SHORT TABLE OF CONTENTS

(The full table of contents starts on page xvii.)

Preface	v	
Foreword to the second edition	xiii	
On the bibliography, Internet sources and exercises xv		
Contents	xvii	
Part A: The issues	1	
1 Software quality	3	
2 Criteria of object orientation	21	
Part B: The road to object orientation	37	
3 Modularity	39	
4 Approaches to reusability	67	
5 Towards object technology	101	
6 Abstract data types	121	
Part C: Object-oriented techniques	163	
7 The static structure: classes	165	
8 The run-time structure: objects	217	
9 Memory management	279	
10 Genericity	317	
11 Design by Contract: building reliable software	e 331	
12 When the contract is broken: exception handling	411	
13 Supporting mechanisms	439	
14 Introduction to inheritance	459	
15 Multiple inheritance	519	
16 Inheritance techniques	569	
17 Typing	611	
18 Global objects and constants	643	
Part D: Object-oriented methodology: applying	661	
19 On methodology	663	
20 Design nattern: multi-nanel interactive system	ns 675	
21 Inheritance case study: "undo" in an		
interactive system	695	
22 How to find the classes	719	

23 Principles of class design	747
24 Using inheritance well	809
25 Useful techniques	871
26 A sense of style	875
27 Object-oriented analysis	903
28 The software construction process	923
29 Teaching the method	935
Part E: Advanced topics	949
30 Concurrency, distribution, client-server and the Internet	951
31 Object persistence and databases	1037
32 Some O-O techniques for graphical interactive applications	1063
Part F: Applying the method in various languages and environments	1077
33 O-O programming and Ada	1079
34 Emulating object technology in non-O-O environments	1099
35 Simula to Java and beyond: major O-O languages and environments	1113
Part G: Doing it right	1141
36 An object-oriented environment	1143
Epilogue, In Full Frankness Exposing the Language	1161
Part H: Appendices	1163
A Extracts from the Base library	1165
B Genericity versus inheritance	1167
C Principles, rules, precepts and definitions	1189
D A glossary of object technology	1193
E Bibliography	1203
Index	1225