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This monograph presents the fundamentals of object databases, with a specific focus on conceptual modeling of object database designs. After an introduction to the fundamental concepts of object-oriented data, the monograph provides a review of object-oriented conceptual modeling techniques using side-by-side Enhanced Entity Relationship diagrams and Unified Modeling Language conceptual class diagrams that feature class hierarchies with specialization constraints and object associations. These object-oriented conceptual models provide the basis for introducing case

studies that illustrate the use of object features within the design of object-oriented and object-relational databases. For the object-oriented database perspective, the Object Data Management Group data definition language provides a portable, language-independent specification of an object schema, together with an SQL-like object query language. LINQ (Language INtegrated Query) is presented as a case study of an object query language together with its use in the db4o open-source object-oriented database. For the object-relational perspective, the object-relational features of the SQL standard are presented together with an accompanying case study of the object-relational features of Oracle. For completeness of coverage, an appendix provides a mapping of object-oriented conceptual designs to the relational model and its associated constraints."--P. [4] of cover.

This book presents a collection of original research papers focusing on the enabling aspects of Information and Communication Technologies. In particular, it focuses on the two topics of digital platforms and digital artefacts, and discusses their role in enabling organizations to achieve specific goals, to exploit innovative value propositions, or to leverage innovative coordination mechanisms. Adopting a multidisciplinary perspective on a variety of information systems topics, the book offers interesting insights for IS managers, business managers, and policymakers alike. It is based on a selection of the best research papers - original double-blind peer-reviewed contributions - presented at the annual conference of the Italian chapter of the AIS, held in Genoa (Italy) in November 2014.

These papers on object-oriented analysis and design cover: overviews of the object-oriented paradigm; methodologies; requirements analysis for applications; OO design and design patterns; and testing and maintenance of OO applications.

This second edition shows readers how to build object oriented applications in Java. Written in a clear and concise style, with lots of examples, this revised edition provides: a detailed understanding of object orientation, a thorough introduction to Java including building blocks, constructs, classes, data structures etc, coverage of graphical user interfaces and applets (AWT; Servlets), and object oriented analysis. If you are looking for a good introduction to Java and object orientation, then this is the book for you. Source code for the examples in this book is available on the Internet.

Environmental Informatics (or Enviromatics) is a maturing subject with interdisciplinary roots in computer science, environmental planning, ecology, economics and other related areas. Its practitioners must be prepared to work with many diverse professional groups. It forms the foundation for computer-assisted environmental protection. This book contains an edited version of papers presented at the 3rd International Symposium on Environmental Software Systems (ISESS '99), which was held at the University of Otago, Dunedin, New Zealand, from August 30 to September 2, 1999, and was sponsored by the International Federation for Information Processing (IFIP). The text is divided into six sections: Enviromatics - Introduction; Environmental Issues; Environmental Information Systems - Tools and

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Techniques; Environmental Information Systems - Implementations; Environmental Decision Support Systems; Specialised Topics. This state-of-the-art volume will be essential reading for computer scientists and engineers, ecologists, and environmental planners and managers.

This book addresses issues concerning the engineering of system products that make use of computing technology. These systems may be products in their own right, for example a computer, or they may be the computerised control systems inside larger products, such as factory automation systems, transportation systems and vehicles, and personal appliances such as portable telephones. In using the term engineering the authors have in mind a development process that operates in an integrated sequence of steps, employing defined techniques that have some scientific basis. Furthermore we expect the operation of the stages to be subject to controls and standards that result in a product fit for its intended purpose, both in the hands of its users and as a business venture. Thus the process must take account of a wide range of requirements relating to function, cost, size, reliability and so on. It is more difficult to define the meaning of computing technology. These days this involves much more than computers and software. For example, many tasks that might be performed by software running in a general purpose computer can also be performed directly by the basic technology used to construct a computer, namely digital hardware. However, hardware need not always be digital; we live in an analogue world, hence analogue signals appear on the boundaries of our systems and it can sometimes be advantageous to allow them to penetrate further.

Object-Oriented Information Engineering: Analysis, Design, and Implementation discusses design, both its object-oriented and traditional development and analysis, on which the book gives much focus. The book begins with an introduction to information engineering and its phases, object-oriented information engineering, and object orientation. The text then moves on to more specific topics, such as business information requirements; detailed object modeling; business functions and subject areas; and individual object behaviors and object interactions. The book also explains the integration and validation of analysis models; object structure designs; and system designs and its different applications. The text is recommended for undergraduates and practitioners of computer and/or information engineers who want to learn more about object-oriented design, its relation with traditional design, and its analysis. The book is also for those who wish to contribute and conduct further studies in the field of object-oriented design.

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