

REAL-TIME OBJECT-ORIENTED MODELING

Bran Selic, Garth Gullekson,
and Paul T. Ward

Real Time Object Oriented Modeling

Jean Bezivin, Pierre-Alain Muller



Real Time Object Oriented Modeling:

Real-Time Object-Oriented Modeling Bran Selic, Garth Gullekson, Paul T. Ward, 1994-05-06 Are you looking for a more effective approach to real time systems development Real Time Object Oriented Modeling The development of real time distributed systems is one of the most difficult engineering problems ever faced taxing the capabilities of traditional real time software development approaches Real Time Object Oriented Modeling is the first book that brings together in a single harmonious approach the power of object oriented concepts tailored specifically for real time systems with an iterative and incremental process based on the use of executable models Developed by practitioners the proven methodology described here is becoming a leader in the industry Using a learn by example approach this book offers A single consistent set of graphical modeling concepts chosen to improve developer effectiveness which apply uniformly to analysis design and implementation This reduces the learning curve to master the entire method and eliminates expensive discontinuities across different stages of development An approach to the object paradigm that is easy to learn and that applies to the construction of reusable architectural design components not just low level language elements This unleashes the true power of the object paradigm Techniques for constructing executable models to gain early confidence in specifications and design decisions Approaches to project management that deliver the benefits of the object paradigm and executable models Advanced Concepts, Life Cycle Models and Tools for Object-oriented Software Development, 1997 Real-Time Software Design for Embedded Systems Hassan Gomaa, 2016-05-26 This tutorial reference takes the reader from use cases to complete architectures for real time embedded systems using SysML UML and MARTE and shows how to apply the COMET RTE design method to real world problems The author covers key topics such as architectural patterns for distributed and hierarchical real time control and other real time software architectures performance analysis of real time designs using real time scheduling and timing analysis on single and multiple processor systems Complete case studies illustrating design issues include a light rail control system a microwave oven control system and an automated highway toll system Organized as an introduction followed by several self contained chapters the book is perfect for experienced software engineers wanting a quick reference at each stage of the analysis design and development of large scale real time embedded systems as well as for advanced undergraduate or graduate courses in software engineering computer engineering and software design

Model-Based Engineering of Embedded Real-Time Systems Holger Giese, Gabor Karsai, Edward A. Lee, Bernhard Rumpe, Bernhard Schätz, 2010-10-06 The topic of Model Based Engineering of Real Time Embedded Systems brings together a challenging problem domain real time embedded systems and a solution domain model based engineering It is also at the forefront of integrated software and systems engineering as software in this problem domain is an essential tool for system implementation and integration Today real time embedded software plays a crucial role in most advanced technical systems such as airplanes mobile phones and cars and has become the main driver and catalyst for innovation Development evolution

verification configuration and maintenance of embedded and distributed software nowadays are often serious challenges as drastic increases in complexity can be observed in practice Model based engineering in general and model based software development in particular advocates the notion of using models throughout the development and life cycle of an engineered system Model based software engineering reinforces this notion by promoting models not only as the tool of abstraction but also as the tool for verification implementation testing and maintenance The application of such model based engineering techniques to embedded real time systems appears to be a good candidate to tackle some of the problems arising in the problem domain

UML 2000 - The Unified Modeling Language: Advancing the Standard Andy Evans, Stuart Kent, Bran Selic, 2003-06-29 This book constitutes the refereed proceedings of the Third International Conference on the Unified Modeling Language 2000 held in York UK in October 2000 The 36 revised full papers presented together with two invited papers and three panel outlines were carefully reviewed and selected from 102 abstracts and 82 papers submitted The book offers topical sections on use cases enterprise applications applications roles OCL tools meta modeling behavioral modeling methodology actions and constraints patterns architecture and state charts

UML'99 - The Unified Modeling Language: Beyond the Standard Robert B. France, Bernhard Rumpe, 2003-07-31 This book constitutes the refereed proceedings of the Second International Conference on the Unified Modeling Language UML 99 held in Fort Collins CO USA in September 1999 The 44 revised full papers presented together with two invited contributions and three panel summaries were carefully reviewed and selected from a total of 166 submissions The papers are organized in topical sections on software architecture UML and other notations formalizing interactions meta modeling tools components UML extension mechanisms process modeling real time systems constraint languages analyzing UML models precise behavioral modeling applying UML sequence design and coding

Object-Oriented Technology: ECOOP 2001 Workshop Reader Akos Frohner, 2003-08-01 For the fifth time in its history in cooperation with Springer Verlag the European Conference on Object Oriented Programming ECOOP conference series is glad to offer the object oriented research community the ECOOP 2001 Workshop Reader a compendium of workshop reports panel transcripts and poster abstracts pertaining to the ECOOP 2001 conference held in Budapest from 18 to 22 June 2001 ECOOP 2001 hosted 19 high quality workshops covering a large spectrum of search topics The workshops attracted 460 participants on the first two days of the conference Originally 22 workshops were chosen from 26 proposals by a workshop selection committee following a peer review process Due to the overlaps in the areas of interest and the suggestions made by the committee six of the groups decided to merge their topics into three workshops This book contains information on the panel poster session and 17 workshop reports for which we have to thank our workshop organizers who did a great job in preparing and formatting them The reports are organized around the main line of discussion comparing the various approaches and giving a summary on the debates They also include the list of participants affiliations contact information and the list of contributed position papers Although they usually do not include

abstracts or excerpts of the position papers they do give useful references to other publications and websites where more information may be found

The Unified Modeling Language. "UML"98: Beyond the Notation Jean Bezivin, Pierre-Alain Muller, 2004-06-30 This volume contains mainly the revised versions of papers presented at the workshop 98 Beyond the Notation that took place in Mulhouse France on June 3-4 1998 We thank all those that have made this possible and particularly all the people in Mulhouse that worked hard to make this meeting a success with such a short delay between the announcement and the realization We are specially grateful to Nathalie Gaertner who put in a tremendous amount of effort in the initial preparation of the workshop We were pleasantly surprised of the quality of the submitted material and of the level of the technical exchanges at the Mulhouse meeting More than one hundred attendees from about twenty different countries representing the main actors in the UML research and development scene gathered in Mulhouse for two full study days We would like to express our deepest appreciation to the authors of submitted papers the editorial committee for this volume the program committee for the initial workshop the external referees and many others who contributed towards the final contents of this volume April 1999 Jean Bezivin Pierre-Alain Muller

Modular Programming Languages László Böszörményi, Peter Schojer, 2003-10-24 This book constitutes the refereed proceedings of the international Joint Modular Languages Conference JMLC 2003 held in Klagenfurt Austria in August 2003 The 17 revised full papers and 10 revised short papers presented together with 5 invited contributions were carefully reviewed and selected from 47 submissions The papers are organized in topical sections on architectural concepts and education component architectures language concepts frameworks and design principles compilers and tools and formal aspects and reflective programming

Advances in Computers Marvin Zelkowitz, 2002-09-06 *Advances in Computers* remains at the forefront in presenting the new developments in the ever changing field of information technology Since 1960 *Advances in Computers* has chronicled the constantly shifting theories and methods of this technology that greatly shape our lives today Volume 56 presents eight chapters that describe how the software hardware and applications of computers are changing the use of computers during the early part of the 21st century Software Evolution and the Staged Model of the Software Lifecycle Embedded Software Empirical Studies of Quality Models in Object Oriented Systems Software Fault Prevention by Language Choice Quantum computing and communication Exception Handling Breaking the Robustness Barrier Recent Progress on the Design of Robust Multimodal Systems Using Data Mining to Discover the Preferences of Computer Criminals As the longest running continuous serial on computers *Advances in Computers* presents technologies that will affect the industry in the years to come covering hot topics from fundamentals to applications Additionally readers benefit from contributions of both academic and industry professionals of the highest caliber Software Evolution and the Staged Model of the Software Lifecycle Embedded Software Empirical Studies of Quality Models in Object Oriented Systems Software Fault Prevention by Language Choice Quantum computing and communication Exception Handling Breaking the Robustness Barrier Recent Progress on the

Design of Robust Multimodal Systems Using Data Mining to Discover the Preferences of Computer Criminals **Multibody Dynamics 2019** Andrés Kecskeméthy, Francisco Geu Flores, 2019-06-28 In this work outstanding recent developments in various disciplines such as structural dynamics multiphysic mechanics computational mathematics control theory biomechanics and computer science are merged together in order to provide academicians and professionals with methods and tools for the virtual prototyping of complex mechanical systems Each chapter of the work represents an important contribution to multibody dynamics a discipline that plays a central role in the modelling analysis simulation and optimization of mechanical systems in a variety of fields and for a wide range of applications Real-time Systems' Quality of Service Roman Gumzej, 2010-01-10 Real time Systems Quality of Service examines the attainability of efficiency economy and ease of use which make up the quality of service of technologically advanced products Real time Systems Quality of Service reviews the state of the art in quality of service evaluation for real time systems It gives a classification of the relevant parameters for quality of service evaluation and also determines the critical points in the design and development process of real time systems where performance criteria should be applied or checked Then software development and certification standards are assessed and finally the authors elaborate on how the suggested criteria should be applied to the design development and certification process of real time systems Real time Systems Quality of Service will guide researchers and postgraduates in embedded and real time systems through the process of introducing quality of service parameters into real time systems

Real-Time Simulation Technologies: Principles, Methodologies, and Applications Katalin Popovici, Pieter Mosterman, 2017-12-19 Real Time Simulation Technologies Principles Methodologies and Applications is an edited compilation of work that explores fundamental concepts and basic techniques of real time simulation for complex and diverse systems across a broad spectrum Useful for both new entrants and experienced experts in the field this book integrates coverage of detailed theory acclaimed methodological approaches entrenched technologies and high value applications of real time simulation all from the unique perspectives of renowned international contributors Because it offers an accurate and otherwise unattainable assessment of how a system will behave over a particular time frame real time simulation is increasingly critical to the optimization of dynamic processes and adaptive systems in a variety of enterprises These range in scope from the maintenance of the national power grid to space exploration to the development of virtual reality programs and cyber physical systems This book outlines how for these and other undertakings engineers must assimilate real time data with computational tools for rapid decision making under uncertainty Clarifying the central concepts behind real time simulation tools and techniques this one of a kind resource Discusses the state of the art important challenges and high impact developments in simulation technologies Provides a basis for the study of real time simulation as a fundamental and foundational technology Helps readers develop and refine principles that are applicable across a wide variety of application domains As science moves toward more advanced technologies unconventional design approaches and unproven regions of

the design space simulation tools are increasingly critical to successful design and operation of technical systems in a growing number of application domains This must have resource presents detailed coverage of real time simulation for system design parallel and distributed simulations industry tools and a large set of applications *Model-Driven Development with Executable UML* Dragan Milicev,2009-06-22 A comprehensive reference for an executable UML and the advantages of modeling This book presents the most up to date technology for rapidly developing information systems using the object oriented paradigm and models and establishes an executable profile of UML for such model driven development As a software developer architect or analyst you ll benefit from learning how information systems can be developed more efficiently using the object oriented paradigm and model driven approach Written by an expert who is uniquely qualified in the topic this Wrox reference offers a profile of UML that is formal and executable instead of the relational paradigm or its incomplete coupling with object orientation It provides a comprehensive tutorial on model driven development and UML Provides an in depth tutorial on using model driven development and UML for building information systems with extensive examples Includes tutorials and critics of traditional IS modeling paradigms such as the relational paradigm entity relationship modeling and the widely used incomplete coupling of object orientation with relational databases Covers basic object oriented concepts with UML semantics like classes and data types attributes associations generalizations operations and methods Proposes new powerful concepts for rapid development of information systems including contemporary user interfaces such as programming by demonstration and others *Model Driven Development with Executable UML* offers a thorough education in this complex topic *Advances in Computer Systems Architecture* Thambipillai Srikanthan,Jingling Xue,Chip-Hong Chang,2005-10-19 On behalf of the ProgramCommittee we are pleased to present the proceedings of the 2005 Asia Paci c Computer Systems Architecture Conference ACSAC 2005 held in the beautiful and dynamic country of Singapore This conference was the tenth in its series one of the leading forums for sharing the emerging research ndings in this eld In consultation with the ACSAC Steering Committee we selected a member Program Committee This Program Committee represented a broad spectrum of research expertise to ensure a good balance of research areas stitutions and experience while maintaining the high quality of this conference series This year s committee was of the same size as last year but had 19 new faces We received a total of 173 submissions which is 14% more than last year Each paper was assigned to at least three and in some cases four ProgramC mittee members for review Wherever necessary the committee members called upon the expertise of their colleagues to ensure the highest possible quality in the reviewing process As a result we received 415 reviews from the Program Committee members and their 105 co reviewers whose names are acknowledged inthe proceedings Theconferencecommitteeadopteda systematicblind review process to provide a fair assessment of all submissions In the end we accepted 65 papers on a broad range of topics giving an acceptance rate of 37 5% We are grateful to all the Program Committee members and the co reviewers for their e orts in completing the reviews within a tight

schedule

Model-Driven Development of Reliable Automotive Services Manfred Broy, Ingolf Krüger, Michael Meisinger, 2008-07-17 Software development for the automotive domain has become the enabling technology for almost all safety critical and comfort functions owed to the customer. Ninety percent of all innovations in automotive systems are directly or indirectly enabled by embedded software. The numbers of serious accidents have declined in recent years despite constantly increasing traffic; this is correlated with the introduction of advanced software-enabled functionality for driver assistance such as electronic stability control. Software contributes significantly to the automotive value chain. By 2010 it is estimated that software will make up 40% of the value creation of automotive electronics. However, with the large number of software-enabled functions, their interactions and the corresponding networking and operating infrastructure come significant complexities both during the automotive systems engineering process and at runtime. A central challenge for automotive systems development is the scattering of functionality across multiple subsystems such as electronic control units (ECUs) and the associated networks. As an example, consider the central locking systems (CLS) whose functionality is spread out over up to 19 different ECUs in some luxury cars. Of course, this includes advanced functionality such as seat positioning and radio tuning according to driver presets upon entry as well as unlocking in case of a detected impact or accident. However, this example demonstrates that modern automotive systems bridge comfort and safety-critical functionality. This induces particular demands on safety and security and in general software and systems quality. The resulting challenges and opportunities were discussed in depth at the second Automotive Software Workshop San Diego (ASWSD 2006) on whose results we report here.

History of Nordic Computing 3 John Impagliazzo, Per Lundin, Benkt Wangler, 2011-09-29 This book constitutes the refereed post-proceedings of the Third IFIP WG 9.7 Conference on the History of Nordic Computing HiNC3 held in Stockholm, Sweden, in October 2010. The 50 revised full papers presented together with a keynote address and a panel discussion were carefully reviewed and selected from numerous submissions. The papers focus on the application and use of ICT and ways in which technical progress affected the conditions of the development and use of ICT systems in the Nordic countries covering a period from around 1970 until the beginning of the 1990s. They are organized in the following topical sections: computerizing public sector industries, computerizing management and financial industries, computerizing art, media, and schools, users and systems development, the making of a Nordic computing industry, Nordic networking, Nordic software development, Nordic research in software and systems development, teaching at Nordic universities, and new historiographical approaches and methodological reflections.

The Unified Modeling Language Martin Schader, Axel Korthaus, 2012-12-06 Most of the articles in this volume are revised versions of papers presented during the 1st GROOM Workshop on the Unified Modeling Language (UML GROOM). Grundlagen objektorientierter Modellierung is a working group of the Gesellschaft für Informatik (GI), the German Society of Computer Science. The workshop took place at the University of Mannheim, Germany, in October 1997; the local organizers were Martin Schader and Axel Korthaus, Department of Information

Systems The scientific program of the workshop included 21 talks presented in German language on Friday Oct 10th and Saturday Oct 11th 1997 Researchers and practitioners interested in object oriented software development analysis and design of software systems standardization efforts in the field of object technology and particularly in the main topic of the workshop Applications State of the Art and Evaluation of the Unified Modeling Language had the opportunity to discuss recent developments and to establish cooperation in these fields The workshop owed much to its sponsors and supporters University of Mannheim Faculty of Business Administration University of Mannheim Sun Microsystems GmbH Apcon Professional Concepts GmbH Their generous support is gratefully acknowledged In the present proceedings volume papers are presented in three chapters as follows Fundamental Approaches to Software Engineering Mauro Pezzè, 2003-03-14 This book constitutes the refereed proceedings of the 6th International Conference on Fundamental Approaches to Software Engineering FASE 2003 held in Warsaw Poland in April 2003 The 20 revised full papers presented together with a keynote paper were carefully reviewed and selected from 89 submissions The papers are organized in topical sections on software components mobile computing aspects and web applications software measurements formal verification analysis and testing and model integration and extension Recent Advances In Information Science And Technology Nikos E Mastorakis, 1998-10-12 Recent Advances in Information Science and Technology brings you a balanced state of the art presentation of the latest concepts methods algorithms techniques procedures and applications of the fascinating field of Computer Science and Engineering Written by eminent leading international experts the contributors provide up to date aspects of topics discussed and present fresh original insights into their own experience with Information Science and Technology This rich anthology of papers which compose this volume contains the latest developments and reflects the experience of many eminent researchers working in different environments universities research centers and industry The book is composed of five parts Software Engineering in which new trends and recent scientific results in software engineering data structures algorithms knowledge based systems VLSI design computer languages and industrial computer applications are presented Signal Processing in which modern topics in signal processing identification recognition speech processing and detection are included Multi Dimensional m D Systems Theory and Applications which contains new research results in m D systems theory and impressive applications of multidimensional systems mainly in signal processing Communication Systems containing modern topics of communication as Digital systems of communication computer networks theory ATM networks optical networks hybrid fiber coaxial networks Internet etc Modern Numerical Techniques and Related Topics which covers some aspects of the modern computation science and technology

The Top Books of the Year Real Time Object Oriented Modeling The year 2023 has witnessed a remarkable surge in literary brilliance, with numerous compelling novels captivating the hearts of readers worldwide. Lets delve into the realm of top-selling books, exploring the fascinating narratives that have charmed audiences this year. Real Time Object Oriented Modeling : Colleen Hoover "It Ends with Us" This touching tale of love, loss, and resilience has captivated readers with its raw and emotional exploration of domestic abuse. Hoover masterfully weaves a story of hope and healing, reminding us that even in the darkest of times, the human spirit can prevail. Real Time Object Oriented Modeling : Taylor Jenkins Reids "The Seven Husbands of Evelyn Hugo" This intriguing historical fiction novel unravels the life of Evelyn Hugo, a Hollywood icon who defies expectations and societal norms to pursue her dreams. Reids captivating storytelling and compelling characters transport readers to a bygone era, immersing them in a world of glamour, ambition, and self-discovery. Real Time Object Oriented Modeling : Delia Owens "Where the Crawdads Sing" This mesmerizing coming-of-age story follows Kya Clark, a young woman who grows up alone in the marshes of North Carolina. Owens weaves a tale of resilience, survival, and the transformative power of nature, captivating readers with its evocative prose and mesmerizing setting. These top-selling novels represent just a fraction of the literary treasures that have emerged in 2023. Whether you seek tales of romance, adventure, or personal growth, the world of literature offers an abundance of compelling stories waiting to be discovered. The novel begins with Richard Papen, a bright but troubled young man, arriving at Hampden College. Richard is immediately drawn to the group of students who call themselves the Classics Club. The club is led by Henry Winter, a brilliant and charismatic young man. Henry is obsessed with Greek mythology and philosophy, and he quickly draws Richard into his world. The other members of the Classics Club are equally as fascinating. Bunny Corcoran is a wealthy and spoiled young man who is always looking for a good time. Charles Tavis is a quiet and reserved young man who is deeply in love with Henry. Camilla Macaulay is a beautiful and intelligent young woman who is drawn to the power and danger of the Classics Club. The students are all deeply in love with Morrow, and they are willing to do anything to please him. Morrow is a complex and mysterious figure, and he seems to be manipulating the students for his own purposes. As the students become more involved with Morrow, they begin to commit increasingly dangerous acts. The Secret History is a exceptional and suspenseful novel that will keep you wondering until the very end. The novel is a warning tale about the dangers of obsession and the power of evil.

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