Bergé / Levia / Rouillard

Object-Oriented Modeling

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The seven chapters comprising this book provide an overview of the latest object-oriented techniques for designing systems and hardware. Many examples are given in C++, VHDL and real-time programming languages.
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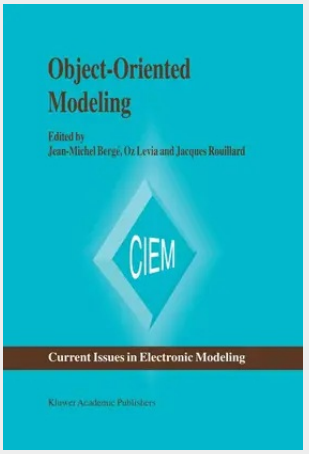

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