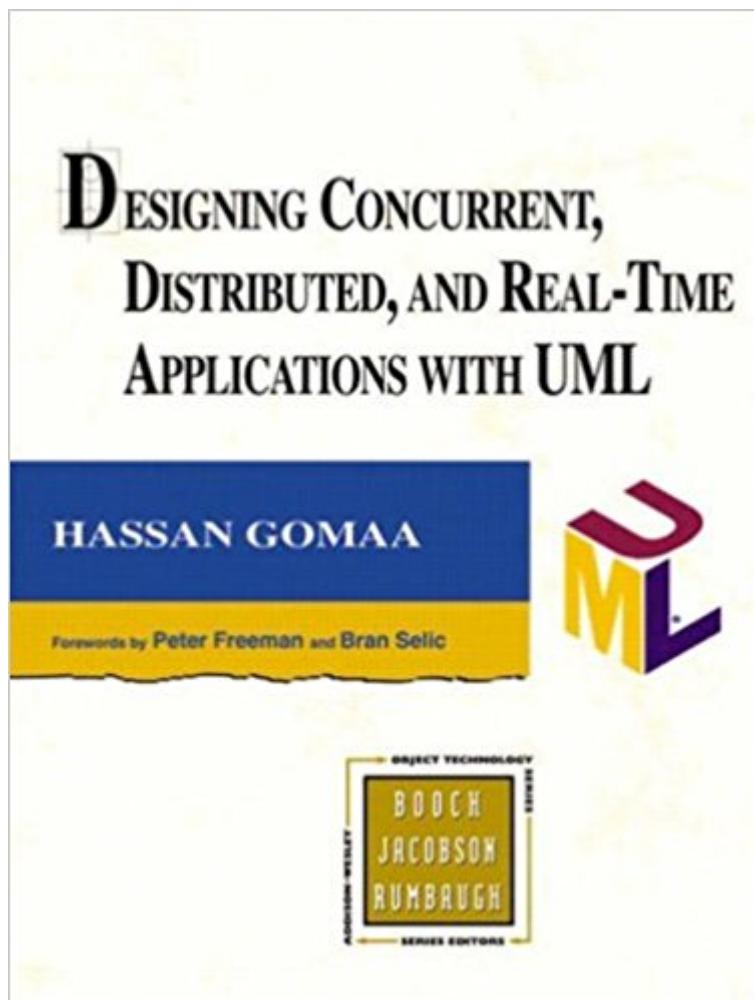


The book was found

Designing Concurrent, Distributed, And Real-Time Applications With UML



Synopsis

In this book, renowned real-time software expert Hassan Gomaa adapts UML to the unique needs of the concurrent, distributed, and real-time applications -- helping developers leverage the powerful flexibility, reliability, and time-to-market benefits associated with UML. Gomaa starts by reviewing the key issues and concepts associated with analysis and design of distributed and real-time applications -- focusing not only on standard object-oriented concepts such as information hiding, classes, and inheritance, but also specialized issues such as finite state machines, concurrent tasks, and real-time scheduling. Next, he introduces the COMET (Concurrent Object Modeling and Architectural Design) Method, a UML-based object-oriented analysis and design method specifically created for concurrent, distributed, and real-time applications. The book presents detailed structuring criteria that assist the designer at every stage of the analysis and design process, and offers exceptional insight into dynamic modeling, concurrency, distributed application design, and performance analysis of real-time designs. Gomaa concludes with several detailed case studies covering a broad range of applications, including systems for banking, e-Commerce, cruise control, factory automation, and more.

Book Information

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Customer Reviews

This book provides a practical method to apply the Unified Modeling Language (UML) to design concurrent and distributed software for large systems. While many books have been published to explain the details of the UML notation, this book provides a method, COMET, to approach software

design through application of a practical subset of the UML notation. The book contains numerous, extensive case studies and provides pragmatic, useful guidelines to identify distributed subsystems and concurrent tasks from a UML analysis model. The approach described represents a unique and valuable contribution by the author of this text. Finally, because this book is intended mainly as a text for software design courses, I consulted with a few students who have used this book in a graduate-level software engineering course. All of the students were favorably impressed with the content, clarity, practicality, and detail contained in the book. Prior to the publication of this text, a software design course based on UML could only be taught using a UML text together with a separate software design text. In this text book, Dr. Gomaa has integrated material from UML and software design in such a form that a software design course can now be taught with this text alone.

I am using it as a textbook for a course on object-oriented development of real-time and distributed applications. I found that the author did an excellent job at merging the OO techniques and UML on one hand with the concurrency/distribution issues on the other hand. The book presents clear helpful guidelines for the developers of real-time and distributed systems. One of the features I liked the most is the fact that a number of well chosen examples, from an elevator control system to an e-commerce system, are completely worked out in the book. How better to learn than by following relevant, clearly explained examples!

This book is an excellent source of information for software engineers designing concurrent and real-time systems using the object-oriented paradigm. Hassan's COMET method tackles the hard issues of concurrency, real-time constraints, and distributed systems with a comprehensive, straight-forward approach that is easy to understand and conforms to the UML standard. The text is also enhanced with an excellent selection of examples from different application domains. The book is structured in such a way as to be useful to both the novice (as a guidebook) and to the expert (as a reference). This book spends more time on my desk than on my bookshelf.

Excellent product..

this book show u how to build real time app, but foor example

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