Programming Smalltalk Object Orientation From The Beginning An Introduction To The Principles Of Programming

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Smalltalk, Objects, and Design - Chamond Liu 2000
More than a guide to the Smalltalk language.

Image Objects - Jacob Gaboury 2021-08-03
How computer graphics transformed the computer from a calculating machine into an interactive medium, as seen through the histories of five technical objects. Most of us think of computer graphics as a relatively recent invention, enabling the spectacular visual effects and lifelike simulations we see in current films, television shows, and digital games. In fact, computer graphics have been around as long as the modern computer itself, and played a fundamental role in the development of our contemporary culture of computing. In Image Objects, Jacob Gaboury offers a prehistory of computer graphics through an examination of five technical objects--an algorithm, an interface, an object standard, a programming paradigm, and a hardware platform--arguing that computer graphics transformed the computer from a calculating machine into an interactive medium. Gaboury explores early efforts to produce an algorithmic solution for the calculation of object visibility; considers the history of the computer screen and the random-access memory that first made interactive images possible; examines the standardization of graphical objects through the Utah teapot, the most famous graphical model in the history of the field; reviews the graphical origins of the object-oriented programming paradigm; and, finally, considers the development of the graphics processing unit as the catalyst that enabled an explosion in graphical computing at the end of the twentieth century. The development of computer graphics, Gaboury argues, signals a change not only in the way we make images but also in the way we mediate our world through the computer--and how we have come to reimagine that world as computational.

Object-Oriented Programming Languages: Interpretation - Iain D. Craig 2007-04-26
This comprehensive examination of the main approaches to object-oriented language explains key features of the languages in use today. Class-based, prototypes and Actor languages are all examined and compared in terms of their semantic concepts. This book provides a unique overview of the main approaches to object-oriented languages. Exercises of varying length, some of which can be extended into mini-projects are included at the end of each chapter. This book can be used as part of courses on Comparative Programming Languages or Programming Language Semantics at Second or Third Year Undergraduate Level. Some understanding of programming language concepts is required.

Object-Oriented Design for Temporal GIS - Monica Wachowicz 2003-08-29
There has been an increasing demand in GIS for systems that support historical data: time-series data as well as mobility information. From a modelling perspective, there are advantages in integrating object-oriented analysis and design to databases as well as to visualisation capabilities of GIS. Object-Oriented Design for Temporal GIS explores the major components of the object-oriented analysis and design methods, how they can be used for modelling spatio-temporal data, and how these components are developed and maintained within a GIS. It also offers practical guidance to object-oriented methods by demonstrating the feasibility of applying such methods to issues involved in handling spatio-temporal data. The author demonstrates how this knowledge might be used in a wide range of applications such as political boundary record maintenance (historical data), disease incidence rate analysis in epidemics (diffusion rate), and environmental studies of climate change (time-series data). This understanding contributes to the development of theory in GIS and improves the design of GIS to support the modelling of semantics, space and time elements of geographical information.

Object-oriented Analysis and Design - John Deacon 2005
John Deacon's in-depth, highly pragmatic approach to object-oriented analysis and design, demonstrates how to lay the foundations for developing the best possible software. Students will learn how to ensure that analysis and design remain focused and productive. By working through the book, they will gain a solid working knowledge of best practices in software development. The focus of the text is on typical development projects and technologies, showing exactly what the different development activities are, and emphasising what they should and should not be trying to accomplish. This fresh, comprehensive examination of object-oriented analysis and design in the context of today's systems and technologies will be a valuable addition to the bookshelves of undergraduates and graduates on systems analysis and design courses.

Guide to C# and Object Orientation - John Hunt 2011-06-28
This book shows readers how to get the most out of C# using Object Orientation. The author takes a hands-on approach to learning C# and object orientation, using lots of worked examples. The text provides an ideal base from which to start programming. After introducing the C# language and object orientation, John Hunt goes on to explain: how to construct a user interface for a simple editor; how to obtain information on files and directories and how objects can be stored and restored using serialization... -Presents C# and object-orientation as a coherent whole, using one to strengthen the presentation of the other -Includes lots of complete and worked examples to clarify readers'understanding -The source code for the examples is available at: http://www.guide-to-csharp.net -Hunt is a successful Springer author, and this book is written in the same style as his Java for Practitioners

Programming in an Object-Oriented Environment - Raimund K. Ege 2014-05-10
Programming in an Object-Oriented Environment provides an in-depth look at the concepts behind the technology of object-oriented programming. This book explains why object-oriented programming has the potential to vastly improve the productivity of programmers and how to apply this technology in a practical environment. Many programming examples are included, focusing on how different programming languages support the core of object-oriented concepts. C++ is used as the main sample language throughout this text. This monograph consists of two major parts. Part I provides an introduction to object-oriented concepts, their rationale and their implementation in programming languages. The object-oriented approach to programming in an object-oriented environment is discussed in Part II. This publication is

intended for software professionals who are interested in learning the fundamental concepts of object-oriented programming and how to apply these concepts in a practical computer environment.
Smalltalk and Object Orientation - John Hunt 1997-06-13
This book is intended as an introduction to object-orientation for 2nd, 3rd and 4th year computer science and software engineering students or those actively involved in the software industry. John Hunt adopts a 'hands on' approach providing a thorough introduction to O-O as well as to the language itself - unlike other Smalltalk books currently available which tend to focus primarily on the language. Issues such as Smalltalk style, typical Smalltalk bugs and the way to develop a Smalltalk program are comprehensively covered, as is the testing of O-O systems. A number of chapters are devoted to design, including chapters on the Unified Modeling Language (UML), Object Modeling Technique (using the UML) and the recent Patterns work. The inclusion of such subjects is unique among language oriented books. Finally there is also a look at the future of object-orientation and Smalltalk.
Object Oriented Technologies: Opportunities and Challenges - Gibson, Rick 1999-07-01
The continual evolution of object oriented technologies creates both opportunities and challenges. However, despite the growing popularity of object oriented technology, there are numerous issues that have contributed to its inability to firmly entrench itself and take over for the older, proven technologies. Object oriented technology's image problem has created a highly difficult decision making process for corporations considering widespread adoption of these technologies. Object Oriented Technologies: Opportunities and Challenges addresses concerns, opportunities and technology trends in the application of object oriented technologies. The chapters of this book were selected to represent a variety of perspectives concerning the present and future of this broad sub-field of software development.
The Art and Science of Smalltalk - Simon Lewis 1995
An introduction to programming in Smalltalk, covering technical background for programmers and managers and introducing some of the basic philosophy of the language. Step-by-step instructions take the reader through the basics via object-oriented programming with the Smalltalk language and its development environment. Includes a tour of the Smalltalk class library and the model-view-controller mechanism. For programmers who want to move from traditional languages to an object-oriented language. Annotation copyright by Book News, Inc., Portland, OR
Principles of Object-Oriented Modeling and Simulation with Modelica 2.1 - Peter Fritzson 2010-08-31
Provides an introduction to modern object-oriented design principles and applications for the fast-growing area of modeling and simulation Covers the topic of multi-domain system modeling and design with applications that have components from several areas Serves as a reference for the Modelica language as well as a comprehensive overview of application model libraries for a number of application domains
Software Maintenance - A Management Perspective - Phaneendra Nath Vellanky 2007-10-23
Computer systems play an important role in our society. Software drives those systems. Massive investments of time and resources are made in developing and implementing these systems. Maintenance is inevitable. It is hard and costly. Considerable resources are required to keep the systems active and dependable. We cannot maintain software unless maintainability characters are built into the products and processes. There is an urgent need to reinforce software development practices based on quality and reliability principles. Though maintenance is a mini development lifecycle, it has its own problems. Maintenance issues need corresponding tools and techniques to address them. Software professionals are key players in maintenance. While development is an art and science, maintenance is a craft. We need to develop maintenance personnel to master this craft. Technology impact is very high in systems world today. We can no longer conduct business in the way we did before. That calls for reengineering systems and software. Even reengineered software needs maintenance, soon after its implementation. We have to take business knowledge, procedures, and data into the newly reengineered world. Software maintenance people can play an important role in this migration process. Software technology is moving into global and distributed networking environments. Client/server systems and object-orientation are on their way. Massively parallel processing systems and networking resources are changing database services into corporate data warehouses. Software engineering environments, rapid application development tools are changing the way we used to develop and maintain software. Software maintenance is moving from code maintenance to design maintenance, even onto specification maintenance. Modifications today are made at specification level, regenating the software components, testing and integrating them with the system. Eventually software maintenance has to manage the evolution and evolutionary characteristics of software systems. Software professionals have to maintain not only the software, but the momentum of change in systems and software. In this study, we observe various issues, tools and techniques, and the emerging trends in software technology with particular reference to maintenance. We are not searching for specific solutions. We are identifying issues and finding ways to manage them, live with them, and control their negative impact.
Object-Oriented Graphics - Peter Wisskirchen 2012-12-06
At present, object-oriented programming is emerging from the research labora tories and invading into the field of industrial applications. More and more products have been implemented with the aid of object-oriented programming techniques and tools, usually as extensions of traditional languages in hybrid development systems. Some of the better known examples are OSF-Motif, News, Objective-C on the NeXT computer, the C extension C++, and CLOS an object oriented extension of LISP. All of these developments incorporate interactive graphics. Effective object-oriented systems in combination with a graphics kernel does it mean that the field of computer graphics has now become merely an aspect of the object-oriented world? We do not think so. In spite of interesting individual developments, there are still no sound object-oriented graphics sys tems available. If it is desired to develop a complex graphics application embed ded in a window-oriented system then it is still necessary to work with elemen tary tools. What is to be displayed and interactively modified inside a window must be specified with a set of graphics primitives at a low level, or has to be written with a standardized graphics kernel system such as GKS or PHIGS, i. e. , by kernels specified and implemented in a non-object-oriented style. With the terms GKS and PHIGS we enter the world of international graphics standards. GKS and PHIGS constitute systems, not mere collections of graphics primitives.
Advances in Computer Graphics IV - W.T. Hewitt 2012-12-06
This fourth volume of Advances in Computer Graphics gathers together a selection of the tutorials presented at the EUROGRAPHICS annual conference in Nice, France, Septem ber 1988. The six contributions cover various disciplines in Computer Graphics, giving either an in-depth view of a specific topic or an updated overview of a large area. Chapter 1, Object-oriented Computer Graphics, introduces the concepts of object ori ented programming and shows how they can be applied in different fields of Computer Graphics, such as modelling, animation and user interface design. Finally, it provides an extensive bibliography for those who want to know more about this fast growing subject. Chapter 2, Projective Geometry and Computer Graphics, is a detailed presentation of the mathematics of projective geometry, which serves as the mathematical background for all graphic packages, including GKS, GKS-3D and PRIGS. This useful paper gives in a single document information formerly scattered throughout the literature and can be used as a reference for those who have to implement graphics and CAD systems. Chapter 3, GKS-3D and PHIGS: Theory and Practice, describes both standards for 3D graphics, and shows how each of them is better adapted in different typical applications. It provides answers to those who have to choose a basic 3D graphics library for their developments, or to people who have to define their future policy for graphics.
Simulation and Gaming in the Network Society - Toshiyuki Kaneda 2016-08-02
This book provides the state of the art in the simulation and gaming study field by systematically collecting excellent papers presented at the 46th International Simulation and Gaming Association annual conference held in Kyoto 17–25 July 2015. Simulation and gaming has been used in a wide variety of areas ranging from early childhood education and school-age children, universities, and professional education, to policy exploration and social problem solving. Moreover, it now been drastically changing its features in the Internet Of Things (IOT) society while taking over a wide variety of aliases, such as serious games and gamification. Most of the papers on which this book’s chapters are based were written by academic researchers, both up-and-coming and well known. In addition, simulation and gaming is a translational system science going from theory to clinical cross-disciplinary topics. With this book, therefore, graduate

students and higher-level researchers, educators, and practitioners can become familiar with the state-of-the-art academic research on simulation and gaming in the network society of the twenty-first century.

Object-Oriented COBOL - Edmund C. Arranga 1996

Walks COBOL users through the next phase of COBOL: Object-Oriented COBOL. Teaches how to integrate COBOL with object-oriented methodologies.

Concurrent Object-Oriented Programming and Petri Nets - Gul A. Agha 2003-06-29

Concurrency and distribution have become the dominant paradigm and concern in computer science. Despite the fact that much of the early research in object-oriented programming focused on sequential systems, objects are a natural unit of distribution and concurrency - as elucidated early on by research on the Actor model. Thus, models and theories of concurrency, the oldest one being Petri nets, and their relation to objects are an attractive topic of study. This book presents state-of-the-art results on Petri nets and concurrent object-oriented programming in a coherent and competent way. The 24 thoroughly reviewed and revised papers are organized in three sections. The first consists of long papers, each presenting a detailed approach to integrating Petri nets and object-orientation. Section II includes shorter papers with emphasis on concrete examples to demonstrate the approach. Finally, section III is devoted to papers which significantly build on the Actor model of computation.

What Every Programmer Should Know about Object-oriented Design - Meilir Page-Jones 1995

Introduction: What does it mean to be object-oriented, anyway? Object-orientation - Who ordered that? Object-oriented design notation. The basic notation for classes em methods. Inheritance and aggregation diagrams. The object-communication diagram. State-transition diagrams. Additional OODN diagrams. The principles of object-oriented design: Encapsulation and connascence. Domains, encumbrance, and cohesion. Properties of classes and subclasses. The perils of inheritance and polymorphism. Class interfaces. Appendix A: Checklist for an object-oriented design walkthrough. Appendix B: The Object-oriented design owner's manual. Appendix C: Blitz guide to object-oriented terminology.

Variational Object-Oriented Programming Beyond Classes and Inheritance - Mira Mezini 2013-06-29

Purpose of the Book This book presents an approach to improve the standard object-oriented pro gramming model. The proposal is aimed at supporting a larger range of incre mental behavior variations and thus promises to be more effective in mastering the complexity of today's software. The ability of dealing with the evolutionary nature of software is one of main merits of object-oriented data abstraction and inheritance. Object-orientation allows to organize software in a structured way by separating the description of different kinds of an abstract data type into different classes and loosely connecting them by the inheritance hierarchy. Due to this separation, the soft ware becomes free of conditional logics previously needed for distinguishing between different kinds of abstractions and can thus more easily be incremen tally extended to support new kinds of abstractions. In other words, classes and inheritance are means to properly model variations of behavior related to the existence of different kinds of an abstract data type. The support for extensi bility and reuse with respect to such kind-specific behavior variations is among the main reasons for the increasing popularity of object-oriented programming in the last two decades. However, this popularity does not prevent us from questioning the real effec tiveness of current object-oriented techniques in supporting incremental vari ations. In fact, this popularity makes a critical investigation of the variations that can actually be performed incrementally even more important.

Achieving Quality in Software - S. Bologna 2013-11-11

Software quality is a generalised statement difficult to agree or disagree with until a precise definition of the concept of "Software Quality" is reached in terms of measurable quantities. Unfortunately, for the software technology the basic question of: • what to measure; • how to measure; • when to measure; • how to deal with the data obtained are still unanswered and are also closely dependant on the field of application. In the past twenty years or more there have been a number of conferences and debates focusing on the concept of Software Quality, which produced no real industrial impact. Recently, however, the implementation of a few generic standards (ISO 9000, IEEE etc.) has produced and improved application of good practice principles at the industrial level. As a graduate in PhYSiCS, I still believe it is a long way before the concept of Software Quality can be defined exactly and measured, if ever. This is way I think the AQuIS series of conferences is important, its object begin to provide a platform for the transfer of technology and know how between Academic, Industrial and Research Institutions, in the field of Software Quality. Their objects are: • to provide a forum for the introduction and discussion of new research breakthroughs in Software Quality; • to provide professional Software Quality engineers with the necessary exposure to the results of current research; • to expose the research community to the problems of practical application of new results.

Object-Oriented Implementation of Numerical Methods - Didier H. Besset 2001

"There are few books that show how to build programs of any kind. One common theme is compiler building, and there are shelves full of them. There are few others. It's an area, or a void, that needs filling. this book does a great job of showing how to build numerical analysis programs." -David N. Smith, IBM T J Watson Research Center Numerical methods naturally lend themselves to an object-oriented approach. Mathematics builds high- level ideas on top of previously described, simpler ones. Once a property is demonstrated for a given concept, it can be applied to any new concept sharing the same premise as the original one, similar to the ideas of reuse and inheritance in object-oriented (OO) methodology. Few books on numerical methods teach developers much about designing and building good code. Good computing routines are problem-specific. Insight and understanding are what is needed, rather than just recipes and black box routines. Developers need the ability to construct new programs for different applications. Object-Oriented Implementation of Numerical Methods reveals a complete OO design methodology in a clear and systematic way. Each method is presented in a consistent format, beginning with a short explanation and following with a description of the general OO architecture for the algorithm. Next, the code implementations are discussed and presented along with real-world examples that the author, an experienced software engineer, has used in a variety of commercial applications. Features: Reveals the design methodology behind the code, including design patterns where appropriate, rather than just presenting canned solutions. Implements all methods side by side in both Java and Smalltalk. This contrast can significantly enhance your understanding of the nature of OO programming languages. Provides a step-by-step pathway to new object-oriented techniques for programmers familiar with using procedural languages such as C or Fortran for numerical methods. Includes a chapter on data mining, a key application of numerical methods.

Smalltalk and Object Orientation - John Hunt 2012-12-06

This book was originally written to support an introductory course in Object Orientation through the medium of Smalltalk (and VisualWorks in particular). However, it can be used as a book to teach the reader Smalltalk, to introduce object orientation as well as present object oriented design and analysis. It takes as its basic premise that most Computer Scientists I Software Engineers learn best by doing rather than from theoretical notes. The chapters therefore attempt to introduce concepts by getting you the reader to do things, rather than by extensive theoretical discussions. This means that these chapters take a hands-on approach to the subject and assume that the student/reader has a suitable Small talk environment available to them. The chapters are listed below and are divided into six parts. The reader is advised to work through Parts 1 and 3 thoroughly in order to gain a detailed understanding of object orientation. Part 2 then provides an introduction to the Smalltalk environment and language. Other chapters may then be dipped into as required. For example, if the reader wishes to hone their Smalltalk skills then the chapters in Part 4 would be useful. However, if at that point they wish to get on and discover the delights of graphical user interfaces in Smalltalk, then Part 5 could be read next. Part 6 presents some more advances subjects such as metaclasses and concurrency which are not required for straight forward Small talk development.

Object-Oriented Programming in Oberon-2 - Hanspeter Mössenböck 2012-12-06

Without a doubt the idea of object-oriented programming has brought some motion into the field of programming methodology and enlarged the set of programming languages. Object-oriented programming is nothing new-it first arose in the sixties. The motivation came from the simulation of discrete event systems. The concept first manifested itself in the language Simula 67. It took nearly two decades for the method to gain impetus, and today object-oriented programming is an important concept and a powerful technique. Meanwhile, we can even speak of an over reaction, for the concept has become a buzzword. But buzzwords always appear where there is the hope of exploiting ill-informed clients because they see the new approach as the solution to all their problems. Thus object-oriented programming is often hailed as a panacea. And so the question is justified: What is really behind it? To let the cat out of the bag: There is more to object-oriented programming than merely putting data as objects in the fore ground, instead of algorithms to which the data are subject. It is more than purely an alternative view of programmed systems. To identify the essence of object-oriented programming, is the subject of this book. This is a textbook that shows in a didactically skillful way which concepts and constructs are new, where they can be employed reasonably, and what advantages they offer. For, not all programs are automatically improved by merely recasting them in an object-oriented style.

Programming Language Pragmatics - Michael L. Scott 2015-11-30

Programming Language Pragmatics, Fourth Edition, is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation, with an emphasis on the fundamental tradeoffs that continue to drive software development. The book provides readers with a solid foundation in the syntax, semantics, and pragmatics of the full range of programming languages, from traditional languages like C to the latest in functional, scripting, and object-oriented programming. This fourth edition has been heavily revised throughout, with expanded coverage of type systems and functional programming, a unified treatment of polymorphism, highlights of the newest language standards, and examples featuring the ARM and x86 64-bit architectures. Updated coverage of the latest developments in programming language design, including C & C++11, Java 8, C# 5, Scala, Go, Swift, Python 3, and HTML 5 Updated treatment of functional programming, with extensive coverage of OCaml New chapters devoted to type systems and composite types Unified and updated treatment of polymorphism in all its forms New examples featuring the ARM and x86 64-bit architectures

Reliable Object-Oriented Software - Ed Seidewitz 1995

This 1998 book presents the underlying principles associated with object-orientation and its practical application.

Java for Practitioners - John Hunt 2012-12-06

Intended to teach readers Java and object orientation, as well as presenting object oriented design and analysis, Java for Practitioners is written such that it is possible to dip into chapters as required. It introduces concepts by getting the reader to follow exercises, rather than by extensive discussion, and includes the new release 1.2 of Java. Practicals are included at the of each chapter, as well as the Java Self-Tester, designed to allow readers to determine whether they are ready to take the Sun Java Certification exam, and follows a similar format and style to the actual Online Certification Examination. In short, a thoroughly comprehensive guide.

Programming Smalltalk – Object-Orientation from the Beginning - Johannes Brauer 2015-02-09

A straightforward, step-by-step introduction to clear and elegant object-oriented programming. Using a language that's perfect for this kind of programming, the book has been tested in numerous courses and workshops over ten years. Programming Smalltalk is particularly suited for readers with no prior programming knowledge. Starting from the first principles of programming, it teaches you how to use and create algorithms (reusable rules for problem-solving) and the basic building blocks of software. It goes on to explain how to develop complete applications and has a whole chapter on web applications as well as case studies. Now translated into English, this edition was completely revised to be consistent with the latest version of Cincom® VisualWorks®, a professional Smalltalk environment. All examples were created using VisualWorks, which is available without cost for educational purposes, and can be downloaded and installed on any up-to-date computer.

EBOOK: Object-Oriented Software Engineering: Practical Software Development Using UML and Java - LETHBRIDGE, TIM 2004-12-16

EBOOK: Object-Oriented Software Engineering: Practical Software Development Using UML and Java

Programming Languages: Concepts and Implementation - Saverio Perugini 2021-12-02

Programming Languages: Concepts and Implementation teaches language concepts from two complementary perspectives: implementation and paradigms. It covers the implementation of concepts through the incremental construction of a progressive series of interpreters in Python, and Racket Scheme, for purposes of its combined simplicity and power, and assessing the differences in the resulting languages.

ECOOP '88 European Conference on Object-Oriented Programming - Stein Gjessing 2007-03-11

" ..... object oriented seems to be becoming in the 1980s what structured programming was in the 1970s. " Brian Randell and Pete Lee This quotation is from the invitation to the annual Newcastle University Conference on Main Trends in Computing, September 1988. It seems to capture the situation quite well, only that the object orientation is being materialised in languages and language constructs, as well as in the style of programming and as a perspective upon the task considered. The second European Conference on Object Oriented Programming (ECOOP'88) was held in Oslo, Norway, August 15-17, 1988, in the city where object oriented programming was born more than 20 years ago, when the Simula language appeared. The objectives of ECOOP'88 were to present the best international work in the field of object oriented programming to interested participants from industry and academia, and to be a forum for the exchange of ideas and the growth of professional relationships.

Design and Optimization of Thermal Systems, Third Edition - Yogesh Jaluria 2019-09-06

Design and Optimization of Thermal Systems, Third Edition: with MATLAB® Applications provides systematic and efficient approaches to the design of thermal systems, which are of interest in a wide range of applications. It presents basic concepts and procedures for conceptual design, problem formulation, modeling, simulation, design evaluation, achieving feasible design, and optimization. Emphasizing modeling and simulation, with experimentation for physical insight and model validation, the third edition covers the areas of material selection, manufacturability, economic aspects, sensitivity, genetic and gradient search methods, knowledge-based design methodology, uncertainty, and other aspects that arise in practical situations. This edition features many new and revised examples and problems from diverse application areas and more extensive coverage of analysis and simulation with MATLAB®.

The Interpretation of Object-Oriented Programming Languages - Iain Craig 2001-10-10

While there are many books on particular languages, there are very few that deal with all aspects of object-oriented programming languages. The Interpretation of Object-Oriented Programming Languages provides a comprehensive treatment of the main approaches to object-oriented languages, including class-based, prototype and actor languages. This revised and extended edition includes a completely new chapter on Microsoft's new C# language, a language specifically designed for modern, component-oriented, networked applications. The chapter covers all aspects of C# that relate to object-oriented programming. It now also includes a new appendix on BeCecil, a kernel language that can implement object-oriented constructs within a single framework.

Object – Oriented Database Systems : Approaches and Architectures - Prabhu C.s.r.

Computerworld - 1996-07-29

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Beginning IOS Programming For Dummies - Rajiv Ramnath 2014-04-14

Presents information on how to program software for iOS applications, covering such topics as object-oriented design principles, using Xcode, developing an Apps user interface, and harnessing iOS device capabilities.

Computerworld - 1995-11-06

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Media Archaeology - Erkki Huhtamo 2011-06-12

"Huhtamo and Parikka, from the first and second generations of media archaeology, have brought together the best writings from almost all of the best authors in the field. Whether we speak of cultural materialism, media art history, new historicism or software studies, the essays compiled here provide not only an anthology of innovative historical case studies, but also a methodology for the future of media studies as material and historical analysis. Media Archaeology is destined to be a key handbook for a new generation of media scholars." —Sean Cubitt, author of The Cinema Effect "Taken together, this excellent collection of essays by a wide range of scholars and practitioners demonstrates how the emerging field of media archaeology not only excavates the ways in which newer media work to remediate earlier forms and practices but also sketches out how older media help to premediate new ones." —Richard Grusin, author of Premediation: Affect and Mediality after 9/11 "In Media Archaeology, a constellation of interdisciplinary writers explore society's relationship with the technological imaginary through history, with fascinating essays on influencing machines, Freud as media theorist, interactive games from the 19th century to the present day, just to name a few. As an artist, my mind is set on fire by discussions of the marvelous inventions that never made it to the mainstream, such as optophonic poetry, Christopher Strachey's 1952 'Love letter generator' for the Manchester Mark II computer, and the 'Baby talkie.'" —Zoe Beloff, artist and editor of The Coney Island Amateur Psychoanalytic Society and Its Circle "A long-awaited synthesis addressing media archaeology in all of its epistemological complexity. With wide-ranging intellectual breath and creative insight, Huhtamo and Parikka bring together an eminent array of international scholars in film and media studies, literary criticism, and history of science in the spirit of making the discourse of the humanities legible to artist-intellectuals. This foundational volume enables a sophisticated understanding of reproducible audiovisual media culture as apparatus, historical form, and avant-garde space of play." —Peter J. Bloom, author of French Colonial Documentary: Mythologies of Humanitarianism "An essential read for everyone interested in the histories of media and art." —Oliver Grau, author of MediaArtHistories "Media archaeology is a wonderful new shadow field. If you are willing to step outside the glow of new media, this book's approaches can shift how you experience the objects and experiences that fill the new everyday of contemporary life. No one captures the beauty of studying new media in the shadow of older media implements and practices better than Erkki Huhtamo, the Finnish writer, curator, and scholar of media technology and design famous for his creative work as a preservationist and an interpreter of pre-cinematic technologies of visual display. He has teamed up here with Jussi Parikka, the Finnish scholar who has brought us an insect theory of media, to give us this long-awaited collection of essays in media archaeology. The surprise of the book is that the essays collectively bring forward a range of approaches to considering archaeological practice, giving us new ways to think about our embodied and subjective orientations to technologies and objects through the lens of the material remnants of practice, rather than offering a narrow definition of the field. The collection moves between computational machines and influencing machines, preservation and imagination, offering a range of ways to live the new everyday of media experience through the imaginary of archaeology." —Lisa Cartwright, co-author of Practices of Looking: An Introduction to Visual Culture "Where McLuhan's Understanding Media ends, Media Archaeology actually begins. Refusing the often futile search for the eternal laws of media, Media Archaeology does something more difficult and rare. It literally brings the history of media alive by drawing into presence the enigmatic, heterogeneous, unruly past of the media—its artifacts, machines, imaginaries, tactics, and games. What results is a fabulous cabinet of (media) memories: the imaginary moving with kinetic frenzy, histories of what happens when media collide in the electronic space of the virtual, and stories about those strange interstitial spaces between analogue and digital." —Arthur Kroker, author of The Will to Technology and the Culture of Nihilism "Rupturing the continuities and established values of traditional media history, this exciting and thought-provoking collection makes a significant contribution to our understanding of media culture, and demonstrates that the presence of the past in present-day media is central to the recognition and re-cognition that media archaeology promotes." —John Fullerton, editor of Screen Culture: History and Textuality "Here, at last, is a collection of essays that are a critical step to comprehending the history of our impulse to see ourselves in the machines we have made. This could be the beginning of 'Archaeology of Intention.'" —Bernie Lubell, artist "Huhtamo and Parikka's expertly curated collection is a kaleidoscopic tour of media archaeology, giving us forceful evidence of that unruly domain's vitality while preserving its wonderful unpredictability. With this essential volume, countless new paths have been opened up for media and cultural historians." —Charles R. Acland, author of Screen Traffic "This brilliant collection of essays provides much needed material and historical grounding for our understanding of new media. At the same time, it animates that ground by recognizing the integral roles that imagination, embodiment, and even productive disturbance play in media historiography. Yet these essays constitute more than a collection of historical case studies; together, they transform the book's subject into its overall method. Media Archaeology performs media archaeology. Huhtamo and Parikka excavate the intellectual traditions and map the epistemological terrain of media archaeology itself, demonstrating that the field is ripe with possibilities not only for further historical examination, but also for imagining exciting new scholarly and creative futures." —Shannon Mattern, The New School

ECOOP 2004 - Object-Oriented Programming - Martin Odersky 2004-11-24

ECOOP is the premier forum in Europe for bringing together practitioners, - searchers, and students to share their ideas and experiences in a broad range of disciplines woven with the common thread of object technology. It is a collage of events, including outstanding invited speakers, carefully refereed technical - pers, practitioner reports re?ecting real-world experience, panels, topic-focused workshops, demonstrations, and an interactive posters session. The 18th ECOOP 2004 conference held during June 14–18, 2004 in Oslo, Norway represented another year of continued success in object-oriented p- gramming, both as a topic of academic study and as a vehicle for industrial software development. Object-oriented technology has come of age; it is now the commonly established method for most software projects. However, an - panding ?eld of applications and new technological challenges provide a strong demand for research in foundations, design and programming methods, as well as implementation techniques. There is also an increasing interest in the in- gration of object-orientation with other software development techniques. We anticipate therefore that object-oriented programming will be a fruitful subject of research for many years to come. Thisyear,theprogramcommitteereceived132submissions,ofwhich25were acceptedforpublicationafterathoroughreviewingprocess.Everypaperreceived atleast4reviews.Paperswereevaluatedbasedonrelevance,signi?cance,clarity, originality, and correctness. The topics covered include: programming concepts, program analysis, software engineering, aspects and components, middleware, veri?cation, systems and implementation techniques. These were complemented by two invited talks, from Matthias Felleisen and Tom Henzinger. Their titles and abstracts are also included in these proceedings.

Java and Object Orientation: An Introduction - John Hunt 2012-12-06

An introduction to the field for both students and those actively involved in the software industry. Object orientation is discussed before going on to introduce Java, and object oriented concepts are illustrated throughout using Java, backed by examples for readers to follow. Design is included as well as coding, and guidance is given on how to build OO applications in Java. The construction of applications, not just applets is discussed in detail, showing how to turn any application into an applet. Java style guidelines are included, meeting the latest release of Java.

Programming Smalltalk – Object-Orientation from the Beginning - Johannes Brauer 2015-01-23

A straightforward, step-by-step introduction to clear and elegant object-oriented programming. Using a language that's perfect for this kind of programming, the book has been tested in numerous courses and workshops over ten years. Programming Smalltalk is particularly suited for readers with no prior programming knowledge. Starting from the first principles of programming, it teaches you how to use and create algorithms (reusable rules for problem-solving) and the basic building blocks of software. It goes on to explain how to develop complete applications and has a whole chapter on web applications as well as case studies. Now translated into English, this edition was completely revised to be consistent with the latest version of Cincom® VisualWorks®, a professional Smalltalk environment. All examples were created using VisualWorks, which is available without cost for educational purposes, and can be downloaded and installed on any up-to-date computer.