

Preface and acknowledgements

This is a book for beginners to the object-oriented way of developing software systems. We hope that it will also be useful for students who already have some idea of what object-orientation is all about, but we do not assume any prior knowledge, and we try to explain everything in the simplest way possible.

The book is based on our own experience of teaching object-oriented development, and we have concentrated on those aspects that students find most difficult to grasp, in particular how the different models are related to each other, and how each model progresses through the system development process. One of the most important aspects of the book is the exercises at the ends of the chapters, since it is only by working through these that students will really learn to master the techniques.

The book is based around the development of a small bike hire system, from the initial identification of customer requirements, through the construction of models for the system, to the final code. We have included source documentation, analysis and design models, and also a partial implementation in the final chapter. Our aim is to provide an understanding of the object-oriented system development process, and to give students the opportunity to become competent in some of the techniques involved in it.

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