

Quatrani, T. (1998) *Visual Modeling with Rational Rose and UML*, Addison-Wesley, Reading, MA.

Rumbaugh, J., Blaha, M., Premerlani, W., Eddy, F. and Lorensen, W. (1991) *Object-oriented Modeling and Design*, Prentice-Hall, Englewood Cliffs, NJ.

Sommerville, I. (2000) *Software Engineering*. (6th edition, Addison-Wesley, Wokingham.

Wirfs-Brock, R., Wilkerson, B. and Wiener, L. (1990) *Designing Object-oriented Software*, Prentice Hall, Englewood Cliffs, NJ.

Quick check questions

You can find the answers to these in the chapter.

- a Why is it not enough just to read the book if you want to make a useful contribution to a software development team?
- b What is a system life cycle?
- c What are the main stages of a traditional system life cycle?
- d List four life cycle models that are based on the traditional approach to developing software systems
- e What are the main phases of object-oriented system development?
- f In object-oriented development, what is the relationship between phases and workflows?
- g List three ways in which object-oriented development differs from the traditional structured approach.
- h What is the difference between a life cycle and a development method?
- i What are (a) RUP and (b) UML?
- j What do we mean by (a) abstraction and (b) decomposition in the context of modelling software systems?
- k What is a CASE tool?