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Designed to enhance development acumen, this book serves as a guide to using VisualWorks to its full potential.

Smalltalk by Example - Alec Sharp - 1997

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As Smalltalk is embraced by a growing number of corporate information systems departments, career prospects for programmers with Smalltalk development skills have never been better. This practical guide takes programmers beyond the basics, teaching them how to develop enterprise-class applications that provide real world solutions.

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**Advances in Smalltalk** - Wolfgang De Meuter - 2007-04-05

This book constitutes the thoroughly refereed post-proceedings of the 14th International Smalltalk Conference, ISC 2006, held in Prague, Czech Republic in September 2006. Being a live forum on cutting edge software technologies, the conference attracted researchers and professionals from both academia and industry that produced papers covering topics from foundational issues to advanced applications.

**Object Lessons** - Tom Love - 1997-12-13
current state of OMT.
managers, project leaders,
and applications
programmers facing decisions
about design and
management of large-scale
commercial object-oriented
software.

**Object Lessons** - Tom Love - 1997-12-13
Written for technical
managers, project leaders,
and applications
programmers facing decisions
about design and
management of large-scale
commercial object-oriented
software.

**OMT Insights** - James
Rumbaugh - 1996
This book presents the
collected writings of OMT
guru Dr James Rumbaugh.
These articles encompass the
development, refinement, and
current state of OMT.

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Rumbaugh - 1996
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**Mastering ENVY/Developer**
- Joseph Pelrine - 2001-03-19
An in-depth exploration of
ENVY/Developer, IBM's team
programming environment for
Smalltalk and Java.

**Smalltalk** - Trevor Hopkins - 1995
A practical tutorial showing
how to use Smalltalk-80 to
construct object-oriented
software applications.
Hopkins offers numerous
worked examples and sample
code explaining how to
implement programs in
Smalltalk-80 language. Also
treats the Model-View
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**Programming Smalltalk - Object-Orientation from the Beginning** - Johannes Brauer - 2015-01-23

A straightforward, step-by-step introduction to clear and elegant object-oriented programming. Using a language that's perfect for this kind of programming, the book has been tested in numerous courses and workshops over ten years. Programming Smalltalk is particularly suited for readers with no prior programming knowledge. Starting from the first principles of programming, it teaches you how to use and create algorithms (reusable rules for problem-solving) and the basic building blocks of software. It goes on to explain how to develop complete applications and has a whole chapter on web applications as well as case studies. Now

edition was completely revised to be consistent with the latest version of Cincom® VisualWorks®, a professional Smalltalk environment. All examples were created using VisualWorks, which is available without cost for educational purposes, and can be downloaded and installed on any up-to-date computer.

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**The VisualAge for Smalltalk Primer Book With CD-ROM** - Liwu Li - 1998-09-13
This book shows developers how to succeed with versions 3.0 and 4.0 of VisualAge.

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**Hardcore JFC** - Mitch Goldstein - 2001-08-13
A comprehensive guide to the functionality and practical use of the Java Foundations Classes (JFC).

**Java for the COBOL Programmer** - E. Reed Doke - 1999-08-13
When the Y2K crisis winds down, COBOL programmers will look for new ways to apply their skills. Drawing on the numerous similarities between COBOL and Java, Java for the COBOL Programmer teaches Java to professional COBOL programmers. To quicken and simplify the transition from one language to the other, the authors describe the features and syntax of Java while contrasting them with their parallels in COBOL. Although the book assumes an overall familiarity with COBOL, each chapter lists the specific COBOL knowledge required as new material is presented.
The book is completely modular, allowing a reader to skip back and forth from one chapter to another, depending on his or her immediate needs. The authors make extensive use of program examples for both COBOL and Java. With each example, they present a COBOL program that performs a certain function and develop a Java program that accomplishes the same task. Sample programs are available on an accompanying CD-ROM. A running case study evolves with increased functionality as new material is presented in subsequent chapters. No other volume uses this approach to teach Java to COBOL programmers.

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**Building Application Servers** - Rick Leander - 2000-02-13
Guide to application server technology, explaining the theory of network computing and providing practical techniques for producing effective business solutions.

**Java Programming by Example** - Rajiv Sharma - 1998-11-13
This book introduces software developers to Java, the object-oriented programming language of choice for Internet development.

**Rethinking Smart Objects** - Daniel W. Rasmus - 1999
With the overload of data and automation in today's information technology world, intelligent software is needed to control and filter the resultant chaos. Object-oriented programming breaks software and information into functional units. Artificial intelligence and knowledge software distribute these units and enable them to communicate and negotiate with each other. In Rethinking Smart Objects, Dan Rasmus, a regular columnist for Object Magazine and an accomplished knowledge engineer, has surveyed his own body of work and gathered the most important and relevant material from his contributions to the magazine. This is the first book to explain the integration of object technology and knowledge software development.
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**The CRC Card Book** - David Bellin - 1997
This concise book addresses the actual details involved with using CRC cards, including coverage of the team approach to analysis and examples of program code derived from the use of the CRC card method.

**Reliable Object-Oriented Software** - Ed Seidewitz - 1995
This 1998 book presents the underlying principles associated with object-orientation and its practical application.

**Compiler Design** - Reinhard Wilhelm - 2010-11-10
been the subject of intensive programming languages are large complex software systems, they have particular characteristics that differentiate them from other software systems. Their functionality is almost completely well-defined – ideally there exist complete precise descriptions of the source and target languages, while additional descriptions of the interfaces to the operating system, programming system and programming environment, and to other compilers and libraries are often available. The implementation of application systems directly in machine language is both difficult and error-prone, leading to programs that become obsolete as quickly as the computers for which they were developed. With the development of higher-level machine-independent programming languages came the need to offer compilers that were able to translate programs into machine language. Given this basic challenge, the different subtasks of compilation have

research since the 1950s. This book is not intended to be a cookbook for compilers, instead the authors' presentation reflects the special characteristics of compiler design, especially the existence of precise specifications of the subtasks. They invest effort to understand these precisely and to provide adequate concepts for their systematic treatment. This is the first book in a multivolume set, and here the authors describe what a compiler does, i.e., what correspondence it establishes between a source and a target program. To achieve this the authors specify a suitable virtual machine (abstract machine) and exactly describe the compilation of programs of each source language into the language of the associated virtual machine for an imperative, functional, logic and object-oriented programming language. This book is intended for students of computer science. Knowledge of at least one imperative programming
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**Object-Oriented COBOL** - Edmund C. Arranga - 1996
Walks COBOL users through the next phase of COBOL: Object-Oriented COBOL. Teaches how to integrate COBOL with object-oriented methodologies.

**Computers Helping People with Special Needs** - Joachim Klaus - 2011-04-05
The introduction to the 1st International Conference on Computers for Handicapped Persons (Vienna, 1989) by AMinTjoa (University of Vienna) and Roland Wagner (University of Linz) is hed with the following mission statement on the “Future Direction on Computers for Handicapped Persons”: “The different themes show that a lot of problems are solved by the usage of computer technology for helping handicapped persons, for instance for the blind and visually handicapped. A consequence of the discussed themes there are two directions which should be done in the next years. One direction is obvious. The tools must be improved and research and development work should be extended to all groups of handicapped...
On the other side in the area of social implications there is an increasing demand on social science studies on overall computer use among disabled persons. Because sources are in principle missing today about disabled persons work tasks, research in this field must begin by trying to survey this aspect. Particular attention should be paid to the extent and character of computer use among the handicapped in work life. There are a lot of questions, which should be answered during the next years for reaching the aim of rehabilitation. “Fifteen years later the 9th International Conference on Computers Helping People with Special Needs (Paris, 2004) offered a comprehensive and deepened view on general awareness, special research and individual applications conceiving disabled people and their participation in our society. On the other side in the area of social implications there is an increasing demand on social science studies on overall computer use among disabled persons. Because sources are in principle missing today about disabled persons work tasks, research in this field must begin by trying to survey this aspect. Particular attention should be paid to the extent and character of computer use among the handicapped in work life. There are a lot of questions, which should be answered during the next years for reaching the aim of rehabilitation. “Fifteen years later the 9th International Conference on Computers Helping People with Special Needs (Paris, 2004) offered a comprehensive and deepened view on general awareness, special research and individual applications conceiving disabled people and their participation in our society. Computers Helping People not so large as for instance the blind or visually handicapped persons. On the other side in the area of social implications there is an increasing demand on social science studies on overall computer use among disabled persons. Because sources are in principle missing today about disabled persons work tasks, research in this field must begin by trying to survey this aspect. Particular attention should be paid to the extent and character of computer use among the handicapped in work life. There are a lot of questions, which should be answered during the next years for reaching the aim of rehabilitation. “Fifteen years later the 9th International Conference on Computers Helping People with Special Needs (Paris, 2004) offered a comprehensive and deepened view on general awareness, special research and individual applications conceiving disabled people and their participation in our society. On the other side in the area of social implications there is an increasing demand on social science studies on overall computer use among disabled persons. Because sources are in principle missing today about disabled persons work tasks, research in this field must begin by trying to survey this aspect. Particular attention should be paid to the extent and character of computer use among the handicapped in work life. There are a lot of questions, which should be answered during the next years for reaching the aim of rehabilitation. “Fifteen years later the 9th International Conference on Computers Helping People with Special Needs (Paris, 2004) offered a comprehensive and deepened view on general awareness, special research and individual applications conceiving disabled people and their participation in our society.
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Journal of Object-oriented Programming - - 1999

Smalltalk - Simon Lewis - 1995
An introduction to programming in Smalltalk, covering technical background for programmers and managers and introducing some of the basic philosophy of the language. Step-by-step instructions take the reader through the basics via object-oriented programming with the Smalltalk language and its development environment. Includes a tour of the Smalltalk class library and the model-view-controller mechanism. For programmers who want to move from traditional languages to an object-oriented language.

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The Art and Science of Smalltalk - Simon Lewis - 1995
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Object Magazine - - 1997

Object Magazine - - 1997

The C++ Report - - 1998

The C++ Report - - 1998

On the separation of user interface concerns: A Programmer's Perspective on the Modularisation of User Interface Code - - 2008

Smalltalk, Objects, and Design - Chamond Liu - 2000

More than a guide to the Smalltalk language.

Smalltalk, Objects, and Design - Chamond Liu - 2000

More than a guide to the Smalltalk language.

The Design Patterns Smalltalk Companion - Sherman R. Alpert - 1998

In this new book, intended as a language companion to the classic Design Patterns, noted Smalltalk and design patterns experts implement the 23 design patterns using Smalltalk code. This approach has produced a language-specific companion that tailors the topic of design patterns to the Smalltalk programmer. The authors have worked closely with the authors of Design Patterns to ensure that this companion volume meets the same quality standards that made the original a bestseller and indispensable resource. The full source code will be available on the AWL web site.

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**Applications Interface Programming Using Multiple Languages** - Ying Bai - 2003
Annotation This book provides a detailed description about the practical considerations in multiple languages programming as well as the interfaces among different languages in the Window environment. Authentic examples and detailed explanations are combined together in this book to provide the readers a clear picture as how to handle the multiple languages programming in Windows.

Written for Smalltalk programmers, this book is designed to help readers become more effective
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**Advanced Smalltalk** - Jonathan Pletzke - 1996-11-06
From exception handling to the Internet, the first guide to advanced Smalltalk programming techniques This powerful book/CD package is for experienced Smalltalk programmers who are ready to go on to the next level. Beginning where all the other Smalltalk programming guides leave off, this package arms you with advanced programming techniques and a wealth of insider tips on how to more quickly, efficiently, and cost-effectively develop applications in Smalltalk. While the focus throughout is on the five most popular versions of Smalltalk (VisualWorks, VisualAge/IBM Smalltalk, SmalltalkAgents, and Enfin), users of other, less widely used Smalltalk environments can benefit from the information in this book. Advanced Smalltalk tells you what you need to know about:
* Avoiding most common Smalltalk bugs *
* Using patterns and frameworks *
* Supercharging your Smalltalk programs to make them run faster *
* Integrating non-Smalltalk legacy code with your Smalltalk application *
* Storing and retrieving information from relational and object databases *
* Smalltalk on the Internet and its role in electronic commerce *
* The Smalltalk ANSI Standard *
* Implementing neural nets in Smalltalk *
* Style for design and coding in Smalltalk *
* Interview guidelines for Smalltalk programmers

JONATHAN PLETZKE is a consultant specializing in Smalltalk development and programming. On the CD-ROM you'll find: * An object-oriented HTTP server * An object-oriented HTTP client *
guides leave off, this package
Development and team source
code management tools *
Primitive and external
interface templates * A back-
propagation neural net
program * Two public domain
Smalltalk development
environments: GNU Smalltalk
for Unix, DOS, Windows, and
Windows/NT Little Smalltalk
for Macintosh, DOS, Windows,
and Unix * Two
Educational/Demonstration
Smalltalk development
environments: * Smalltalk/X
for Unix (Solaris and Linux) *
SmalltalkNT for Windows/NT
version 4.0 * Smalltalk
archives: University of Illinois
Archive (st.cs.uiuc.edu)
Smalltalk Store Archive
(www.smalltalk.com)

Advanced Smalltalk -
Jonathan Pletzke - 1996-11-06
From exception handling to
the Internet, the first guide to
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Beginning where all the other
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and object databases *
Smalltalk on the Internet and
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ANSI Standard *
Implementing neural nets in
and coding in Smalltalk *
Interview guidelines for Smalltalk programmers


The Publishers Weekly - - 1997

Smalltalk and Object Orientation - John Hunt - 2012-12-06
This book was originally written to support an introductory course in Object Orientation through the medium of Smalltalk (and VisualWorks in particular). However, it can be used as a book to teach the reader Smalltalk, to introduce object orientation as well as present object oriented design and analysis. It takes as its basic premise that most Computer Scientists I Software Engineers learn best by doing rather than from theoretical notes. The chapters therefore attempt to introduce concepts by getting you the reader to do things, rather than by extensive theoretical discussions. This means that these chapters take a hands-on approach to the subject and assume that the student/reader has a suitable Smalltalk environment available to them. The
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**Grundkurs Smalltalk — Objektorientierung von Anfang an** - Johannes Brauer - 2013-11-09


**Object Modeling and User**
human users."

Object Modeling and User Interface Design merges theories with practical techniques to create methods for the design to today's systems. By reading this book you will gain an understanding of the benefits of integrating object-oriented analysis approaches with human computer interaction design, and learn how to systematically design interactive systems for their human users."

Object Modeling and User Interface Design - Mark Van Harmelen - 2001


The popularity of serial communications demands that additional serial port interfaces be developed to meet the expanding requirements of users. The Windows Serial Port Programming Handbook illustrates the principles and methods of developing various serial port interfaces using multiple languages. This comprehensive, hands-on, and practical guide
Software Engineering
(ICSE '99) - Barry Boehm - 1999

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The Keeper: The
Unguarded Story of Tim
Howard Young Readers'
Edition - Tim Howard -
2014-12-09

In this heartwarming and
candid memoir, US national
soccer team goalkeeper Tim
Howard does something he
would never do on a soccer
field: he drops his guard.
Howard opens up for the first
time about how a hyperactive
kid from New Jersey with
Tourette Syndrome defied the
odds to become one of the
world's premier goalkeepers.
Howard managed to keep his
condition in check well
enough to be drafted by Major
League Soccer right out of
high school. After a successful
seventeen-year professional
soccer career, Howard
became an overnight star

Brazil. His heroic
performance in goal for the
United States against
Belgium, in which he saved an
astonishing fifteen shots—the
most for any goalkeeper in a
World Cup game—made him a
household name as well as a
trending internet meme. In
the course of 120 minutes,
Howard went from a player
known mainly by soccer fans
to an American icon, loved by
millions for his dependability,
daring, and humility. In this
uplifting memoir adapted for
young readers, Howard
shares his remarkable journey
from a challenging childhood
in which he was raised by a
single mother who instilled in
him a love of sports and a
devout Christian faith that
helped him deal with the
onset of Tourette's in fifth
grade. This book includes an
8-page full-color photo insert.

The Keeper: The
Unguarded Story of Tim
Howard Young Readers'
Edition - Tim Howard -
2014-12-09

In this heartwarming and
candid memoir, US national
soccer team goalkeeper Tim Howard does something he would never do on a soccer field: he drops his guard. Howard opens up for the first time about how a hyperactive kid from New Jersey with Tourette Syndrome defied the odds to become one of the world's premier goalkeepers. Howard managed to keep his condition in check well enough to be drafted by Major League Soccer right out of high school. After a successful seventeen-year professional soccer career, Howard became an overnight star during the 2014 World Cup in Brazil. His heroic performance in goal for the United States against Belgium, in which he saved an astonishing fifteen shots—the most for any goalkeeper in a World Cup game—made him a household name as well as a trending internet meme. In the course of 120 minutes, Howard went from a player known mainly by soccer fans to an American icon, loved by millions for his dependability, daring, and humility. In this uplifting memoir adapted for young readers, Howard shares his remarkable journey from a challenging childhood in which he was raised by a single mother who instilled in him a love of sports and a devout Christian faith that helped him deal with the onset of Tourette's in fifth grade. This book includes an 8-page full-color photo insert.

"Take Linthicum's warnings seriously . . . he's been through the fire!"-Rusty Weston, Senior Editor, PC Week. A renowned client/server expert provides state-of-the-art techniques for building client/server and intranet applications. In this valuable guide, client/server guru David Linthicum shows developers how to use cutting-edge development tools and techniques to build real-life business applications. The book provides step-by-step procedures for creating these applications, explains how to select the software and hardware that's right for your projects, and even
Microsoft Active Platform * estimating project costs. This unique book covers client/server and network architectures, types of middleware, and development tools so you can determine the right approach to building a client/server or intranet system. Linthicum assesses dozens of tools by type, features, and specialization and provides detailed, step-by-step guidelines for creating the perfect solution. You'll learn how to form and test your final system and find expert tips every developer and application architect needs to work more effectively. In addition to providing recommendations, warnings, and case studies, Dave covers: * The latest client/server development tools and methods * Two-tier, three-tier, and multi-tier client/server development models and related technologies * Repository-driven development, programming languages, database connectivity, and middleware * The use of CORBA-compliant ORBs and the inner workings of

Next-generation application partitioning tools like Forte and Dynasty.

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tools so you can determine the right approach to building a client/server or intranet system. Linthicum assesses dozens of tools by type, features, and specialization and provides detailed, step-by-step guidelines for creating the perfect solution. You’ll learn how to form and test your final system and find expert tips every developer and application architect needs to work more effectively. In addition to providing recommendations, warnings, and case studies, Dave covers: * The latest client/server development tools and methods * Two-tier, three-tier, and multi-tier client/server development models and related technologies * Repository-driven development, programming languages, database connectivity, and middleware * The use of CORBA-compliant ORBs and the inner workings of Microsoft Active Platform * Next-generation application partitioning tools like Forte and Dynasty.

Introduction to