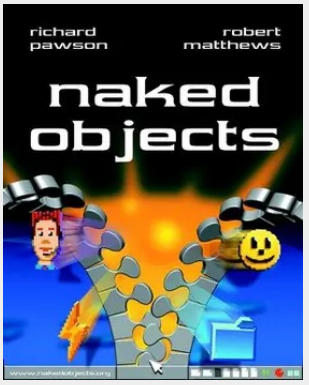
Pawson / Matthews

Naked Objects



50,00 €
46,73 € (zzgl. MwSt.)

Nicht mehr lieferbar

Unter Expressive Systems versteht man einen neuartigen objektorientierten Ansatz, in dem der Benutzer nicht als Prozessbeobachter, sondern als Problemlöser fungiert. In diesem Buch wird beschrieben, wie man derartige Systeme entwirft, und eine leicht anwendbare Methodologie zur Umsetzung in die Praxis skizziert. Viele Fallstudien lockern den Text auf. Ein Open-Source-Toolkit zur Erstellung von Prototypen können Sie gratis aus dem Web herunterladen.

Naked Objects is a radical approach that exposes the core business objects directly to the user, instead of masking them behind a task-oriented user interface. This invaluable book describes the business case for designing systems this way, outlines a lightweight methodology that you can adopt, and provides a short tutorial. * Defines "Naked Objects"-an Open Source toolkit for prototyping expressive systems that you can freely download * Covers theory and practice, and includes several real-life illustrations of Naked Objects in practice * Contains all the information necessary to construct a Naked Objects project

"Naked Objects is the embodiment of the Agile movement: lean, elegant, user-focused, and with testing built right in. Reduce a problem to its bare essentials, code it up with no extra fluff, then ship it out. Naked Objects brings programming back to its real purpose: expressing and solving business problems." Dave Thomas, co-author, The Agile Manifesto and The Pragmatic Programmer "I believe that this could be a landmark book. Naked Objects may well herald the next major evolution in the way systems are presented to end users, and how they're developed. Naked Objects adds near-instant prototyping to the business modeller's toolbox." Oliver Sims, co-author, Business Component Factory "A well-written description of a radical new approach to OO programming." James W Cooper, IBM T J Watson Research Center "Naked Objects is a bold approach. If you want to push the envelope and let end-users access their business objects without cluttered interfaces, read this book." Rebecca Wirfs-Brock, co-author, Object Design An object should completely model the behaviour of that which it represents. This principle of 'behaviourally complete' objects is the driving force behind this book. Naked Objects is a Java-based open source framework that exposes behaviourally complete business objects such as Customer, Product and Order, directly to the user - without the need for scripts, controllers or even dialog boxes in between. The resulting systems are empowering for the user and immensely agile. With Naked Objects the user presentation is generated automatically from the business object definitions, so you need never write another line of code for a user interface again! This book, written for business object modellers and Java developers, includes: an introduction to designing systems from naked objects a tutorial on programming with the Naked Objects framework a lightweight methodology case studies on business applications

Artikelnummer: 9780470844205
Medium: Buch
ISBN: 978-0-470-84420-5
Verlag: John Wiley & Sons
Erscheinungstermin: 30.10.2002
Sprache(n): Englisch
Auflage: 1. Auflage 2002
Produktform: Gebunden
Gewicht: 830 g
Seiten: 270
Format (B x H): 201 x 231 mm

Kundenservice Verlag Dr. Otto Schmidt KG
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)