Graphical Object Oriented Programming In Labview

HATFIELD LOGAN

Visual Object-oriented Programming "O'Reilly Media, Inc." Michael McMillan provides a complete presentation of the object-oriented features of the Visual Basic .NET language for advanced Visual Basic programmers. Beginning with an introduction to abstract data types and their initial implementation using structures, he explains standard OOP topics including class design, inheritance, access modifiers and scoping issues, abstract classes, design and implemention of interfaces and design patterns, and refactoring in VB.NET. More advanced OOP topics are included as well, such as reflection, object persistence, and serialization. To tie everything together, McMillan demonstrates sound OOP design and implementation principles through practical examples of standard Windows applications, database applications using ADO.NET, Web-based applications using ASP.NET, and Windows service applications.

Microsoft Visual C# 2015: An Introduction to Object-Oriented Programming Springer Science & Business Media An introduction to powerful methods for accurate and complete system analysis and specification.

Object-oriented Programming Under Windows Addison Wesley This book is written for students and developers whowish to master the essential skills and techniques in applying the UML forsoftware development. The reader will learn object-oriented analysis, design andimplementation using appropriate UML models, process, techniques and tool.Accompanying the book is the Community Edition of Visual Pradigm for UML (VP-UML),an award-winning CASE tool, which allows the reader to put the theories learnedinto practice immediately.The authors propose a novel framework for modeling and analysis called the ViewAlignment Techniques (VAT) that helps software developers create developmentmethods. The Activity Analysis Approach (A3), which is particularlysuited for the development of interaction-intensive systems, is described. Theseconcepts have been well proven, as they were followed closely in the developmentof the VP-UML CASE tool.Three chapters in this book describe structural, use case and dynamic modelingand analysis techniques, together with practical tricks and tips that have beengained by the authors from many years of experience. Each of these

threechapters includes a mini-case study which illustrates the unique "fromdiagram to code" concept in software development. In the final chapter, amajor case study is included to help the reader reinforce the theories learnedin previous chapters using VP-UML.The key areas in object-oriented technology covered in the book include:Requirements modeling using cases:Identifying, capturing and elaborating requirements.Domain analysis for object identification:Building structural models for objects and their attributes andrelationships.Dynamic analysis and design: Building dynamicmodels, refining structural models and making design decisions.Implementation: Translating UML models intocodes and implementations.Method creation and the framework of ViewAlignment Techniques: Choosing the right UML models and customizing theanalysis and design process.A case study: Showing how the ActivityAnalysis Approach is put into practice, using VP-UML.Additional material can be found at http://www.mcgraw-hill.com.sg/olc/tsang.Instructors will benefit from useful tools such as PowerPoint slides (passwordprotected) and answers to exercises (password protected), while students canobtain source code and additional exercises and test questions.Visual Paradigm for UML, the CASE tool used extensively in this book, washonored in the 15th Annual Software Development Magazine Jolt Productivity Awardin the Design and Analysis Tools category in March 2004. It has also recentlywon two more accolades: Oracle JDeveloper Extensions Developer of the Year 2004and Hong Kong Computer Society 6th IT Excellence Silver Award 2004. TheCommunity Edition of this CASE tool is included in this book to enable thereader to use its powerful and easy-to-use features for system modeling,analysis and implementation.

Graphical User Interface in C++ Springer

This book is intended as a serious introduction and reference for cutting-edge developers in the areas of visual and object-oriented programming. The first book on this topic, this guide focuses on the elements and strategies to help those who design visual object-oriented systems avoid some of the known pitfalls.

Object-Oriented Programming with Visual Basic.NET Peachpit Press

Object-oriented concepts are particularly applicable to computer graphics in its broadest sense, including interaction, image synthesis, animation, and computer-aided design. The use of object-oriented techniques in computer graphics is a widely acknowledged way of dealing with the complexities encountered in graphics systems. But the field of object-oriented graphics (OOG) is still young and full of problems. This book reports on latest advances in this field and discusses how the discipline of OOG is being explored and developed. The topics covered include object-oriented constraint programming, object-oriented modeling of graphics applications to handle complexity, object-oriented techniques for developing user interfaces, and 3D modeling and rendering.

Object-oriented Programming in Java Addison-Wesley Professional

Completely revised, this edition is an essential guide for VB programmers looking to make the change to the .NET programming environment.

An Introduction to Object-Oriented Programming in C++ Springer

This book is intended as a serious introduction and reference for cutting-edge developers in the areas of visual and object-oriented programming. The first book on this topic, this guide focuses on the elements and strategies to help those who design visual object-oriented systems avoid some of the known pitfalls.

Object-Oriented Graphics Springer Science & Business Media

Object-oriented Programming Featuring Graphical Applications in JavaAddison Wesley

Object-oriented Programming Featuring Graphical Applications in Java Addison-Wesley Longman

Readers develop the strong programming skills they need for professional success with the latest edition of Farrell's MICROSOFT VISUAL C# 2015: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 6E. Approachable examples and a clear, straightforward style help build a solid understanding of both structured and object-oriented programming concepts. Readers are introduced to fundamental principles and techniques that are easily transferrable to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features, new debugging exercises, programming exercises, and running case studies effectively prepare readers for programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

ECOOP 2005 - Object-Oriented Programming Yourdon

Why Another Book on c++ and why Programming and Graphics? Anyone who has browsed through the 'Computing' section of a bookshop (assuming it has one) will not need much convincing that there are a lot of C++ books out there. So why add yet another to the shelf! This book attempts to introduce you to the C++ language via computer graphics because the object-oriented programming features of C++ naturally lend themselves to graphics. Thus, this book is based around a central theme: computer graphics and the development of 'real' object-oriented tools for graphical modelling. This approach is adopted (as opposed to learning by small, unrelated, often hypothetical, examples) because I didn't want to introduce C++ as a collection oflanguage features. While introducing the syntax and features of C++, it is just as important to demonstrate simultaneously the reason for such features and when to apply them - in otherwords,language and design are given equal priority. Also, a key objective in writing this book is to present you with a comprehensive introductory text on programming in the C++ language.

Programming .NET Components Springer Science & Business Media

This engaging textbook provides an accessible introduction to coding and the world of Object-Oriented (OO) programming, using Java as the illustrative programming language. Emphasis is placed on what is most helpful for the first-time coder, in order to develop and understand their knowledge and skills in a way that is relevant and practical. The examples presented in the text demonstrate how skills in OO programming can be used to create applications and programs that have real-world value in daily life. Topics and features: presents an overview of programming and coding, a brief history of programming languages, and a concise introduction to programming in Java using BlueJ; discusses classes and objects, reviews various Java library objects and packages, and introduces the idea of the Application Programming Interface (API); highlights how OO design forms an essential role in producing a useful solution to a problem, and the importance of the concept of class polymorphism; examines what to do when code encounters an error condition, describing the exception handling mechanism and practical measures in defensive coding; investigates the work of arrays and collections, with a particular focus on fixed length arrays, the ArrayList, HashMap and HashSet; describes the basics of building a

Graphical User Interface (GUI) using Swing, and the concept of a design pattern; outlines two complete applications, from conceptual design to implementation, illustrating the content covered by the rest of the book; provides code for all examples and projects at an associated website. This concise guide is ideal for the novice approaching OO programming for the first time, whether they are a student of computer science embarking on a one-semester course in this area, or someone learning for the purpose of professional development or self-improvement. The text does not require any prior knowledge of coding, software engineering, OO, or mathematics.

Object-Oriented Programming In Visual Basic.Net "O'Reilly Media, Inc."

The goal of this book is to explore the principle ideas of object-oriented programming using the Java programming language. It begins teaching the object-oriented power of Java by relying on textual commands instead of emphasizing the AWT or Swing libraries, providing the reader with a simple, generic introduction to the OO concepts using Java (without the language details getting in the way of the concept presentation). The author provides a thorough introduction to the three fundamental concepts of object-oriented programming: Encapsulation, Inheritance, and Polymorphism. The presentation of OO theory is augmented by interleaved examples that illustrate these concepts. Most of these program examples are 2-D graphics programs that provide an intuitive context for the issues that must be addressed when learning OOP. Additionally, since graphics programming is one of the strengths of the Java development environment, the examples produce interesting and unexpected images that engage and motivate the reader. It contains a concise introduction to using Design Patterns particularly the Template Method, Iterator, and Composite design patterns which relate to the graphics examples in the book and uses UML class diagrams to show the static structure of systems and sequence diagrams to show object interactions. This book is appropriate for readers who are new to object-oriented (but have experience with a non-object-oriented language) and for programmers who want to learn the graphical elements and capabilities of Java.

An Information Systems Approach to Object-Oriented Programming Using Microsoft Visual C# . Net Springer

A programmer's complete guide to Visual Basic .NET. Starting with a sample application and a high-level map, the book jumps right into showing how the parts of .NET fit with Visual Basic .NET. Topics include the common language runtime, Windows Forms, ASP.NET, Web Forms, Web Services, and ADO.NET.

An Introduction to Object-Oriented Programming with Visual Basic .NET Coriolis Group

'Programming .NET Components', second edition, updated to cover .NET 2.0., introduces the Microsoft .NET Framework for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components.

Advanced Object-Oriented Programming in R Object-oriented Programming Featuring Graphical Applications in Java

This book will help the reader master VisualBasic's most important features for object oriented applications.

Concise Guide to Object-Oriented Programming Hentzenwerke

Visual Basic .NET (VB .NET) has been a radical departure from previous versions of Visual Basic. The language is now fully object-oriented, and can be used either to write programs, or to create components that fit within the .NET architecture. If you are learning to program, VB .NET will give you a previously unheard-or mix of power, flexibility and ease of use. The book approaches the language from an object-oriented (OO) perspective, demonstrating that Visual Basic can now be used to develop real industrial-strength OO systems and software components. It starts by covering OO analysis, design and modelling using UML, and then moves on to a full discussion of OO concepts. Advanced topics such as data structures database applications and software design patterns are also covered. Throughout, students are shown how to develop short programs in order to illustrate the fundamentals of algorithm design and structured programming.

Microsoft Visual C#: An Introduction to Object-Oriented Programming Course Technology Ptr

Dan Clark shows beginning VB.NET programmers how one goes about architecting an object oriented programming solution aimed at solving a business problem.

Object-Oriented Programming for Graphics Pearson Education

The discussion provides a representative sample of how object-oriented design and programming techniques have been used to solve a variety of practical computer graphics problems. Based on underlying principles such as encapsulation, class inheritance, polymorphism and dynamic binding.

Introduction to Object-Oriented Programming Addison-Wesley

CD-ROM contains: source code of the book's examples and several software tools useful for programming in Java.

Computer Graphics Using Object-Oriented Programming Sigs Publications

While there are many books used to teach introduction to programming, very few books combine the elements of 1) teaching computer programming from an application developer perspective, 2) teaching Object-Oriented Programming (OOP) by integrating it throughout the text, and 3) using C# as the programming language to teach concepts and techniques. C# has quickly become the fastest growing programming language in the industry today. Therefore, An Information Systems Approach to Object-Oriented Programming Using Microsoft Visual C# .NET has been designed to fill the need for a book that teaches the object-oriented approach to programming as well as the C# programming language to beginning programmers in the CIS market. This book will empower readers to explain OOP concepts and develop practical/useful programs written in C#.