An Introduction to Object-Oriented Programming with UML Using Borland C++

An Introduction to Object-Oriented Programming with UML Using Borland C++

Rosziati Ibrahim

Penerbit UTHM

2008

Perpustakaan Negara Malaysia Data Pengkatalogan-dalam Penerbitan

Rosziati Ibrahim
An Introduction to object-oriented programming with UML using Borland C++ / Rosziati Ibrahim

Mengandungi indeks

Bibliografi : p.187

ISBN 978-983-2963-77-6

1. Object-oriented programming languages. 2. C++ (Computer program languages). I. Title.
005.133

Diterbit dan dicetak oleh :
Pejabat Penerbit
Universiti Tun Hussein Onn Malaysia
86400 Parit Raja,
Batu Pahat
Johor Darul Takzim
Tel: 07-453 7454 / 52
Faks: 07-453 6145
Laman Web : www.uthm.edu.my/pt
E-mel : pt@uthm.edu.my

Preface

This book introduces object-oriented programming using Borland C++ programming language through an approach that uses example programs. This approach simplifies and reinforces the learning process. Each chapter contains two or more complete example programs that illustrate the materials covered. The output of each example program is shown with the program code written in Borland C++ for window. Most chapters contain full programming solutions for case studies. The case studies are designed to cover materials within the topics discussed in the chapters. The last chapter in this book shows the mapping of object-oriented analysis into object-oriented implementation. Some of the materials in this book are from my previous book entitled "Object-Oriented Programming Using C++ - An Introduction".

The Intended Audience

This book is aimed at First Year students in computer science and related disciplines. It is written in object-oriented manners. The main objectives of the book are

- To introduce to students as early as possible on how to write programs in object-oriented manners using programming language C++
- To motivate students to write programs in a modular approach using functions and classes.

The Content

This book consists of 6 chapters. Chapter 1 attempts to introduce the object-oriented approach. Chapter 2 introduces object-oriented programming using C++. Chapter 3 covers topics on debugging and testing. Chapter 4 discusses advanced topics in object-oriented programming while Chapter 5 discusses advanced topics in C++. Finally, Chapter 6 shows the mapping of object-oriented analysis into object-oriented implementation by using UML (Unified Modeling Language) Specification.

Each chapter in this book includes

- Learning objectives to be achieved within the chapter. This will enhance the learning experience.
- Example programs to show how the topics are done in object-oriented manners.

Acknowledgements

I would like to give special thanks to people who read the draft of the book and give comments to the early draft of the book.

To my husband, thank you for the support and patience.

To my children (Suriati, Haiza, Ridhwan and Firdaus), you are my inspiration.

Finally, I would also like to thank all my colleagues who have helped and encouraged me during the course of publishing this book. Three important words (courage, passion and discipline) make this book possible.

Rosziati Ibrahim
UTHM, Batu Pahat, Johor, Malaysia

CONTENTS