



Practical Object-Oriented Development in C++ and Java

By Cay S. Horstmann

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Practical OO development tips for the C++ and Java programmer

Practical Object-Oriented Development in C++ and Java offers advice on real-world ways to use these powerful programming languages and techniques. Using the Unified Modeling Language (UML) methodology, expert Cay S. Horstmann gives you clear, concise explanations of object-oriented design, C++, and Java in a way that makes these potentially daunting operations more accessible than they've ever been before. Horstmann compares and contrasts features of C++ and Java to give you a deeper understanding of OO design. He separates the genuinely useful C++, Java, and UML features from the less effective and potentially harmful ones.

Horstmann shows you how to determine the best programming practice for whatever application you're in; provides the kind of eye-opening design tips and style rules that can only come from experience; and demystifies advanced topics like frameworks and object persistence.

Dozens of illuminating programming examples are readily accessible through the accompanying Web site. Useful code is available for smart pointers, easy output formatting in C++ and Java, a set of classes that makes STL safe to use, and a nifty utility that automatically extracts header files. This unique book:

- * Offers over 100 practical design hints for good class design
- * Covers the essential OO features of Java 1.1-like serialization and reflection
- * Uses the C++ Standard Template Library (STL) throughout
- * Covers CRC cards in addition to UML

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Editorial Review

From the Publisher

Today's programmers need to learn to build applications using both C++ and Java. Unfortunately, most available books on object-oriented design are highly theoretical and not much help in the real world. This book actually deals with object-oriented programming as it is practiced, giving readers a concise course in Java essentials and Booch Lite notation. It also helps programmers determine which language works best for certain applications, and covers more advanced topics like frameworks, smart pointers, and object persistence. Numerous examples are provided to demonstrate the techniques and tips discussed. Includes companion Web Site with ... * All the code found in the book that is all real, unlike the "toy code" that other books use. * A design style guide for the reader to use and modify.

From the Back Cover

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About the Author

CAY S. HORSTMANN is Professor of Computer Science at San Jose State University. He is a consultant for Internet commerce and a columnist for C++ Reports. He also teaches professional training courses for Technology Exchange.

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