

CD-ROM INSTRUCTIONS

CD-ROM contents

The CD-ROM contains a **readme.txt** file (with the text of the present page) and three directories:

- **OOSC-2**: The complete hyperlinked version of the book "Object-Oriented Software Construction, second edition", plus supplementary material, in Adobe Acrobat format,
- **Envir**: A time-limited version of principal components of the object-oriented environment described in chapter 36 of the book.
- **Acrobat**: the Acrobat Reader installation for many platforms, from Adobe Inc.

Using the CD-ROM version of the book

To work with the hyperlinked version of the book you may start from any of the following Adobe Acrobat files, all in the directory **OOSC-2**:

- The short table of contents (chapters only): file [OOSC-SHO.pdf](#).
- The full table of contents (chapters only): file [OOSC-TAB.pdf](#).
- The index: file [OOSC-IND.pdf](#).

(From the file **README.PDF**, click the chosen file name above to open it under Acrobat Reader.)

Installing the Adobe Acrobat Reader

To read the files you will need to have the Adobe Acrobat Reader. If you do not already have the Reader on your computer, you may install it from the CD-ROM:

- Go to the directory **Acrobat**, which contains the versions for different platforms (from Adobe Inc.).
- Read the file **Platform** to find the instructions and files for your platform.
- Perform the installation instructions as indicated.
- Make sure to read the file **License.pdf** which states the license terms.

Installing and using the object-oriented development environment

To install the object-oriented development environment for Windows NT or Windows 95:

- Go to the directory **Envir**.
- Double-click on **setup.exe** (from the Windows Explorer) to start the installation process.

Memory and system requirements

- For Adobe Acrobat: see the Adobe Acrobat documentation. On Windows 95 the executable takes up about **3 MB**, but more may be needed during installation.
- For the hyperlinked version of the book: about **25 MB**; Adobe Acrobat Reader installed.
- For the object-oriented environment: the recommended installation, including the WEL graphical library and the Base libraries of fundamental data structures and algorithms, takes up about **70 MB**. A minimal default installation with no precompiled libraries (you can precompile libraries later yourself) takes about **20 MB**. You need a 386 or higher Intel-compatible model, 16 MB memory (32 MB recommended).

The following page reproduces the text of the book's back cover.

Bertrand Meyer's

Object-Oriented Software Construction

SECOND EDITION

The definitive reference on the most important new technology in software

FROM THE REVIEWS OF THE FIRST EDITION:

“**Tour de Force**... Meyer succeeds admirably in leading the patient reader ... through a presentation of the fundamental software development issues that is independent of any programming system, language or application area... Well organized and highly readable... Meyer's high standards for precision of expression do not interfere with a literate style or preclude the occasional injection of humor.”

Ron Levin in *Software* (IEEE)

“The author believes in OOP, has the experience to know that it works, and is willing and able to show us why and how... **The clear choice** for software people who want to dive straight into object-oriented programming”

Walter Zintz in *Unix World*

“The book presents the concepts in an orderly manner and explains them very well. It is even more attractive because it presents a technique of object-oriented **design**.”

Pierre America in *Science of Computer Programming*

A whole generation was introduced to object technology through the first edition of Bertrand Meyer's *OOSC*. This long-awaited new edition retains the qualities of clarity, practicality and scholarship that made the first an instant best-seller. It has been thoroughly revised and considerably expanded. No other book on the market provides such a breadth and depth of coverage on the most important technology in software development.

SOME OF THE NEW TOPICS COVERED IN DEPTH BY THIS SECOND EDITION:

- **Concurrency**, distribution, client-server and the Internet.
- Object-oriented **databases**, persistence, schema evolution.
- **Design by contract**: how to build software that works the first time around.
- A study of fundamental **design patterns**.
- How to **find the classes** and many others topics of **object-oriented methodology**.
- How to **use inheritance well** and detect misuses.
- **Abstract data types**: the theory behind object technology.
- **Typing**: role, issues and solutions.
- More than 400 **references** to books, articles, Web pages, newsgroups; **glossary** of object technology.
- And many new developments on the topics of the first edition: reusability, modularity, software quality, O-O languages, inheritance techniques, genericity, memory management, etc.

About the author

Bertrand Meyer is one of the pioneers of modern software engineering, whose experience spans both industry and academia. He has led the development of successful O-O products and libraries totaling thousands of classes. His Prentice Hall books include *Object Success* (an introduction to object technology for managers), *Introduction to the Theory of Programming Languages*, *Eiffel: The Language, Object-Oriented Applications*, and *Reusable Software*. He is a frequent keynote speaker at international conferences and consultant for Fortune 500 companies, editor of the Object-Oriented Series, associate member of the applications section of the French Academy of Sciences, chairman of the TOOLS conference series, and editor of the Object Technology department of *IEEE Computer*.