## Contents

Preface	xiii
Acknowledgments	xix
About the Author	xxi
Introductionx	xiii

Part I: The Roots of Object-Oriented Development	1
Chapter 1: Historical Perspective	3
History	3
Structured Development	5
Functional Decomposition	7
Lessons Hard Won	12
Global Data	12
Elephantine Program Units	12
Software Structure	13
Lack of Cohesion	14
Coupling	14
Technical Innovation	17
The Turing Machine	17
Languages and Methodologies	18
Sets and Graphs	21
Normal Form (NF)	22
Data Flows	25
State Machines	27
Chapter 2: Object Technology	29
Basic Philosophy	30
Maintainability	30
Problem Space Abstraction	
OOA, OOD, and OOP	32

Subject Matter
Separation of Concerns
Levels of Abstraction
Problem Space Abstraction
Encapsulation
Cohesion
Logical Indivisibility40
Communication Models42
Breadth-First Processing (aka Peer-to-Peer Collaboration)
Elaboration versus Translation45
The Message Paradigm47
Object Characteristics
Chapter 3: Generalization, Inheritance, Genericity, and Polymorphism53
Generalization
Inheritance
Polymorphism
Inclusion (or Inherent) Polymorphism60
Genericity
Chapter 4: MBD Road Map63
Problem Space versus Computing Space63
Problem Space
Computing Space68
Transformation
Maintainability
Domain Analysis69
Modeling Invariants71
Partitioning the Application72
A Static View
A Dynamic View73
Chapter 5: Modeling Invariants77
So Just What Is Modeling Invariants?
The Invariant Side78
The Data Side
The Rewards
Examples
Bank ATM Software84
Hardware Interface

Depreciation
Remote POS Entry Example
Chapter 6: Application Partitioning
Why Do We Care?
Basic Concepts of Application Partitioning
Subject Matter
Client/Service Relationships114
Levels of Abstraction116
Interfaces
Identifying Subsystems119
When abstracting the same entities as other subsystems, does the
Subsystem in hand have a different view of them?
Is the service more detailed than the client?
Is the service more detailed than the cheft,
Is behavior shared with other subsystems?
Is the subject matter coherine?
Is the boundary clearly defined?
Could it be reused as-is?
Is it hounded by a network in a distributed environment?
Is it a different problem space?
Bridges 122
The Message Paradigm Vet Again 123
The Bridge Model
Describing Subsystems
Subsystem Descriptions
Relationship Descriptions
Requirements Allocation
An Example: Pet Care Center
Processes
Legacy Replacement: A Practical Example
Part II: The Static Model 151
Chapter 7: Road Map to Part II
What Is the Static Model?154
Part II: The Static Model 151   Chapter 7: Road Map to Part II 153   What Is the Static Model? 154

CONT	ENTS
------	------

## viii

Association Roles
Association Paths
Conditionality
Multiplicity
Replacing a Problem Space "One-or-More" with a Model "One"
Supplementing a Problem Space Association with a Second Association
Selection versus Participation
Constraints
Association Classes
Reification
Identifying Associations
Examples
The ATM Controller
Pet Care Center: Disposition
Chapter 11: Referential and Knowledge Integrity
Knowledge Integrity
Timeliness
Consistency
Snapshots versus Immediate Access
Dependent Attributes
Normalization of Attributes
Referential Integrity
Identity and Referential Attributes
Association Loops
Relational versus OO Paradigms: Worlds Apart
Chapter 12: Generalization Redux
Subclassing
Notation and Rules
Generalization and Specialization
Categorization
Inclusion Polymorphism
Why {disjoint, complete} Subsets?
Multi-directional Subclassing, Multiple Inheritance, and Composition 317
Liskov Substitution Principle

## Contents

Alternatives to Generalization
Delegation
Parametric Polymorphism
Basic Abstraction
Chapter 13: Identifying Knowledge
What Is the Nature of OO Knowledge?
Abstracting Aggregates
Picking the Right Abstraction
Abstracting What People Do
What Does the Underlying Entity Know?
What Subset of Entity Knowledge Should the Object
What Is the Subject Matter) 245
What is the Subject Matter?
What is the Level of Abstraction?
Does the Abstraction Need to Coalesce Entity Knowledge?
Part III: The Dynamic Model
Chapter 14: Road Map to Part III
Part III Road Map
It's All about Behavior
Object Life Cycles
Asynchronous Solution
Synchronous Services
Action Languages
Mealy versus Moore versus Harel
The Learning Curve
Chapter 15: The Finite State Machine
Basic Finite State Automata
Notation
The Role of Design by Contract (DbC)
Looking for State Machines
Knowledge versus Behavior
Managing Sequences
Some Examples
Garage Door Opener 407

Automated Home Kitchen.409Air Traffic Control System.410Rock.411
Chapter 16: States, Transitions, Events, and Actions415
States.415Transitions421Events423Actions427The Execution Model430Naming Conventions433
Chapter 17: Developing State Models.437Designing State Machines.437Examples.450ATM Controller: Character Display.451ATM Controller: Dispatcher.457ATM Controller: Deposit.468
Chapter 18: Abstract Action Languages475AALs and ADFDs476AAL Syntax478Examples480Garage Door Opener480ATM: Character Display484
Glossary
Index