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Concurrent, Distributed, and Real ...

Hassan Gomaa, Professor of Software Engineering at George Mason University in Fairfax, Virginia, is an internationally acknowledged authority on the software design of distributed and real-time systems. Hassan's career in software engineering spans both industry and academia, and he develops concurrent,

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distributed, and real-time applications in industry; designs software development methods and applies them to real-world problems; and teaches short courses to professional software engineers ...

Gomaa, Designing Concurrent, Distributed, and Real-Time ...

and design method specifically suited to

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the needs of real-time and distributed systems. Known as COMET (Concurrent Object Modeling and Architectural Design Method), this object-oriented method employs a highly iterative software life cycle based on use case technology and UML. This book will guide you through the COMET development life

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Gomma [12] has developed a UML based concurrent object modeling and architectural design method for designing real-time and distributed applications. Recently Saxena et al. [13] proposed the UML ...

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During this phase, the analysis model is mapped to a concurrent design model. For concurrent applications, such as distributed and real-time applications, the following activities are performed:

- Make decisions about subsystem

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structure and interfaces. Develop the overall software architecture. Structure the application into subsystems.

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real-time systems is challenging, due to uncertainties in execution time, communication jitter, and resource scheduling. This dissertation presents a concurrent model of computation (MoC) for distributed real-time systems called PTIDES (pronounced “tides,” for “Programming Temporally Integrated Distributed Embedded Systems”).

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On the Design of Concurrent, Distributed Real-Time Systems ...

This dissertation presents a concurrent model of computation (MoC) for distributed real-time systems called PTIDES (pronounced tides, for Programming Temporally Integrated Distributed Embedded Sys- tems).

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PTIDES uses a discrete-event (DE) model as the underlying formal semantics to achieve analyzable deterministic behavior.

On the Design of Concurrent, Distributed Real-Time Systems

Next, he introduces the COMET (Concurrent Object Modeling and

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Architectural Design) Method, a UML-based object-oriented analysis and design method specifically created for concurrent, distributed,...

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Concurrent and Real-Time Systems.” In Proceedings of the 8th International Conference on Software Engineering and Knowledge Engineering, pp. 529–536. Skokie, IL: Knowledge Systems Institute.

Real-Time Software Design for Embedded Systems by Hassan Gomaa

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Designing Concurrent, Distributed, and Real-Time Applications with UML Hassan Gomaa Department of Information and Software Engineering George Mason University Fairfax, Virginia 22030, USA hgomaa@gmu.edu Abstract Object-oriented concepts are crucial in software design because they address fundamental issues of adaptation and

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The UML Notation and Software Design Methods This book describes the object-oriented analysis and design of concurrent applications, in particular distributed and real-time applications. Object-oriented concepts are crucial in

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area of software development: the design of real-time and distributed applications based on concurrent technology. Using UML notation, this book clearly illustrates how an object-oriented analysis and design method offers an effective solution to the unique challenges that these systems present.

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Designing Concurrent, Distributed, and Real-Time ...

This book is an excellent source of information for software engineers designing concurrent and real-time systems using the object-oriented paradigm. Hassan's COMET method tackles the hard issues of concurrency, real-time constraints, and distributed

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systems with a comprehensive, straight-forward approach that is easy to understand and conforms to the UML standard.

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