

Object Thinking

Chisholm, Roderick, M

Object Thinking David West,2004 Object Thinking blends historical perspective, experience, and visionary insight - exploring how developers can work less like the computers they program and more like problem solvers.

Thinking: Objects: Contemporary Approaches to Product Design Tim Parsons,2017-12-14 Thinking: Objects: Contemporary Approaches to Product Design discusses influences on modern product design such as globalization, technology, the media and the need for a sustainable future, and demonstrates how readers can incorporate these influences into their own work. The book also discusses how readers can learn to read the signals an object sends, interpret meaning and discover historical context. Thinking: Objects provides an essential reference tool that will enable you to find your own style and succeed in the industry.

The Object-Oriented Thought Process Matt Weisfeld,2008-08-25 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.

OOP – Learn Object Oriented Thinking & Programming Rudolf Pecinovsky,2013-11-01 You can find a whole range of programming textbooks intended for complete beginners. However, this one is exceptional to certain extent. The whole textbook is designed as a record of the dialogue of the author with his daughter who wants to learn programming. The author endeavors not to explain the Java programming language to the readers, but to teach them real programming. To teach them how to think and design the program as the experienced programmers do. Entire matter is explained in a very illustrative way which means even a current secondary school student can understand it quite simply.

Elegant Objects Yegor Bugayenko,2017-04-18 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.

Think Java Allen B. Downey,Chris Mayfield,2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Object Thinking Gerardus Blokdyk,2018-04 How did the Object Thinking manager receive input to the development of a Object Thinking improvement plan and the estimated completion dates/times of each activity? In a project to restructure Object Thinking outcomes, which stakeholders would you involve? How much are sponsors, customers, partners, stakeholders involved in Object Thinking? In other words, what are the risks, if Object Thinking does not deliver successfully? Has the Object Thinking work been fairly and/or equitably divided and delegated among team members who are qualified and capable to perform the work? Has everyone contributed? If substitutes have been appointed, have they been briefed on the Object

Thinking goals and received regular communications as to the progress to date? Defining, designing, creating, and implementing a process to solve a challenge or meet an objective is the most valuable role... In EVERY group, company, organization and department. Unless you are talking a one-time, single-use project, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' This Self-Assessment empowers people to do just that - whether their title is entrepreneur, manager, consultant, (Vice-)President, CxO etc... - they are the people who rule the future. They are the person who asks the right questions to make Object Thinking investments work better. This Object Thinking All-Inclusive Self-Assessment enables You to be that person. All the tools you need to an in-depth Object Thinking Self-Assessment. Featuring 724 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Object Thinking improvements can be made. In using the questions you will be better able to: - diagnose Object Thinking projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Object Thinking and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Object Thinking Scorecard, you will develop a clear picture of which Object Thinking areas need attention. Your purchase includes access details to the Object Thinking self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows your organization exactly what to do next. Your exclusive instant access details can be found in your book.

Streamlined Object Modeling Jill Nicola, Mark Mayfield, Mike Abney, 2001-09-21 A rigorous and practical framework for modeling business systems Pares object modeling down to its core concepts, making it easier than ever. Twelve object collaboration patterns that address virtually any business scenario Powerful techniques—not fancy notation! Streamlined Object Modeling presents the first rigorous, practical framework for object modeling complex business domains, rules, and systems. Three world-renowned leaders in object development have pared object modeling down to the core concepts for all business domains, business rules, and business services. Starting from the first principles of object think, the authors offer a fully integrated approach to building, validating, and critiquing object models. Coverage includes: Proven principles and techniques for successfully modeling the structure and operations of any business domain. Guidelines for finding and associating objects, assembling object models, and distributing system behavior among objects. Rigorous methods for discovering, organizing, and implementing business rules around objects. Twelve all-encompassing collaboration patterns—what they represent, how they relate, and how to apply them. Five kinds of business rules, three types of services, and six categories of properties completely specify object-oriented business requirements From start to finish, the book makes extensive use of examples drawn from real commercial applications. To illustrate how streamlined object modeling flows from analysis to code, it also presents a complete case study derived from a real-world application, and implemented in two leading object-oriented languages-Java, and the Squeak implementation of Smalltalk.

Growing Object-Oriented Software, Guided by Tests Steve Freeman, Nat Pryce, 2009-10-12 Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this simple idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and “grow” software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you’ll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

Head First Object-Oriented Analysis and Design Brett McLaughlin, Gary Pollice, David West, 2006-11-27 Provides information on analyzing, designing, and writing object-oriented software.

Microsoft Object Thinking ,2005*

Object Design Rebecca Wirfs-Brock, Alan McKean, 2003 Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

Future Rising Andrew Maynard, 2020-10-27 A scientist offers compelling visions and potential pitfalls of the future—in “a journey through time, space,

and the human experience” (Dr. Tanya Harrison, coauthor of *For All Humankind*). Humanity has gained the ability not only to imagine the future, but to design and engineer it. At times entertaining, and at others profound, *Future Rising* provides an original perspective on our relationship with the future. As a species, we’ve become talented architects of our future—yet we often struggle to come to terms with what this means. As innovation and rapidly shifting norms and expectations drive our world at breakneck speed, we sometimes need to find a still, quiet place to pause and think. *Future Rising* creates such a place, where we can take advantage of our species’ knowledge of world history and the importance of science to piece together a positive future. To create a good future, we must rediscover the past. Our relationship with the future is inextricably intertwined with where we’ve come from, who we are, and what we aspire to. *Future Rising* starts at the beginning of all things with the Big Bang and traces a pathway along the emergence of intelligent life, through what makes humans uniquely capable of imagining and creating different futures. In a series of sixty short reflections, Andrew Maynard, a former physicist and nationally recognized expert in technology and society, will take you on a journey into: What “the future” actually is How it molds and guides our lives How we can use the history of the world to change our future “A thoughtful and thought-provoking response to the moment we’re in, chronicling how we got here, where we’re going, and what role we have in that journey.” —Ramona Pringle, Director of Creative Innovation Studio and Associate Professor, Ryerson University

Person and Object Chisholm, Roderick, M, 2014-06-03 First published in 2002. This is Volume V of seventeen in the Library of Philosophy series on Metaphysics. Written in 1976, this book includes amongst others, the three Carus Lectures constituting the nucleus of this book were presented before the Pacific Division of the American Philosophical Association in December 1967 and look at the topic of Person and Object. The aim of this study is further the concept that by considering certain obvious facts about ourselves, we can arrive at an understanding of the general principles of metaphysics.

Thinking Like a Plant Craig Holdrege, 2013-10-15 Who would imagine that plants can become master teachers of a radical new way of seeing and interacting with the world? Plants are dynamic and resilient, living in intimate connection with their environment. This book presents an organic way of knowing modeled after the way plants live. When we slow down, turn our attention to plants, study them carefully, and consciously internalize the way they live, a transformation begins. Our thinking becomes more fluid and dynamic; we realize how we are embedded in the world; we become sensitive and responsive to the contexts we meet; and we learn to thrive within a changing world. These are the qualities our culture needs in order to develop a more sustainable, life-supporting relation to our environment. While it is easy to talk about new paradigms and to critique our current state of affairs, it is not so easy to move beyond the status quo. That’s why this book is crafted as a practical guide to developing a life-infused way of interacting with the world.

Thinking Through Fairbairn Graham S. Clarke, 2018 Thinking through Fairbairn offers parallel perspectives on Fairbairn's work. It explores an extended interpretation of his psychology of dynamic structure and applies that model to a number of different areas. Fairbairn's Scottish origins are explored through his relationship with the work of Ian Suttie and Edward Glover. A new extended object relations model of fantasy and inner reality that reflects Fairbairn's approach as represented by his contribution to the Controversial Discussions is also developed. In cooperation with Paul Finnegan, this version of Fairbairn's model is applied to an understanding of multiple personality disorder or dissociative identity disorder. This model is combined with Fairbairn's theory of art to provide an understanding of some puzzle films based in trauma and dissociation. Fairbairn's theory is presented here as a synthesis of classical and relational approaches, and his appropriation by relational theorists as a precursor to exclusively relational approaches challenged. The deep structure of Fairbairn's object relations model is developed through a detailed comparison with Glover's ego-nuclei model. Fairbairn's nuanced view of instinct and affect is investigated and some parallels with neuropsychanalysis developed. Finally some ways that the developed model might be further enhanced to become a general model are suggested.

Practical Object-oriented Design in Ruby Sandi Metz, 2013 The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. This book focuses squarely on object-oriented Ruby application design. Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you Understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

Object-Oriented Ontology Graham Harman, 2018-03-01 What is reality, really? Are humans more special or important than the non-human objects

we perceive? How does this change the way we understand the world? We humans tend to believe that things are only real in as much as we perceive them, an idea reinforced by modern philosophy, which privileges us as special, radically different in kind from all other objects. But as Graham Harman, one of the theory's leading exponents, shows, Object-Oriented Ontology rejects the idea of human specialness: the world, he states, is clearly not the world as manifest to humans. At the heart of this philosophy is the idea that objects - whether real, fictional, natural, artificial, human or non-human - are mutually autonomous. In this brilliant new introduction, Graham Harman lays out the history, ideas and impact of Object-Oriented Ontology, taking in everything from art and literature, politics and natural science along the way. Graham Harman is Distinguished Professor of Philosophy at SCI-Arc, Los Angeles. A key figure in the contemporary speculative realism movement in philosophy and for his development of the field of object-oriented ontology, he was named by Art Review magazine as one of the 100 most influential figures in international art.

The Object-oriented Thought Process Matt A. Weisfeld,2004 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.

Object-Oriented Feminism Katherine Behar,2016-11-01 The essays in Object-Oriented Feminism explore OOF: a feminist intervention into recent philosophical discourses—like speculative realism, object-oriented ontology (OOO), and new materialism—that take objects, things, stuff, and matter as primary. Object-oriented feminism approaches all objects from the inside-out position of being an object too, with all of its accompanying political and ethical potentials. This volume places OOF thought in a long history of ongoing feminist work in multiple disciplines. In particular, object-oriented feminism foregrounds three significant aspects of feminist thinking in the philosophy of things: politics, engaging with histories of treating certain humans (women, people of color, and the poor) as objects; erotics, employing humor to foment unseemly entanglements between things; and ethics, refusing to make grand philosophical truth claims, instead staking a modest ethical position that arrives at being “in the right” by being “wrong.” Seeking not to define object-oriented feminism but rather to enact it, the volume is interdisciplinary in approach, with contributors from a variety of fields, including sociology, anthropology, English, art, and philosophy. Topics are frequently provocative, engaging a wide range of theorists from Heidegger and Levinas to Irigaray and Haraway, and an intriguing diverse array of objects, including the female body as fetish object in Lolita subculture; birds made queer by endocrine disruptors; and truth claims arising in material relations in indigenous fiction and film. Intentionally, each essay can be seen as an “object” in relation to others in this collection. Contributors: Irina Aristarkhova, University of Michigan; Karen Gregory, University of Edinburgh; Marina Gržinić, Slovenian Academy of Science and Arts; Frenchy Lunning, Minneapolis College of Art and Design; Timothy Morton, Rice University; Anne Pollock, Georgia Tech; Elizabeth A. Povinelli, Columbia University; R. Joshua Scannell, CUNY Graduate Center; Adam Zaretsky, VASTAL.

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