

Object Oriented Metrics In Practice Using Software Metrics To Characterize Evaluate And Improve The Design Of Object Oriented Systems

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Object-Oriented Metrics in Practice - Using Software ...

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Object-Oriented Metrics in Practice: Using Software Metrics to Characterize, Evaluate, and Improve the Design of Object-Oriented Systems: Amazon.co.uk: Lanza, Michele, Marinescu, Radu, Ducasse, S.: 9783540244295: Books.

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The pattern-oriented description of disharmonies offers easy access to detecting shortcomings and applying solution strategies. "This well-written book is an important piece of work that takes the seemingly forgotten art of object-oriented metrics to the next level in terms of relevance and usefulness."

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In our study, we concern on the object-oriented design metrics to measure complexity, inheritance, cohesion and coupling [14] [11]. The detailed metrics related to the attributes above are listed ...

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Object-Oriented Metrics in Practice Using Software Metrics to Characterize, Evaluate, and Improve the Design of Object-Oriented Systems Bearbeitet von Michele Lanza, Radu Marinescu, S Ducasse 1. Auflage 2006. Buch. xiv, 207 S. Hardcover ISBN 978 3 540 24429 5 Format (B x L): 15,5 x 23,5 cm Gewicht: 502 g

Object-Oriented Metrics in Practice - ReadingSample

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Object-Oriented Metrics in Practice - Radu Marinescu ...

Object-oriented (OO) metrics are an integral part of object technology — at the research level and in commercial software development projects. This book offers theoretical and empirical tips and facts for creating an OO complexity metrics (measurement) program, based on a review of existing research from the last several years.

PDF Download Object Oriented Metrics In Practice Free

Object-Oriented Metrics in Practice: Using Software Metrics to Characterize, Evaluate, and Improve the Design of Object-Oriented Systems

Presents a novel metrics-based approach for detecting design problems in object-oriented software. Introduces an important suite of detection strategies for the identification of different well-known design flaws as well as some rarely mentioned ones.

Project metrics: Design metrics.

Object-oriented (OO) metrics are an integral part of object technology -- at the research level and in commercial software development projects. This book offers theoretical and empirical tips and facts for creating an OO complexity metrics (measurement) program, based on a review of existing research from the last several years. KEY TOPICS: Covers moving through object-oriented concepts as they related to managing the project lifecycle; the framework in which metrics exist; structural complexity metrics for traditional systems; OO product metrics; and current industrial applications. MARKET: For software developers, programmers, and managers.

Jack the Ripper and legacy codebases have more in common than you'd think. Inspired by forensic psychology methods, you'll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that's constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixing ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you'll learn forensic psychology techniques to successfully maintain your software. You'll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You'll also measure the effectiveness of your code improvements. You'll learn how to apply these techniques on projects both large and small. For small projects, you'll get new insights into your design and how well the code fits your ideas. For large projects, you'll identify the good and the fragile parts. Large-scale development is also a social activity, and the team's dynamics influence code quality. That's why this book shows you how to uncover social biases when analyzing the evolution of your system. You'll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you'll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code! What You Need: You need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

Apply modern C++17 to the implementations of classic design patterns. As well as covering traditional design patterns, this book fleshes out new patterns and approaches that will be useful to C++ developers. The author presents concepts as a fun investigation of how problems can be solved in different ways, along the way using varying degrees of technical sophistication and explaining different sorts of trade-offs. Design Patterns in Modern C++ also provides a technology demo for modern C++, showcasing how some of its latest features (e.g., coroutines) make difficult problems a lot easier to solve. The examples in this book are all suitable for putting into production, with only a few simplifications made in order to aid readability. What You Will Learn Apply design patterns to modern C++ programming Use creational patterns of builder, factories, prototype and singleton Implement structural patterns such as adapter, bridge, decorator, facade and more Work with the behavioral patterns such as chain of responsibility, command, iterator, mediator and more Apply functional design patterns such as Monad and more Who This Book Is For Those with at least some prior programming experience, especially in C++.

PART I: FUNDAMENTALS OF MEASUREMENT AND EXPERIMENTATION 1. Measurement: What Is It and Why Do It? 2. The Basics of Measurement 3. A Goal-Based Framework for Software Measurement 4. Empirical Investigation 5. Software Metrics Data Collection 6. Analyzing Software-Measurement Data PART II: SOFTWARE-ENGINEERING MEASUREMENT 7. Measuring Internal Product Attributes: Size 8. Measuring Internal Product Attributes: Structure 9. Measuring Internal Product Attributes 10. Software Reliability: Measurement and Prediction 11. Resource Measurement: Productivity, Teams, and Tools 12. Making Process Predictions PART III: MEASUREMENT AND MANAGEMENT 13. Planning a Measurement Program 14. Measurement in Practice 15. Empirical Research in Software Engineering APPENDIXES: A. Solutions to Selected Exercises / B. Metric Tools / C. Acronyms and Glossary / ANNOTATED BIBLIOGRAPHY / INDEX

""This is the single best book on software quality engineering and metrics that I've encountered."" --Capers Jones, from the Foreword "Metrics and Models in Software Quality Engineering, Second Edition." is the definitive book on this essential topic of software development. Comprehensive in scope with extensive industry examples, it shows how to measure software quality and use measurements to improve the software development process. Four major categories of quality metrics and models are addressed: quality management, software reliability and projection, complexity, and customer view. In addition, the book discusses the fundamentals of measurement theory, specific quality metrics and tools, and methods for applying metrics to the software development process. New chapters bring coverage of critical topics, including: In-process metrics for software testing Metrics for object-oriented software development Availability metrics Methods for conducting in-process quality assessments and software project assessments Dos and Don'ts of Software Process Improvement, by Patrick O'Toole Using Function Point Metrics to Measure Software Process Improvement, by Capers Jones In addition to the excellent balance of theory, techniques, and examples, this book is highly instructive and practical, covering one of the most important topics in software development—quality engineering. 0201729156808282002

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Object technology pioneer Wirfs-Brock teams with expert McKeane to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

Presents a novel metrics-based approach for detecting design problems in object-oriented software. Introduces an important suite of detection strategies for the identification of different well-known design flaws as well as some rarely mentioned ones.

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