in Kandahar are faced with a lone woman demanding the return of her brother's body. Is she a spy, a black widow, a lunatic, or is she what she claims to be: a grieving young sister intent on burying her brother according to local rites? Single-minded in her mission, she refuses to move from her spot on the field in full view of every soldier in the stark outpost. Her presence quickly proves dangerous as the camp's tense, claustrophobic atmosphere comes to a boil when the men begin arguing about what to do next. Taking its cues from the Antigone myth, Roy-Bhattacharya brilliantly recreates the chaos, intensity, and immediacy of battle, and conveys the inevitable repercussions felt by the soldiers, their families, and by one sister. The result is a gripping tour through the reality of this very contemporary conflict, and our most powerful expression to date of the nature and futility of war.

It was a catastrophe without precedent in recorded history: for months on end, starting in A.D. 535, a strange, dusky haze robbed much of the earth of normal sunlight. Crops failed in Asia and the Middle East as global weather patterns radically altered. Bubonic plague, exploding out of Africa, wiped out entire populations in Europe. Flood and drought brought ancient cultures to the brink of collapse. In a matter of decades, the old order died and a new world—essentially the modern world as we know it today—began to emerge. In this fascinating, groundbreaking, totally accessible book, archaeological journalist David Keys dramatically reconstructs the global chain of revolutions that began in the catastrophe of A.D. 535, then offers a definitive explanation of how and why this cataclysm occurred on that momentous day centuries ago. The Roman Empire, the greatest power in Europe and the Middle East for centuries, lost half its territory in the century following the catastrophe. During the exact same period, the ancient southern Chinese state, weakened by economic turmoil, succumbed to invaders from the north, and a single unified China was born. Meanwhile, as restless tribes swept down from the central Asian steppes, a new religion known as Islam spread through the Middle East. As Keys demonstrates with compelling originality and authoritative research, these were not isolated upheavals but linked events arising from the same cause and rippling around the world like an enormous tidal wave. Keys's narrative circles the globe as he identifies the eerie fallout from the months of darkness: unprecedented drought in Central America, a strange yellow dust drifting like snow over eastern Asia, prolonged famine, and the hideous pandemic of the bubonic plague. With a superb command of ancient literatures and historical records, Keys makes hitherto unrecognized connections between the "wasteland" that overspread the British countryside and the fall of the great pyramid-building Teotihuacan civilization in Mexico, between a little-known "Jewish empire" in Eastern Europe and the rise of the Japanese nation-

state, between storms in France and pestilence in Ireland. In the book's final chapters, Keys delves into the mystery at the heart of this global catastrophe: Why did it happen? The answer, at once surprising and definitive, holds chilling implications for our own precarious geopolitical future. Wide-ranging in its scholarship, written with flair and passion, filled with original insights, Catastrophe is a superb synthesis of history, science, and cultural interpretation.

Sleeping Funny is that rare book--a debut that introduces us to a fully mature writer, one who instantly draws you in with her lean style, empathy and wit, and keeps you reading, with growing admiration and delight, from first page to last. These stories showcase Miranda Hill's astonishing range and virtuosity, introducing us to a protean variety of characters, each as well-realized as the next. Here is a writer who can seamlessly inhabit the consciousness of a sixteen-year-old navigating an embarrassing sex-ed class, a middle-aged minister experiencing a devastating crisis of faith in a 19th century rural village, a pilot's widow coping with her grief by growing an unusual "victory garden" during World War II, and well-heeled modern professional women juggling jobs, kids, and husbands, and trying to cope with the arrival of a beautiful bohemian neighbour, on a gentrified street in downtown Toronto. The qualities that unite these remarkable stories are a pervasive sense of mystery and magic, a wonderful wit and sophistication, and most surprisingly, the slight disorientation implied by the title: In Miranda Hill's beguiling universe, the "real world" is recognizable and slightly askew, as if you were experiencing one of those strange dreams where you think you are awake--or as if you've been "sleeping funny" and are on the cusp of waking into the everyday world you thought you knew.

'When apple-picking season ended, I got a Job in a packing plant and gravitated towards short stories, which I could read during my break and reflect upon for the remainder of my shift. A good one would take me out of myself and then stuff me back in, outsized, now, and uneasy with the fit . . . Once, before leaving on vacation, I copied an entire page from an Alice Munro story and left it in my typewriter, hoping a burglar might come upon it and mistake her words for my own. That an intruder would spend his valuable time reading, that he might be impressed by the description of a crooked face, was something I did not question, as I believed, and still do, that stories can save you'.

In this new book, intended as a language companion to the classic Design Patterns , noted Smalltalk and design patterns experts implement the 23 design patterns using Smalltalk code. This approach has produced a language-specific companion that tailors the topic of design patterns to the Smalltalk programmer. The authors have worked closely with the authors of Design Patterns to ensure that this companion volume meets the same quality standards that made the original a bestseller and indispensable resource. The full source code will be available on the AWL web site.

Investigating the discovery of an extraordinary map of China in Oxford's Bodleian Library that was delivered in 1659 by Mr. Selden, the author travels halfway

around the world to reveal unexpected historical connections that offer insight into the power and meaning a single map can hold.

TL;DR It's a semi-autobiographical fiction book about a software architect who is involved in programming, debugging, releasing, testing, organizing, team work, and management issues.

FINALIST FOR THE PULITZER PRIZE • NATIONAL BESTSELLER • A bewitching story collection from a writer hailed as “the most darkly playful voice in American fiction” (Michael Chabon) and “a national treasure” (Neil Gaiman). NAMED ONE OF THE BEST BOOKS OF THE YEAR BY BookPage • BuzzFeed • Chicago Tribune • Kirkus Reviews • NPR • San Francisco Chronicle • Slate • Time • Toronto Star • The Washington Post She has been hailed by Michael Chabon as “the most darkly playful voice in American fiction” and by Neil Gaiman as “a national treasure.” Now Kelly Link’s eagerly awaited new collection—her first for adult readers in a decade—proves indelibly that this bewitchingly original writer is among the finest we have. Link has won an ardent following for her ability, with each new short story, to take readers deeply into an unforgettable, brilliantly constructed fictional universe. The nine exquisite examples in this collection show her in full command of her formidable powers. In “The Summer People,” a young girl in rural North Carolina serves as uneasy caretaker to the mysterious, never-quite-glimpsed visitors who inhabit the cottage behind her house. In “I Can See Right Through You,” a middle-aged movie star makes a disturbing trip to the Florida swamp where his former on- and off-screen love interest is shooting a ghost-hunting reality show. In “The New Boyfriend,” a suburban slumber party takes an unusual turn, and a teenage friendship is tested, when the spoiled birthday girl opens her big present: a life-size animated doll. Hurricanes, astronauts, evil twins, bootleggers, Ouija boards, iguanas, The Wizard of Oz, superheroes, the Pyramids . . . These are just some of the talismans of an imagination as capacious and as full of wonder as that of any writer today. But as fantastical as these stories can be, they are always grounded by sly humor and an innate generosity of feeling for the frailty—and the hidden strengths—of human beings. In *Get in Trouble*, this one-of-a-kind talent expands the boundaries of what short fiction can do. Praise for *Get in Trouble*

“Ridiculously brilliant . . . These stories make you laugh while staring into the void.”—The Boston Globe “When it comes to literary magic, Link is the real deal: clever, surprising, affecting, fluid and funny.”—San Francisco Chronicle

In *OBJECT THINKING*, esteemed object technologist David West contends that the mindset makes the programmer—not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization—on thinking—rather than formal process and methods. Both provocative and pragmatic, this book gives form to what’s primarily been an oral tradition among the field’s revolutionary thinkers—and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an

in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice. "Naked Objects is the embodiment of the Agile movement: lean, elegant, user-focused, and with testing built right in. Reduce a problem to its bare essentials, code it up with no extra fluff, then ship it out. Naked Objects brings programming back to its real purpose: expressing and solving business problems." Dave Thomas, co-author, *The Agile Manifesto* and *The Pragmatic Programmer* "I believe that this could be a landmark book. Naked Objects may well herald the next major evolution in the way systems are presented to end users, and how they're developed. Naked Objects adds near-instant prototyping to the business modeller's toolbox." Oliver Sims, co-author, *Business Component Factory* "A well-written description of a radical new approach to OO programming." James W Cooper, IBM T J Watson Research Center "Naked Objects is a bold approach. If you want to push the envelope and let end-users access their business objects without cluttered interfaces, read this book." Rebecca Wirfs-Brock, co-author, *Object Design* An object should completely model the behaviour of that which it represents. This principle of 'behaviourally complete' objects is the driving force behind this book. Naked Objects is a Java-based open source framework that exposes behaviourally complete business objects such as Customer, Product and Order, directly to the user - without the need for scripts, controllers or even dialog boxes in between. The resulting systems are empowering for the user and immensely agile. With Naked Objects the user presentation is generated automatically from the business object definitions, so you need never write another line of code for a user interface again! This book, written for business object modellers and Java developers, includes: an introduction to designing systems from naked objects a tutorial on programming with the Naked Objects framework a lightweight methodology case studies on business applications An excellent eye-opener that brings research to K-12 mathematics teachers in an easy-to-use, readable format. Features 29 research articles from the *Journal for Research in Mathematics Education* rewritten specifically to reach the teacher audience.

The story of a young man's outrageous adventures in China and his search for identity in the most unexpected of places. Mitch Moxley came to Beijing in the spring of 2007 to take a job as a writer and editor for *China Daily*, the country's only English-language national newspaper. The Chinese economy was booming, the Olympics were on the horizon, and Beijing was being transformed into a world-class city overnight. Moxley planned to stay only through the Olympics and then head back to Canada. But that was six years ago. In that time, Moxley fed a goat to a lion, watched a lingerie-wearing bear ride a bicycle, and crisscrossed the country writing stories. He also appeared as one of *Cosmopolitan's* one hundred most eligible

bachelors in China, acted in a state-funded Chinese movie, and was paid to pose as a fake businessman. During Moxley's journey of self-exploration, his comic adventures and misadventures in China gave way to the creation of his alter ego—Mi Gao, or Tall Rice. A funny and honest look at expat life, *Apologies to My Censor* also depicts the ways a country can touch and inspire you.

Finalist for the 2016 Man Booker Prize Winner of the 2016 Paris Review Plimpton Prize for Fiction A magnificent and ambitiously conceived portrait of contemporary life, by a genius of realism *Nine men*. Each of them at a different stage in life, each of them away from home, and each of them striving--in the suburbs of Prague, in an overdeveloped Alpine village, beside a Belgian motorway, in a dingy Cyprus hotel--to understand what it means to be alive, here and now. Tracing a dramatic arc from the spring of youth to the winter of old age, the ostensibly separate narratives of *All That Man Is* aggregate into a picture of a single shared existence, a picture that interrogates the state of modern manhood while bringing to life, unforgettably, the physical and emotional terrain of an increasingly globalized Europe. And so these nine lives form an ingenious and new kind of novel, in which David Szalay expertly plots a dark predicament for the twenty-first-century man. Dark and disturbing, but also often wickedly and uproariously comic, *All That Man Is* is notable for the acute psychological penetration Szalay brings to bear on his characters, from the working-class ex-grunt to the pompous college student, the middle-aged loser to the Russian oligarch. Steadily and mercilessly, as this brilliantly conceived book progresses, the protagonist at the center of each chapter is older than the last one, it gets colder out, and *All That Man Is* gathers exquisite power. Szalay is a writer of supreme gifts--a master of a new kind of realism that vibrates with detail, intelligence, relevance, and devastating pathos.

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating *Extreme Programming* and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

The Object-Oriented Thought Process Third Edition Matt Weisfeld 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#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master *The Object-Oriented Thought Process*. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, *The Object-Oriented Thought Process* provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations.

Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. “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* Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

“A triumphant story for anyone with a shred of faith left in the human spirit.” —David McGlynn, author of *One Day You’ll Thank Me* What if the end times allowed people to see and build the world anew? This is the landscape that Kimi Eisele creates in her surprising and original debut novel. Evoking the spirit of such monumental love stories as *Cold Mountain* and the creative vision of novels like *Station Eleven*, *The Lightest Object in the Universe* imagines what happens after the global economy collapses and the electrical grid goes down. In this new world, Carson, on the East Coast, is desperate to find Beatrix, a woman on the West Coast who holds his heart. Working his way along a cross-country railroad line, he encounters lost souls, clever opportunists, and those who believe they’ll be saved by an evangelical preacher in the middle of the country. While Carson travels west, Beatrix and her neighbors begin to construct the kind of cooperative community that suggests the end could be, in fact, a bright beginning. Without modern means of communication, will Beatrix and Carson find their way to each other, and what will be left of the old world if they do? The answers may lie with a fifteen-year-old girl who could ultimately decide the fate of the lovers. *The Lightest Object in the Universe* is a moving and hopeful story about resilience and adaptation and a testament to the power of community, where our best traits, born of necessity, can begin to emerge.

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

While there are many books used to teach the C++ programming course, very few have been written specifically as texts. *STANDARD C++ WITH OBJECT-ORIENTED PROGRAMMING* is intended for courses in C++ programming, object-oriented programming, or any combination of the two at the sophomore level or higher. Prerequisites for this course are *Introduction to Programming (CS1)* and *Data Structures (CS2)*. This text treats C++ as a tool for bridging real-world application, addressing basic theoretical concepts of object-oriented programming. The material is organized and presented in a simple, concise, and easy-to-follow manner. Wang has developed interesting examples and challenging exercises that reinforce the text's hands-on approach.

TL;DR Object-oriented programming is a mess. However, if you want to find a good job, you have to use it. This book will help you learn it, from scratch. Also, it will point you to all necessary topics in software engineering that you need to learn before you call yourself a senior software developer.

A new edition of this title is available, ISBN-10: 0672330164 ISBN-13: 9780672330162 *The Object-Oriented Thought Process, Second Edition* will lay the foundation in object-oriented concepts and then explain how various object

technologies are used. Author Matt Weisfeld introduces object-oriented concepts, then covers abstraction, public and private classes, reusing code, and developing frameworks. Later chapters cover building objects that work with XML, databases, and distributed systems (including EJBs, .NET, Web Services and more). Throughout the book Matt uses UML, the standard language for modeling objects, to provide illustration and examples of each concept.

One of the most beloved novels of the twentieth century by a writer of neverending interest, newly available in a 50th anniversary edition.

NEW YORK TIMES BESTSELLER • A modern American epic set against the panorama of contemporary politics and culture—a hurtling, page-turning mystery that is equal parts *The Great Gatsby* and *The Bonfire of the Vanities* NAMED ONE OF THE BEST BOOKS OF THE YEAR BY NPR • PBS • HARPER'S BAZAAR • ESQUIRE • FINANCIAL TIMES • THE TIMES OF INDIA On the day of Barack Obama's inauguration, an enigmatic billionaire from foreign shores takes up residence in the architectural jewel of "the Gardens," a cloistered community in New York's Greenwich Village. The neighborhood is a bubble within a bubble, and the residents are immediately intrigued by the eccentric newcomer and his family. Along with his improbable name, untraceable accent, and unmistakable whiff of danger, Nero Golden has brought along his three adult sons: agoraphobic, alcoholic Petya, a brilliant recluse with a tortured mind; Apu, the flamboyant artist, sexually and spiritually omnivorous, famous on twenty blocks; and D, at twenty-two the baby of the family, harboring an explosive secret even from himself. There is no mother, no wife; at least not until Vasilisa, a sleek Russian expat, snags the septuagenarian Nero, becoming the queen to his king—a queen in want of an heir. Our guide to the Golden's world is their neighbor René, an ambitious young filmmaker. Researching a movie about the Golden's, he ingratiates himself into their household. Seduced by their mystique, he is inevitably implicated in their quarrels, their infidelities, and, indeed, their crimes. Meanwhile, like a bad joke, a certain comic-book villain embarks upon a crass presidential run that turns New York upside-down. Set against the strange and exuberant backdrop of current American culture and politics, *The Golden House* also marks Salman Rushdie's triumphant and exciting return to realism. The result is a modern epic of love and terrorism, loss and reinvention—a powerful, timely story told with the daring and panache that make Salman Rushdie a force of light in our dark new age. Praise for *The Golden House* "[A] modern masterpiece . . . telling a story full of wonder and leaving you marveling at how it ever came out of the author's head."—Associated Press "Wildly satiric and yet piercingly real . . . If F. Scott Fitzgerald, Homer, Euripides, and Shakespeare collaborated on a contemporary fall-of-an-empire epic set in New York City, the result would be *The Golden House*."—Poets & Writers "A tonic addition to American—no, world!—literature . . . a Greek tragedy with Indian roots and New York coordinates."—San Francisco Chronicle

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the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice. Build custom SharePoint 2010 solutions with deep architectural insights from the experts. Get a detailed look inside SharePoint 2010—and master the intricacies of developing intranets, extranets, and Web-based applications. Guided by an author team with in-depth knowledge of SharePoint architecture, you'll gain task-oriented guidance and extensive code samples to help you build robust business solutions. Discover how to: Master fundamental development techniques for SharePoint Foundation Deploy your SharePoint application as a sandboxed solution for more stable and security-enhanced code Create page templates, master pages, Web Parts, custom controls, and event handlers Develop custom field types, site columns, content types, and list definitions Query SharePoint lists with the LINQ-to-SharePoint provider Use the Client Object Model in JavaScript and Microsoft Silverlight applications Customize the Enterprise Content Management (ECM) capabilities in SharePoint 2010 Configure and extend Business Connectivity Services (BCS) and Enterprise Search Introduces CRC (Class, Responsibility, Collaborator) cards and describes how they can be used in interactive sessions to develop an object-oriented model of an application.

Often referred to as the “black art” because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for

you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

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