

# Program Development in Java

Abstraction,  
Specification, and  
Object-Oriented Design

Barbara Liskov  
with John Guttag

# Program Development In Java Abstraction Specification And Object Oriented Design

**L Reisser**



## **Program Development In Java Abstraction Specification And Object Oriented Design:**

*Program Development in Java* Barbara Liskov, John Guttag, 2000-06-06 Written by a world renowned expert on programming methodology and the winner of the 2008 Turing Award this book shows how to build production quality programs programs that are reliable easy to maintain and quick to modify Its emphasis is on modular program construction how to get the modules right and how to organize a program as a collection of modules The book presents a methodology effective for either an individual programmer who may be writing a small program or a single module in a larger one or a software engineer who may be part of a team developing a complex program comprised of many modules Both audiences will acquire a solid foundation for object oriented program design and component based software development from this methodology Because each module in a program corresponds to an abstraction such as a collection of documents or a routine to search the collection for documents of interest the book first explains the kinds of abstractions most useful to programmers procedures iteration abstractions and most critically data abstractions Indeed the author treats data abstraction as the central paradigm in object oriented program design and implementation The author also shows with numerous examples how to develop informal specifications that define these abstractions specifications that describe what the modules do and then discusses how to implement the modules so that they do what they are supposed to do with acceptable performance Other topics discussed include Encapsulation and the need for an implementation to provide the behavior defined by the specification Tradeoffs between simplicity and performance Techniques to help readers of code understand and reason about it focusing on such properties as rep invariants and abstraction functions Type hierarchy and its use in defining families of related data abstractions Debugging testing and requirements analysis Program design as a top down iterative process and design patterns The Java programming language is used for the book s examples However the techniques presented are language independent and an introduction to key Java concepts is included for programmers who may not be familiar with the language

**Program Development in Java** B. Liskov, John Guttag, 2001 *Formal Methods and Software Engineering* Jim Davies, Wolfram Schulte, Mike Barnett, 2004-10-28 Formal engineering methods are changing the way that software systems are developed With language and tool support they are being used for automatic code generation and for the automatic abstraction and checking of implementations In the future they will be used at every stage of development requirements specification design implementation testing and documentation The ICFEM series of conferences aims to bring together those interested in the application of formal engineering methods to computer systems Researchers and practitioners from industry academia and government are encouraged to attend and to help advance the state of the art Authors are strongly encouraged to make their ideas as accessible as possible and there is a clear emphasis upon work that promises to bring practical tangible benefits reports of case studies should have a conceptual message theory papers should have a clear link to application and papers describing tools should have an account of results ICFEM 2004 was the sixth

conference in the series and the first to be held in North America. Previous conferences were held in Singapore, China, UK, Australia, and Japan. The Programme Committee received 110 papers and selected 30 for presentation. The final versions of those papers are included here together with 2 page abstracts for the 5 accepted tutorials and shorter abstracts for the 4 invited talks.

*Fundamental Approaches to Software Engineering* Vittorio Cortellessa, Dániel Varró, 2013-02-17

This book constitutes the proceedings of the 16th International Conference on Fundamental Approaches to Software Engineering FASE 2013 held as part of the European Joint Conference on Theory and Practice of Software ETAPS 2013 which took place in Rome, Italy, in March 2013. The 25 papers presented in this volume were carefully reviewed and selected from 112 submissions. They are organized in topical sections named: model driven engineering, verification and validation, software comprehension, analysis tools, model driven engineering applications, model transformations, and testing.

**Introduction to Programming Languages** Arvind Kumar Bansal, 2013-12-17

In programming courses using the different syntax of multiple languages such as C, Java, PHP, and Python for the same abstraction often confuses students new to computer science. *Introduction to Programming Languages* separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstract level.

**Theoretical Aspects of Computer Software** Naoki Kobayashi, Benjamin C. Pierce, 2003-06-30

This volume constitutes the proceedings of the Fourth International Symposium on Theoretical Aspects of Computer Software TACS 2001 held at Tohoku University, Sendai, Japan, in October 2001. The TACS symposium focuses on the theoretical foundations of programming and their applications. As this volume shows, TACS is an international symposium with participants from many different institutions and countries. TACS 2001 was the fourth symposium in the TACS series following TACS 91, TACS 94, and TACS 97 whose proceedings were published as Volumes 526, 789, and 1281 respectively of Springer Verlag's Lecture Notes in Computer Science series. The TACS 2001 technical program consisted of invited talks and contributed talks. In conjunction with this program there was a special open lecture by Benjamin Pierce; this lecture was open to non-registrants. TACS 2001 benefited from the efforts of many people in particular members of the Program Committee and the Organizing Committee. Our special thanks go to the Program Committee Co-chairs Naoki Kobayashi, Tokyo Institute of Technology, Benjamin Pierce, University of Pennsylvania.

**Real-Time Software Design for Embedded Systems** Hassan Gomaa, 2016-05-26

This tutorial reference takes the reader from use cases to complete architectures for real-time embedded systems using SysML, UML, and MARTE and shows how to apply the COMET RTE design method to real-world problems. The author covers key topics such as architectural patterns for distributed and hierarchical real-time control and other real-time software architectures, performance analysis of real-time designs using real-time scheduling and timing analysis on single and multiple processor systems. Complete case studies illustrating design issues include a light rail control system, a microwave oven control system, and an automated highway toll system. Organized as an introduction followed by several self-contained chapters, the book is perfect for experienced software engineers wanting

a quick reference at each stage of the analysis design and development of large scale real time embedded systems as well as for advanced undergraduate or graduate courses in software engineering computer engineering and software design

**Program Development in Java** B. Liskov, John Guttag, 2001 Liskov engineering Massachusetts Institute of Technology and Guttag computer science and engineering also at MIT present a component based methodology for software program development The book focuses on modular program construction how to get the modules right and how to organize a program as a collection of modules It explains the key types of abstractions demonstrates how to develop specifications that define these abstractions and illustrates how to implement them using numerous examples An introduction to key Java concepts is included Annotation copyrighted by Book News Inc Portland OR [Advances in Computer Communication and Computational Sciences](#) Sanjiv K. Bhatia, Shailesh Tiwari, Krishn K. Mishra, Munesh C. Trivedi, 2019-05-21 This book includes key insights that reflect Advances in Computer and Computational Sciences from upcoming researchers and leading academics around the globe It gathers high quality peer reviewed papers presented at the International Conference on Computer Communication and Computational Sciences IC4S 2018 which was held on 20 21 October 2018 in Bangkok The book covers a broad range of topics including intelligent hardware and software design advanced communications intelligent computing techniques intelligent image processing and web and informatics Its goal is to familiarize readers from the computer industry and academia with the latest advances in next generation computer and communication technology which they can subsequently integrate into real world applications *Object-oriented Programming Featuring Graphical Applications in Java* Michael Jay Laszlo, 2002 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 **Object-oriented Information Systems** ,2002 **12th International Symposium**

**on Software Reliability Engineering** ,2001 The papers in this volume constitute the proceedings of the 12th International Symposium on Software Reliability Engineering ISSRE 2001 Proceedings of the ... Annual ACM Symposium on Principles of Distributed Computing ,2001 Dr. Dobb's Journal ,2001 **Proceedings of the Twentieth Annual ACM Symposium on Principles of Distributed Computing** ,2001 **Tools and Algorithms for the Construction and Analysis of Systems** ,2005 *Guide to the Software Engineering Body of Knowledge* Alain Abran,James W. Moore,2004 The purpose of the Guide to the Software Engineering Body of Knowledge is to provide a validated classification of the bounds of the software engineering discipline and topical access that will support this discipline The Body of Knowledge is subdivided into ten software engineering Knowledge Areas KA that differentiate among the various important concepts allowing readers to find their way quickly to subjects of interest Upon finding a subject readers are referred to key papers or book chapters Emphases on engineering practice lead the Guide toward a strong relationship with the normative literature The normative literature is validated by consensus formed among practitioners and is concentrated in standards and related documents The two major standards bodies for software engineering IEEE Computer Society Software and Systems Engineering Standards Committee and ISO IEC JTC1 SC7 are represented in the project *End-user Program Analysis* Bor-Yuh Evan Chang,2008 Model Checking Software ,2005 **FME ...** ,2002

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web length of lesson exploring the basic needs of animals 1 st grade 30 40 minutes essential question s what do animals need to survive and where do they get it lesson summary context the ultimate goal of this lesson is to show students that all living things have specific items they need to survive and that they can be very similar

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## **Program Development In Java Abstraction Specification And Object Oriented Design**

web first graders study the basic needs of animals and compare them to human needs they make bird feeders using milk carton and pine cones they review the basic needs of food water air and shelter and discuss what happens

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