

<<系统分析与设计导论>>

图书基本信息

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内容概要

《系统分析与设计导论(英文版)》是经典教材《系统分析与设计方法》的简明版本，既保留了经典教材内容全面的特色，又对高级主题进行了适当的精减，更强调系统概念，使之更加适用于导论课教学要求。

全书详细阐述面向对象系统分析和设计技术。
作者通过融入基于UML的面向对象分析和设计技术。
对现代概念、工具、技术以及应用等各方面内容进行了很好的平衡。
《系统分析与设计导论(英文版)》提供了市场上可用的、丰富的系统分析和设计的实例。

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作者简介

惠滕，美国普度大学计算机技术系主任兼教授，曾两次荣获James G. Dwyer最佳教师奖。

自1984年任教授后，他开始编著《系统分析与设计方法》一书，目前已经出版到第7版。

该书长期位于同类书销售排行榜第1名，被700多所学校采纳作为教材。

Whitlen教授是多个学术组织的活跃成员，其中包括：信息技术专业学会(ATP)、信息系统学会(AIS)、计算机学会(ACM)、信息管理协会(SIM)等。

本特利，美国普度大学计算机技术系教授，主要教学和研究领域包括：系统分析和设计、企业应用系统、业务过程重构、计算机辅助软件工程(CASE)、快速应用开发(RAD)和图形用户界面设计。

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章节摘录

版权页：插图：Let's walk through the sequence diagram shown in Figure 17-11. The Member makes his or her selections using the on-screen tools provided in the ORDER WINDOW (which is noted to be an interface class). The ORDER WINDOW then passes those selections with an item and quantity specification for each to the Controller class. The CONTROLLER loops through each of the items. The use case says that for each ordered item, the system must verify product availability. To do that the CONTROLLER sends a message to PRODUCT, calling its calculateQtyInStock method. We may have already identified calculateQtyInStock as a behavior of PRODUCT and so we can read it right off the class diagram and plug it in here. If it isn't a behavior already, then we can determine a need for its existence from this sequence diagram and then add it to the class diagram. Why would this behavior be assigned to PRODUCT? We see from Figure 17-11 that PRODUCT has a quantityInStock attribute, so it is the natural source of this information. PRODUCT returns quantityInStock to the CONTROLLER. The use case includes verbiage to handle items not in stock, but we are not following that scenario. This sequence diagram assumes all items are in stock. Each in-stock item must be added to the order. Should that be a responsibility of MEMBER ORDER or MEMBER ORDERED PRODUCT ? We see from Figure 17-12 that MEMBER ORDER has a composition relationship to MEMBER ORDERED PRODUCT, making MEMBER ORDER responsible for the creation and deletion of instances. So we will have the CONTROLLER pass this message to MEMBER ORDER. As it adds an item, MEMBER ORDER needs to recalculate its total. So it calls one of its own methods (calcTotal). To do this calculation, it needs the extended price (quantity times price) of the new item, so it calls calcExtPrice of MEMBER ORDERED PRODUCT. That calculation needs price information, which is held by PRODUCT. So MEMBER ORDERED PRODUCT creates an instance of PRODUCT to look up the price. The extended price can then be passed back to MEMBER ORDER, which passes the entire order to the CONTROLLER. Finally, the CONTROLLER passes the order to the ORDER WINDOW for display. From this we can determine what behaviors should be assigned to what classes and the parameters they will accept and return. Once the behaviors have been identified, documented, and associated to specific classes, then the class diagram can be updated to include those behaviors in the appropriate classes.

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