Ticket Booking System Class Diagram Theheap

Build cross-platform solutions with .NET Core 2.0 through real-life scenarios Key Features Bridges the gap between learning and doing and improves your software development skills Covers the best practices of .NET development to improve your productivity Example-based approach to get you started quickly with software programming Book Description With the rise in the number of tools and technologies available today, developers and architects are always exploring ways to create better and smarter solutions. Before, the differences between target platforms was a major roadblock, but that's not the case now. .NET Core 2.0 By Example will take you on an exciting journey to building better software. This book provides fresh and relevant content to .NET Core 2.0 in a succinct format that's enjoyable to read. It also delivers concepts, along with the implications, design decisions, and potential pitfalls you might face when targeting Linux and Windows systems, in a logical and simple way. With the .NET framework at its center, the book comprises of five varied projects: a multiplayer Tic-tac-toe game; a real-time chat application, Let'sChat; a chatbot; a microservice-based buying-selling application; and a movie booking application. You will start each chapter with a high-level overview of the content, followed by the above example applications described in detail. By the end of each chapter, you will not only be proficient with the concepts, but you'll also have created a tangible component in the application. By the end of the book, you will have built five solid projects using all the tools and support provided by the .NET Core 2.0 framework. What you will learn Build cross-platform applications with ASP.NET Core 2.0 and its tools Integrate, host, and deploy web apps with the cloud (Microsoft Azure) Leverage the ncurses native library to extend console capabilities in .NET Core on Linux and interop with native coden .NET Core on Linux and learn how to interop with existing native code Reuse existing .NET Framework and Mono assemblies from .NET Core 2.0 applications Develop real-time web applications using ASP.NET Core Learn the differences between SOA and microservices and get started with microservice development using ASP.NET Core 2.0 Walk through functional programming with F# and .NET Core from scratch Who this book is for If you are a developer or architect and want to learn how to build cross-platform solutions using Microsoft .NET Core, this book is for you. It is assumed that you have some knowledge of the .NET Framework, OOP, and C# (or a similar programming language).

OOIS'95 (Object-Oriented Information Systems '95) contains contributions from leading researchers and practitioners working on object oriented technology and its application in information systems design and development. The book has a strong practical focus and contains much technical insight of particular relevance to professionals working in the field. The papers cover two main areas of the field: academic research trends into object oriented concepts and principles, and state of the art applications in industry. Among the specific topics covered are modelling, knowledgebases, software development, interface design, object databases, distributed databases, and emerging object technologies. All those working in the field of information technology will find the book a useful source of reference.

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

EBOOK: PRACTICAL OBJECT-ORIENTMcGraw Hill

What is this book about? With the release of PHP 5 and the Zend Engine 2, PHP finally graduates from it earliest days as a lightweight scripting syntax to an powerful object oriented programming language that can hold its own against the Java and .NET architectures that currently dominate corporate software development. This book has a pragmatic focus on how to use PHP in the larger scheme of enterprise-class software development. What does this book cover? Unlike Java or .NET, there is little discussion of the application of design patterns, component architectures, and best-practices to the development of applications using PHP. Software written in the absence of this sort of higher-order architecture will never be able to match the robust frameworks that Java and .NET ship with out of the box. This book addresses this issue by covering the following material: Part 1 discusses the OO concepts that were initially explored in Beginning PHP 5 and a demonstration of how to implement them in PHP 5. This section also covers UML modeling and provides a brief introduction to project management techniques that are covered in more depth in Part 4. Parts 2 and 3 present objects and object hierarchies that, when completed, comprise a robust toolkit that developers will be able to reuse on future projects. These chapters are designed to arm the professional PHP developer with the sort of constructs that are available out of the box with platforms such as Java and .NET — from simple utility classes like Collection and Iterator, to more complex constructs like Model/View/Controller architectures and state machines. Part 4 shows how to use the toolkit from Parts 2 and 3 to create real-world applications. We look at the development of a robust contact management system that will leverage the componentry and concepts already discussed and introduce project management and software architecture concepts that enable developers to accurately identify business requirements, design scalable, extensible platforms, and handle change management effectively. It covers the waterfall and spiral project management paradigms and include a discussion on eXtreme Programming and other approaches to software development. The Appendices include an extended discussion on the effective use of CVS, introduce the Zend Studio IDE and related tools, and discuss performance tuning and scalability.

This title stresses on Object Oriented and Classical Approach, by resorting to a concise presentation of the subject. In tune with reviewer comments and market feedback, the book takes an approach whereby a more balanced emphasis has been given to Design, Architecture and Management issues. Key features Extensive stress on Object Oriented Systems Analysis and Design. Separate chapter on Software Systems Design and Architecture (Chapter 5). Better organization with chapters on Testing for Software Quality (Chapter 14) and Quality Engineering for Software Quality Assurance (Chapter 15), placed in succession. Case Studies conclude every chapter for better comprehension of concepts. Concepts presented through easy to understand language and schematic diagrams. Pedagogy: Figures: 197 Test Your Understandings: 198 Chapter End Case Studies: 15 Greater focus on Design and Architecture issues Stress on Software Project Management reduced to a required level Enhanced pedagogy with a Case Study concluding each chapter Concise presentation of the Software Engineering

Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns, you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know. Who This Book Is For Whether you're a beginner, intermediate or advanced iOS developer, this book is for you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this book, you'll be well-prepared to use design patterns in your own apps!

The new field of learning design has the potential to revolutionize not only technology in education, but the whole field of teaching and learning through the application of design thinking to education. Learning Design looks inside the "black box" of pedagogy to understand what teachers and learners do together, and how the best teaching ideas can be shared on a global scale. Learning design supports all pedagogical approaches, content areas, and fields of education. The book opens with a new synthesis of the field of learning design and its place in educational theory and practice, and goes on to explore the implications of learning design for many areas of education—both practical and theoretical—in a series of chapters by Larnaca Declaration authors and other international experts.

This book constitutes the refereed proceedings of the 6th International Conference on Software Language Engineering, SLE 2013, held in Indianapolis, IN, USA, in October 2013. The 17 technical papers presented together with 2 tool demonstration papers and one keynote were carefully reviewed and selected from 56 submissions. SLE’s foremost mission is to encourage, synthesize and organize communication between communities that have traditionally looked at software languages from different and yet complementary perspectives. The papers are organized in topical sections on domain-specific languages; language patterns and evolution; grammars; tools; language analysis; and meta- and megamodelling.

Exploitation of Information and Communications Technologies (ICT) is critical to building the Knowledge Economy. This work brings together a comprehensive collection of contributions on commercial, government or societal exploitation of the Internet and ICT, representing research and practical eAdoption from Africa, the Americas, Asia, and Europe.

Comp-Informatic Practices-TB-12-R

This book features a collection of high-quality research papers presented at the International Conference on Intelligent and Cloud Computing (ICICC 2019), held at Siksha 'O' Anusandhan (Deemed to be University), Bhubaneswar, India, on December 20, 2019. Including contributions on system and network design that can support existing and future applications and services, it covers topics such as cloud computing system and network design, optimization for cloud computing, networking, and applications, green cloud system design, cloud storage design and networking, storage security, cloud system models, big data storage, intra-cloud computing, mobile cloud system design, real-time resource reporting and monitoring for cloud management, machine learning, data mining for cloud computing, data-driven methodology and architecture, and networking for machine learning systems.

This book provides a broad introduction to the field of pricing as a tactical function in the daily operations of the firm and a toolbox for implementing and solving a wide range of pricing problems. Beyond the theoretical perspectives offered by most textbooks in the field, Essentials of Pricing Analytics supplements the concepts and models covered by demonstrating practical implementations using the highly accessible Excel software, analytical tools, real-life examples and global case studies. The book covers topics on fundamental pricing theory, break-even analysis, price sensitivity, empirical estimations of price–response functions, price optimisation, markdown optimisation, hedonic pricing, revenue management, the use of big data, simulation, and conjoint analysis in pricing decisions, and ethical and legal considerations. This is a uniquely accessible and practical text for advanced undergraduate, MBA and postgraduate students of pricing strategy, entrepreneurship and small business management, marketing strategy, sales and operations. It is also important reading for practitioners looking for accessible methods to implement pricing strategy and maximise profits. Online resources include Excel templates and PowerPoint slides for each chapter.

Technical Report from the year 2008 in the subject Computer Science - Software, grade: Merit, London Metropolitan University, course: Computing Information Systems, language: English, abstract: This web based booking and counseling project was initially conceived for Dilemma Counseling Services as a web system, offering counseling to masses (refer to project proposal). The idea then was to have an online portal where clients can post problems and counselors respond to them. However the core issue was, whether it would be done for free at the expense of Dilemma Counseling time and finances. But as the idea of the web based counseling system was brainstormed by top management, new requirements arose. To maximize potential of the web based system proposed, the management realized their booking system was a mess and resulted in data duplication and clashing bookings. The ineffectual booking system then in place brought constant complaints from clients whose counseling sessions clashed. The Dilemma Staff contracted me to offer expertise on if counseling and booking can be incorporated into a web based system that is financially viable this was possible. So I adopted a Unified Software Development Process (USDP) because after interviewing the various staff I was not satisfied with the feedback. Thus I choose USDP as the software development method since it allows new requirements to be factored at any project stage. Sure enough as the software development process progressed new requirements arose like online counseling system, processing payments made and assigning username and passwords for clients who pay but prefer online counseling as opposed to face to face counseling. The system allows staff to book clients remotely online via secure log in. The clients counseled can have their progress tracked easily via the secure counseling chat system. I stuck to the USDP process and working on each workflow and resultant artifacts like Unified Modeling Language diagrams to ensure the project was well modeled to be realized in construction and transition phases.

Teaches developers to build J2EE applications using the leading J2EE application server in 21 straightforward, example-driven lessons.

Earlier two editions of this practice-oriented book have been well accepted over the past decade by students, teachers and professionals. Inspired by the avid response, the author is enthused to bring out the third edition, improving upon the concepts with glimpses of C++11 features. This book presents a unique blending of C++ as one of the most widely used programming languages of today in the backdrop of object-oriented programming (OOP) paradigm and modelling. Along with an overview of C++ programming and basic object-oriented (OO) concepts, it also provides the standard and advanced features of C++ for further study. The text establishes the philosophy of OOP by highlighting the core features of C++ and demonstrating the semantic differences between the procedural paradigm of C and the object-oriented paradigm of C++. The present edition updates and elaborates on the following topics: Reference data types Inline functions Parameter passing–passing pointers by value as well as by reference Polymorphism: overloading and overriding Lambda expressions and anonymous functions Rvalue reference, move constructor and assignment operator Phases of software development UML Primarily intended as a text for undergraduate and postgraduate students of engineering, computer applications and management, and also to practicing professionals, the book should also prove to be a stimulating study as a reference for all those who have a keen interest in the subject.

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

This book presents the state of the art of research and development of computational reflection in the context of software engineering. Reflection has attracted considerable attention recently in software engineering, particularly from object-oriented researchers and professionals. The properties of transparency, separation of concerns, and extensibility supported by reflection have largely been accepted as useful in software development and design; reflective features have been included in successful software development technologies such as the Java language. The book offers revised versions of papers presented first at a workshop held during OOPSLA'99 together with especially solicited contributions. The papers are organized in topical sections on reflective and software engineering foundations, reflective software adaptability and evolution, reflective middleware, engineering Java-based reflective languages, and dynamic reconfiguration through reflection.

Build server-side applications more efficiently—and improve your PHP programming skills in the process—by learning how to use design patterns in your code. This book shows you how to apply several object-oriented patterns through simple examples, and demonstrates many of them in full-fledged working applications. Learn how these reusable patterns help you solve complex problems, organize object-oriented code, and revise a big project by only changing small parts. With Learning PHP Design Patterns, you’ll learn how to adopt a more sophisticated programming style and dramatically reduce development time. Learn design pattern concepts, including how to select patterns to handle specific problems Get an overview of object-oriented programming concepts such as composition, encapsulation, polymorphism, and inheritance Apply creational design patterns to create pages dynamically, using a factory method instead of direct instantiation Make changes to existing objects or structure without having to change the original code, using structural design patterns Use behavioral patterns to help objects work together to perform tasks Interact with MySQL, using behavioral patterns such as Proxy and Chain of Responsibility Explore ways to use PHP’s built-in design pattern interfaces

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

This innovative book recognizes the need within the object-oriented community for a book that goes beyond the tools and techniques of the typical methodology book. In Analysis Patterns: Reusable Object Models, Martin Fowler focuses on the end result of object-oriented analysis and design—the models themselves. He shares with you his wealth of object modeling experience and his keen eye for identifying repeating problems and transforming them into reusable models. Analysis Patterns provides a catalogue of patterns that have emerged in a wide range of domains including trading, measurement, accounting and organizational relationships. Recognizing that conceptual patterns cannot exist in isolation, the author also presents a series of "support patterns" that discuss how to turn conceptual models into software that in turn fits into an architecture for a large information system. Included in each pattern is the reasoning behind their design, rules for when they should and should not be used, and tips for implementation. The examples presented in this book comprise a cookbook of useful models and insight into the skill of reuse that will improve analysis, modeling and implementation.

This practice-oriented text explores the intricacies of Java language in the light of different procedural and object-oriented paradigms. It is primarily focussed on the Object-Oriented Programming (OOP) paradigm using Java as a language. The text begins with the programming overview and introduces the reader to the important object-oriented (OO) terms. It then deals with Java development as well as runtime environment set-up along with the steps of compilation and running of a simple program. The text explains the philosophy of Java by highlighting its core features and demonstrating its advantages over C++. Besides, it covers GUI through Java applets, Swing, as well as concurrency handling and synchronization through threads. A chapter is exclusively devoted to fundamental data structures and their applications in Java. The book shows how Unified Modeling Language (UML) represents objects, classes, components, relationships, and architectural design. This comprehensive and student friendly book is intended as a text for the students of computer science and engineering, computer applications (BCA/MCA), and IT courses.

Building on its continued success this text has been revised to provide the most comprehensive, balanced and up-to-date coverage of systems analysis and design available. The Fourth Edition maintains the dual focus on the concepts and techniques from both the traditional, structured approach and the object-oriented approach to systems development. Instructors have the flexibility to emphasize one approach over the other, or both, while referring to one integrated case study that runs through every chapter.

Presents instructions on using MySQL, covering such topics as installation, querying, user management, security, and backups and recovery.

The International Summer School on Software Engineering trains future researchers and facilitates the exchange of knowledge between academia and industry. This volume contains papers from recent summer schools and contributions on latest findings in the field.

Thoroughly updated and fully compliant with Rational Rose 2002, the latest release of the industry's most popular software modeling tool, this edition contains simplified, useful case studies and helps the reader understand the core concepts of modeling and how to use UML effectively.

EBOOK: PRACTICAL OBJECT-ORIENT

Innovations and Advances in Computer Sciences and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Innovations and Advances in Computer Sciences and Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).

This book constitutes the throughly refereed post-proceedings of the 6th International Workshop on Systems Analysis and Modeling, SAM 2010, held in collocation with MODELS 2010 in Oslo, Norway in October 2010. The 15 revised full papers presented went through two rounds of reviewing and improvement. The papers are organized in topical sections on modularity, composition, choreography, application of SDL and UML; SDL language profiles; code generation and model transformations; verification and analysis; and user requirements notification.

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Much has been written about the Liverpool & Manchester Railway, especially how it came into being and the Rainhill Trials, but very little has been said about what happened after the grand opening on 15 September 1830. Drawing on years of research, and practical experience of working with the replica of Stephenson’s Planet, this book shows how the Liverpool & Manchester Railway worked in its day-to-day operations, including passenger and goods working, timetabling, signaling and when things went wrong. Chapters will describe what it was like to work and travel on the railway, and will study the evolution of passenger accommodation, working and safety practices. Finally the book looks at how the Liverpool & Manchester fits into the wider picture, how its operational practices, rules and regulations, became the basis of national practices in 1841.

Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML® that combines the formalism of the Topological Functioning Model (TFM) mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result – developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the Unified Modeling Language (UML®), an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be implemented in existing UML® modeling tools and toolsets

This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

Enterprise JavaBeans (EJB) are a container-based component architecture that allow you to easily create secure, scalable and transactional enterprise applications. Developed as session beans, entity beans, or message-driven beans, EJBs are the critical business objects in any J2EE application. Professional EJB shows how to develop and deploy EJB applications using both the 1.1 and the new 2.0 specification. The addition of container-provided services, such as container-managed persistence, and security and transaction management, are covered in detail. As well as implementation details, the book also provides a number of strategies and patterns that can be applied when designing your EJB applications. Subsequently, it also suggests steps for taking existing EJBs and improving their performance. Finally, the book recognizes that one of the most difficult areas of EJB development is the deployment process. Thus it demonstrates how to deploy your EJB applications to some of the leading EJB containers including, BEA WebLogic, IBM WebSphere and Sybase EAServer. Who is this book for? Professional EJB is for professional Java developers who wish to build secure, scalable and transactional components. No knowledge of EJB is required, but a good knowledge of the Java programming language, and some familiarity with its server side aspects would be an advantage. What does this book cover? The fundamentals of EJB development, including session beans, entity beans (BMP and

CMP), and message-driven beans; EJB services such as resource management, transactions, and security; designing EJB applications using patterns, strategies, and UML; improving EJB design through testing and performance; integrating EJBs with J2EE, COM, and CORBA; deployment instructions for leading application servers.

"A 22-volume, highly illustrated, A-Z general encyclopedia for all ages, featuring sections on how to use World Book, other research aids, pronunciation key, a student guide to better writing, speaking, and research skills, and comprehensive index"--