

<<面向对象系统架构及设计>>

图书基本信息

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内容概要

本书针对面向对象开发过程中的系统设计阶段，全面论述了基本概念、静态设计模式、对象一致性、对象建模中的高级问题、动态对象建模、常用接口、面向对象系统架构等重要内容。书中给出了大量的实例，并提供了网站以便读者下载。

本书适合面向对象系统分析及设计人员阅读。

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