

Index

A

- Abstract User Interface Description
 - Language 142
- ActiveX 50
- adoption 16
- adoption and diffusion 80
- application servers 45
- artificial intelligence 8
- attitude of the team toward
 - structured methods 27
- automated class exerciser 48

B

- behavior analysis 6
- benefits of Object Oriented (OO)
 - methodologies 26
- black and white-box integration 50
- business process redesign 170

C

- C++ 187
- caching 52
- class-structure hierarchies 5
- client/server 150
- client/server applications 148
- client/server architectures 138
- client/server environment 152
- clusters 47
- COBOL 137
- COBRA 52
- code generation 194
- code inspection 32
- code reusability 212
- code reuse 202
- Common Object Request
 - Broker Architecture 185

- compiler construction 194
- complex data relationships 46
- Component Object Model 184
- component-based development 188
- computer-aided design 46
- concepts of OO methodology 39
- conceptual classification 6
- conceptual clustering 6

D

- data dictionary 2, 14
- data flow diagrams 2, 14
- data manipulation logic 156
- data type 9
- data warehouses 164
- data/process modeling 30
- database management system 156, 160
- databases 8
- DCOM 52
- design inspection 31, 37
- determining requirements 20
- diffusion 16
- diffusion of innovation 15
- Distributed Component Object Model 185
- distributed object business engineering 172
- distributed object-oriented systems 150, 163
- distributed objects 207
- distribution channels 168
- drag-and-drop interfaces 50
- “dumb” terminals 152
- Dynamic Object Oriented Programming 137
- Dynamic testing 47

E

E-commerce 53
 encapsulation 49, 151, 157
 enhance state transition diagram 54
 enterprise modeling 30
 enterprise resource planning 199
 enterprise-wide object 166
 entity-relation (ER) diagrams 12
 estimation 30
 expert-novice differences 90
 extensibility 39

F

FAIME 137
 flexibility 145
 focus of traditional structured methods 26

G

Generic Development Process 45
 global marketplace 167, 168
 graphical database designer 50
 graphical models 2
 graphical user interface 168
 graphical user interfaces 10, 138, 203

H

heuristics 3
 hierarchical databases 146
 host-based 152
 human computer interfaces 8
 Hypertext Markup Language 50
 Hypertext Transfer Protocol 53

I

implementation 16, 19
 in-depth survey 80
 information distribution 51
 Internet Service Provider 164
 IS methodologies 2

J

Java 45, 50, 182, 188

K

knowledge base 166
 knowledge-based organization 170

L

legacy applications 137
 legacy relational systems 209
 legacy systems 186

M

market capitalization 168
 metrics collection 32
 migration challenges 143
 modularization 119

N

network infrastructures 169

O

object database 54, 182
 object extraction 120
 object oriented 77
 object oriented analysis 1, 3
 object oriented application development 206
 object oriented database 209
 object oriented enterprise modeling 38
 object oriented methods 25
 object oriented metrics 38
 object oriented software development 4, 37
 object oriented technology 169
 object oriented testing 43
 object representation 138
 objectives of traditional structured methodologies 26
 observability 17
 OO 39

- OO analysis and design 201
- OO CASE tools 201
- OO database management systems 201
- OO methods 39
- OO modeling process 90
- OO technology 89
- OOPLs 10
- Open Database Connectivity 50
- open standards 170

P

- plug-and-play 142
- Polymorphism 7
- problem analysis 2
- problem description 2
- process specifications 2
- program dependence graph 116
- programming language 8
- prototyping approach 37

R

- reengineered software 145
- reengineering 146
- re-usability 45
- reengineering 115
- reengineering process 207
- relational data structures 53
- relational database 209
- relational database management systems 47
- relational databases 46
- relational technology 46, 208
- repository 167
- requirements analysis 20
- restructuring 118
- reuse 39, 46, 185
- reuse code 158

S

- shared-device model 153
- Smalltalk 10, 187
- software components 158
- software development 53, 189
- software engineering 195

- software productivity problem 188
- software reuse 78, 89
- specifications 2
- spiral model 37
- standardized protocol 169
- standards 31
- structured analysis 2
- structured methods 25
- supply-chain management 181
- system requirements 1
- system validation 1

T

- Theory of Reasoned Action 29
- training 39
- training and management support 17
- training in structured methods 27

U

- Unified Modeling Language 15
- user training 32

V

- verbal protocol 90

W

- web integration 56
- Wirfs-Brock methodology 6
- World Wide Web 138, 185
- World Wide Web Consortium 52

X

- XML 45