



IBM Software Group

Essentials of Visual Modeling with UML

Module 1: Introduction to Object Technology

Rational software



Objectives

- ◆ Define object technology and show its strengths.
- ◆ Explain the history of object technology.
- ◆ Discuss how object technology is used today.

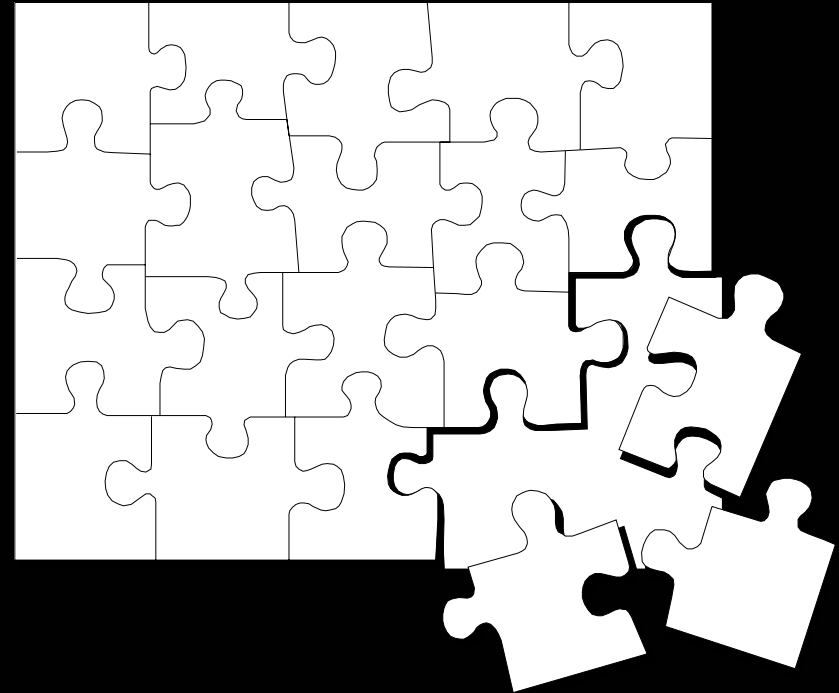
Where Are We?

- ★ ♦ What is object technology?
- ♦ Where is object technology used today?



What Is Object Technology?

- ♦ A set of principles (abstraction, encapsulation, polymorphism) guiding software construction, together with languages, databases, and other tools that support those principles. (*Object Technology - A Manager's Guide*, Taylor, 1997.)



The Strengths of Object Technology

- ◆ Reflects a single paradigm
- ◆ Facilitates architectural and code reuse
- ◆ Reflects real world models more closely
- ◆ Encourages stability
- ◆ Is adaptive to change

The History of Object Technology

◆ Major object technology milestones

Simula



1967

C ++



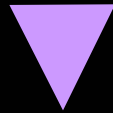
Late 1980s

The UML



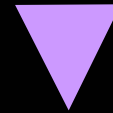
1996

1972



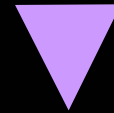
Smalltalk

1991



Java

2003+



???

Where Are We?

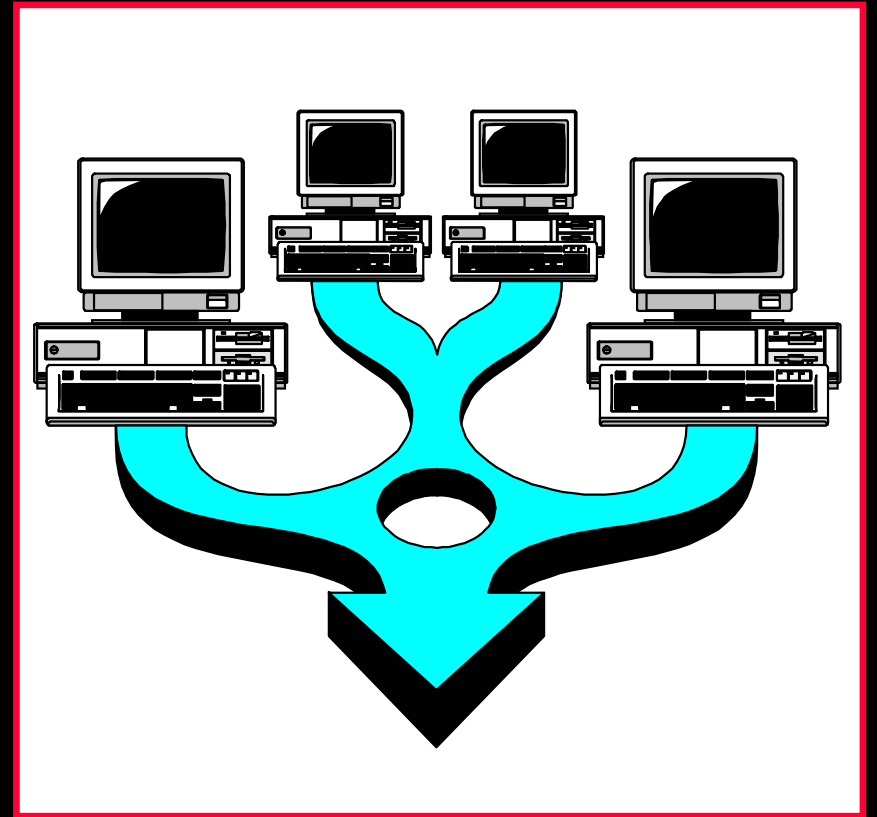
- ◆ What is object technology?
- ★ ◆ Where is object technology used today?



Where Is Object Technology Used?

◆ Client/Server Systems and Web Development

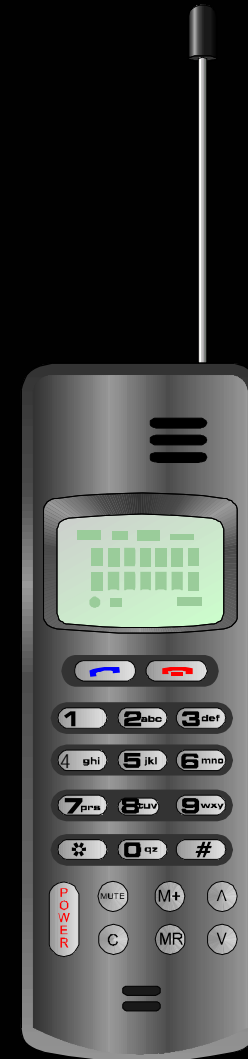
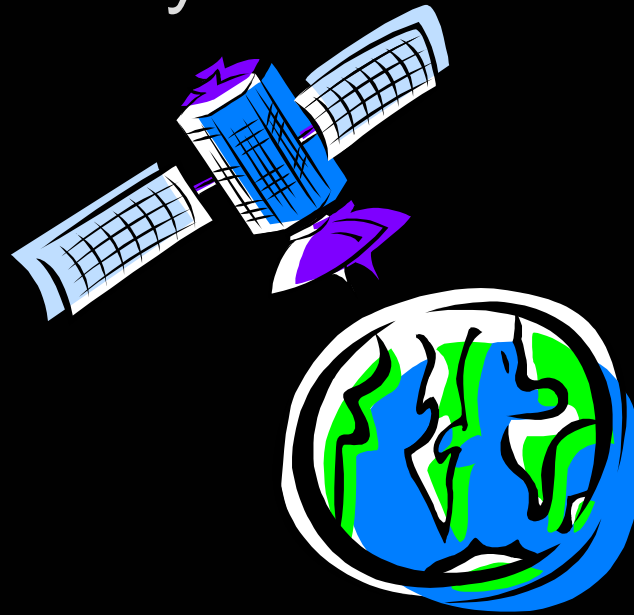
- Object technology allows companies to encapsulate business information in objects and helps to distribute processing across the Internet or a network.



Where Is Object Technology Used? (cont.)

◆ Real-time systems

- Object technology enables real-time systems to be developed with higher quality and flexibility.



Differences Between OO and Structured Design

◆ Object-orientation (OO)

- Mends the data and data flow process together early in the lifecycle
- Has a high level of encapsulation
- Promotes reuse of code differently
- Permits more software extensibility

Discussion

- ◆ What is your perception of object technology?
- ◆ What do you perceive as object technology's strengths? Its weaknesses?
- ◆ Why are you making the shift to object technology?