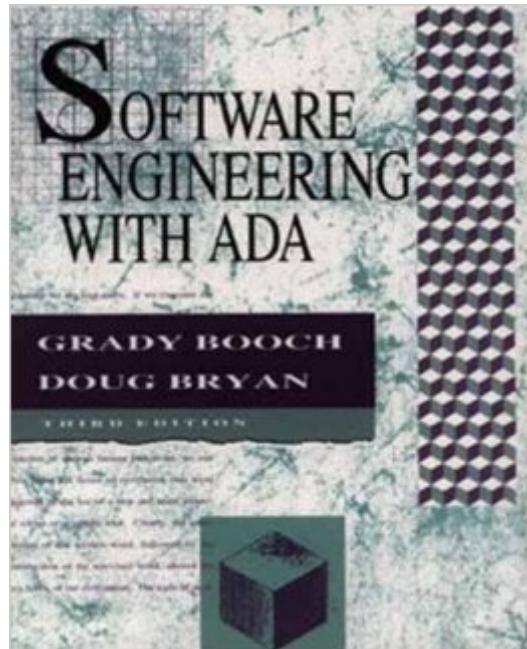


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Software Engineering With ADA (3rd Edition)



Synopsis

In this comprehensive introduction to Ada programming, programmers learn how to maximize the potential of this powerful language using an object-oriented methodology. Grady Booch and Doug Bryan combine their expertise to explain how to create large-scale Ada systems using good software engineering principles. Five large-scale Ada programming examples build upon these principles using an object-oriented methodology while illuminating topics such as database systems and generic tree packages. The Third Edition also incorporates more small-sized code examples, exercises based on the programming applications, a new chapter on Ada's impact on the software crisis, and an appendix on Ada 9X.

Book Information

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Average Customer Review: 3.2 out of 5 stars [See all reviews](#) (4 customer reviews)

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Customer Reviews

Can't find the source code for the examples in the book. Didn't see a CD holder in the book either. It would be helpful to have these so to compile, port over, transport, etc. That said, the book is very readable, although it does fall under the realm of "Software Engineering". I.e., lots of software engineering topics that slow one down if Ada is all they need. On the other hand, the software engineering principles were very useful and very well put. E.g., a summation of OO development was put forth as: "Identify the objects. Identify the operations. Establish the visibility. Establish the interface. Implement each object." You can't put it forth any easier than that. And it sticks too. Steph

I am trying to do some quick refresher reading on ada for a job interview and this book has been

sitting around unread since i went on an ada course 5 or so years ago. It would be less painful to swallow this book whole and pass it out the other end in the same state than read it. Its riddled with profound opinions on the philosophy behind the language and i skipped the first 4 chapters as irrelevant rubbish but still have the rest padded out excessively with this stuff instead of getting down to the actual language. I think I should have read the book I got back in 1983 written by the course lecturer instead even though it was published before the language was finalised

This was the first book I read back when Ada was brand new and so it holds a nostalgic place in my heart which saves it from a lower rating. It is not a good resource for learning Ada but it can help you break the procedural thinking mold and begin to think of the world as objects. It is not one of the better books on Ada or Software Engineering but you could do worse. My thoughts are with relation to the earliest edition but, from reading the other reviews, it sounds as though the 3rd edition is not a great improvement.

I found it readable and useful

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