Real-Time Software Systems: An Introduction to Structured and Object-Oriented Design

J. E. Cooling

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Real-Time Software Systems: An Introduction to Structured and Object-Oriented Design J. E. Cooling Written for engineers, this book explains how to develop software for real-time systems in a rigorous, systematic and professional manner using both structured and object-oriented design methods. Using a comprehensive example, it takes the reader through the complete design process, from a statement of requirements to the eventual source code. The book is not tied to a specific programming language, although example implementations of designs are given using both Modula-2 and C++. It comes packaged with a CD-ROM containing two CASE tools from SELECT Software (Yourdon and OMT CASE tools). Real-time Software Systems is organized in two parts. Part One introduces all the elements of structured design, based mainly on Yourdon/Ward-Mellor concepts. Part Two shows how object-oriented techniques can be applied to real-time systems, using a top-down approach. The author takes a more general approach in explaining object-oriented concepts, although emphasis is placed on Rumbaugh's OMT (Object Modeling Technique).

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