

Functional And Object Oriented Analysis And Design An Integrated Methodology

Functional and Object Oriented Analysis and Design: An Integrated Methodology

Summary: \"The main objective of this book is to teach both students and practitioners of information systems, software engineering, computer science and related areas to analyze and design information systems using the FOOM methodology. FOOM combines the object-oriented approach and the functional (process-oriented) approach\"--Provided by publisher.

Object-oriented Analysis and Design (OOAD): High-impact Strategies - What You Need to Know

Object-oriented analysis and design (OOAD) is a software engineering approach that models a system as a group of interacting objects. Each object represents some entity of interest in the system being modeled, and is characterised by its class, its state (data elements), and its behavior. Various models can be created to show the static structure, dynamic behavior, and run-time deployment of these collaborating objects. There are a number of different notations for representing these models, such as the Unified Modeling Language (UML). Object-oriented analysis (OOA) applies object-modeling techniques to analyze the functional requirements for a system. Object-oriented design (OOD) elaborates the analysis models to produce implementation specifications. OOA focuses on what the system does, OOD on how the system does it. This book is your ultimate resource for Object-oriented analysis and design (OOAD). Here you will find the most up-to-date information, analysis, background and everything you need to know. In easy to read chapters, with extensive references and links to get you to know all there is to know about Object-oriented analysis and design (OOAD) right away, covering: Object-oriented analysis and design, Data access layer, List of object-oriented programming terms, Object-oriented programming, Allocation site, The Art of the Metaobject Protocol, ASCEND, Booch method, Bound property, Bounded quantification, C3 linearization, Call super, Circle-ellipse problem, Class (computer programming), Class browser, Class hierarchy, Class

implementation file, Class variable, Class-based programming, Climate Data Exchange (CDX), Cloning (programming), Command-query separation, Common Lisp Object System, Common Object Request Broker Architecture, Comparison of JavaScript-based source code editors, Comparison of programming languages (object-oriented programming), Complex data structure, Component Object Model, Component-based software engineering, Conceptual model (computer science), Consultation (object-oriented programming), Container (data structure), Containment (computer programming), Convention over Code, Convention over configuration, Coupling (computer programming), Covariance and contravariance (computer science), DataFlex, Delegation (programming), Diamond problem, Differential inheritance, DIIOp, Dispatch table, Dispose pattern, Distributed Objects Everywhere, Dominance (C++), Double dispatch, Downcasting, Duck typing, Eiffel (programming language), EiffelStudio, Encapsulation (object-oriented programming), Filter object, Finalizer, Fragile base class, Friend class, Friend function, Function object, Has-a, Helper class, IDEF4, Identity (object-oriented programming), IDispatch, Immutable interface, Immutable object, Information hiding, Inheritance (object-oriented programming), Instance (computer science), Instance variable, Interchangeability (computer science), Interface (computing), Interface inheritance, Interface segregation principle, Is-a, Iterator, IUnknown, Jeroo, JOT: Journal of Object Technology, Law of Demeter, Layer (object-oriented design), Leaf class, Leonardi Framework, LePUS3, Lipog, Liskov substitution principle, List of object-oriented programming languages, Live distributed object, LYMB, MathModelica, Member variable, Metaclass, Metaobject, Method overriding, Microsoft Interface Definition Language, Mock object, Mockito, Modelica, Monkey patch, Multicast delegate, Multiple inheritance, Nullary constructor, Object (computer science), Object composition, Object Data Management Group, Object Definition Language, Object lifetime, Object manager..and much more This book explains in-depth the real drivers and workings of Object-oriented analysis and design (OOAD). It reduces the risk of your technology, time and resources investment decisions by enabling you to compare your understanding of Object-oriented analysis and design (OOAD) with the objectivity of experienced professionals.

Object-oriented Analysis and Design with Applications

This revision of Grady Booch's classic offers the first industry-wide standard for notation in developing large scale object-oriented systems. Laying the groundwork for the development of complex systems based on the object model, the author works in C++ to provide five fully-developed design examples, along with many smaller applications. Three of these capstone projects are new with this edition, including an inventory tracking system which implements a client server. The other four span problem domains as diverse as data acquisition for scientific tools, framework, artificial intelligence, and command and control. To measure progress, metrics in object development are suggested so that the developer knows how the project is going. In addition, the author

demonstrates good and bad object designs and shows how to manage the trade-offs in complex systems.

Object-Oriented Analysis and Design

Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential.

Object-oriented Methods

Filmed work by students of the School of Design, Swinburne University of Technology.

Encyclopedia of Information Science and Technology

\ "This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology\" --Provided by publisher.

Integrating Informal and Formal Approaches to Object-oriented Analysis and Design

The Methods Integration Workshop, held in Leeds in March 1996, had three main aims: to promote research into, and use of, software development methods which combine the use of formal methods with other heuristic or semiformal methods; to evaluate integrated methods in the light of current practice; and to discuss future research directions. The papers cover a range of issues in methods integration, including: data modelling in ZIM; integrated formal and object-oriented methods; CASE support for methods integration; and mapping object diagrams into B specifications. The full papers from the Methods Integration Workshop are available on-line at: <http://www.springer.co.uk/eWiC/Workshops/MI96.html> This booklet provides the passwords needed to access the web site. Purchasing the booklet provides the user with unlimited access to the site for four years (subject, of course, to entry of the correct passwords each time).

Methods Integration

This book shows us how to use UML and apply it in object-oriented software development. Part 1 of the book guides the reader step-by-step through the development process while part 2 explains the basics of UML in detail.

Object Oriented Analysis & Design With Application

Covering the breadth of a large topic, this book provides a thorough grounding in object-oriented concepts, the software development process, UML and multi-tier technologies. After covering some basic ground work underpinning OO software projects, the book follows the steps of a typical development project (Requirements Capture - Design - Specification & Test), showing how an abstract problem is taken through to a concrete solution. The book is programming language agnostic - so code is kept to a minimum to avoid detail and deviation into implementation minutiae. A single case study running through the text provides a realistic example showing development from an initial proposal through to a finished system. Key artifacts such as the requirements document and detailed designs are included. For each aspect of the case study, there is an exercise for the reader to produce similar documents for a different system.

Developing Software with UML

A complete implementation guide to a new requirements analysis technique, based on an object-oriented paradigm, offering numerous case studies and step-by-step examples.

Object-Oriented Analysis and Design

The second edition of this textbook includes revisions based on the feedback on the first edition. In a new chapter the authors provide a concise introduction to the remainder of UML diagrams, adopting the same holistic approach as the first edition. Using a case-study-based approach for providing a comprehensive introduction to the principles of object-oriented design, it includes: A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. A good introduction to the stage of requirements analysis Use of UML to document user requirements and design An extensive treatment of the design process Coverage of implementation issues Appropriate use of design and architectural patterns Introduction to the art and craft of refactoring Pointers to resources that further the reader's knowledge The focus of the book is on implementation aspects, without which the learning is incomplete. This is achieved through the use of case studies for introducing the various concepts of analysis and design, ensuring that the theory is never separate from the implementation aspects. All the main case studies used in this book have been implemented by the authors using Java. An appendix on Java provides a useful short tutorial on the language.

Object-oriented Analysis

Comprehensive coverage of critical issues related to information science and technology.

Object-Oriented Analysis, Design and Implementation

As the field of information technology continues to grow and expand, it impacts more and more organizations worldwide. The leaders within these organizations are challenged on a continuous basis to develop and implement programs that successfully apply

information technology applications. This is a collection of unique perspectives on the issues surrounding IT in organizations and the ways in which these issues are addressed. This valuable book is a compilation of the latest research in the area of IT utilization and management.

Encyclopedia of Information Science and Technology, First Edition

Object-Oriented Design with Applications has long been the essential reference to object-oriented technology, which, in turn, has evolved to join the mainstream of industrial-strength software development. In this third edition--the first revision in 13 years--readers can learn to apply object-oriented methods using new paradigms such as Java, the Unified Modeling Language (UML) 2.0, and .NET. The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers, including systems architecture, data acquisition, cryptanalysis, control systems, and Web development. They illustrate essential concepts, explain the method, and show successful applications in a variety of fields. You'll also find pragmatic advice on a host of issues, including classification, implementation strategies, and cost-effective project management. New to this new edition are An introduction to the new UML 2.0, from the notation's most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling--as eagerly requested by readers--with five chapters that each delve into one phase of the overall development lifecycle. Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model, such as abstraction, encapsulation, modularity, and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object-oriented programming languages This is the seminal text for anyone who wishes to use object-oriented technology to manage the complexity inherent in many kinds of systems. Sidebars Preface Acknowledgments About the Authors Section I: Concepts Chapter 1: Complexity Chapter 2: The Object Model Chapter 3: Classes and Objects Chapter 4: Classification Section II: Method Chapter 5: Notation Chapter 6: Process Chapter 7: Pragmatics Chapter 8: System Architecture: Satellite-Based Navigation Chapter 9: Control System: Traffic Management Chapter 10: Artificial Intelligence: Cryptanalysis Chapter 11: Data Acquisition: Weather Monitoring Station Chapter 12: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading Notes Glossary Classified Bibliography Index

Issues & Trends of Information Technology Management in Contemporary Organizations

Advanced Topics in Database Research features the latest, cutting-edge research findings dealing with all aspects of database management, systems analysis and design and software engineering. This book provides information that is instrumental in the improvement and development of theory and practice related to information technology and management of information resources.

Object-Oriented Analysis and Design with Applications

This volume constitutes the published proceedings of the 17th International Conference on Information Systems Development. They present the latest and greatest concepts, approaches, and techniques of systems development - a notoriously transitional field.

Advanced Topics in Database Research, Volume 1

This guide covers the underlying philosophy of object orientation and demonstrates its practical usage, exploring both the analysis and the design phases of applying object-oriented techniques. The authors use an innovative approach based not on reality, but rather the way reality is understood by people (not computers). Topics covered include project management of object-oriented programs, making the transition from OO analysis to OO design, OO databases and AI tools.

Information Systems Development

Object-oriented analysis and design (OOAD) is a software engineering approach that models a system as a group of interacting objects. Each object represents some entity of interest in the system being modeled, and is characterised by its class, its state (data elements), and its behavior. Various models can be created to show the static structure, dynamic behavior, and run-time deployment of these collaborating objects. There are a number of different notations for representing these models, such as the Unified Modeling Language (UML). Object-oriented analysis (OOA) applies object-modeling techniques to analyze the functional requirements for a system. Object-oriented design (OOD) elaborates the analysis models to produce implementation specifications. OOA focuses on what

the system does, OOD on how the system does it. This book is your ultimate resource for Object-oriented analysis and design (OOAD). Here you will find the most up-to-date information, analysis, background and everything you need to know. In easy to read chapters, with extensive references and links to get you to know all there is to know about Object-oriented analysis and design (OOAD) right away.

Object-oriented Analysis and Design

An introduction to powerful methods for accurate and complete system analysis and specification.

Object Oriented Analysis and Design

This approach to object-oriented analysis and design demonstrates how to lay the foundations for developing the best possible software. The focus of the text is on typical development projects and technologies, showing exactly what the different development activities are, and emphasising what they should and should not be trying to accomplish.

Object-oriented Systems Analysis

Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice. Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. Learn how to build better class models, which are more maintainable and understandable. Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. Build true object-oriented code

with division of responsibility and delegation.

Object-oriented Analysis and Design

Since the previous edition of this popular and comprehensive book was published, there have been massive changes in the field of object technology. This book has been fully revised and updated to reflect the newest technologies and methodologies, including extensive coverage of middleware, components, Java & UML. If you are a developer or manager needing to succeed with objects, this book will give you a full understanding of the key concepts, benefits and pitfalls - plus what technologies and tools are available and how to evaluate them. It offers invaluable insights into the philosophy and real-world practice of today's leading object-oriented techniques and products. Major features of this edition: detailed chapter covering middleware and migration strategies chapter describing best practice for analysis and design, with in-depth focus on architecture and patterns plus a concise presentation of the Catalysis method for component based development revised coverage of requirements, featuring detailed description of the SOMA approach coverage of Java, in addition to other object-oriented programming languages Plus:- significantly revised coverage of object-oriented databases to address new and increasingly mature products- review of processes and project management including RUP and OPEN Process, and guidance on testing and UI design- new appendices summarizing the UML notation and background survey of 50 object oriented methods- self-test questions and model answers on accompanying web-site: www.tyremc.com

Object-Oriented Analysis and Design for Information Systems

Object-Oriented Design with Applications has long been the essential reference to object-oriented technology, which, in turn, has evolved to join the mainstream of industrial-strength software development. In this third edition--the first revision in 13 years--readers can learn to apply object-oriented methods using new paradigms such as Java, the Unified Modeling Language (UML) 2.0, and .NET. The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers, including systems architecture, data acquisition, cryptanalysis, control systems, and Web development. They illustrate essential concepts, explain the method, and show successful applications in a variety of fields. You'll also find pragmatic advice on a host of issues, including classification, implementation strategies, and cost-effective project management. New to this new edition are An introduction to the new UML 2.0, from the

notation's most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling--as eagerly requested by readers--with five chapters that each delve into one phase of the overall development lifecycle. Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model, such as abstraction, encapsulation, modularity, and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object-oriented programming languages This is the seminal text for anyone who wishes to use object-oriented technology to manage the complexity inherent in many kinds of systems. Sidebars Preface Acknowledgments About the Authors Section I: Concepts Chapter 1: Complexity Chapter 2: The Object Model Chapter 3: Classes and Objects Chapter 4: Classification Section II: Method Chapter 5: Notation Chapter 6: Process Chapter 7: Pragmatics Chapter 8: System Architecture: Satellite-Based Navigation Chapter 9: Control System: Traffic Management Chapter 10: Artificial Intelligence: Cryptanalysis Chapter 11: Data Acquisition: Weather Monitoring Station Chapter 12: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading

Object-oriented Methods

A basic introduction to the object-oriented approach to software engineering, emphasising analysis and design rather than specific programming languages and syntax.

Object-Oriented Analysis and Design with Applications (3rd Edition)

Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design

modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

A Book of Object-oriented Knowledge

Evolutionary in approach, this book explores informatino systems development--both analysis and design--using an object-oriented methodology combined with a relational database as part of the implementation.

Systems Analysis and Design

Form-based applications range from simple web shops to complex enterprise resource planning systems. Draheim and Weber adapt well-established basic modeling techniques in a novel way to achieve a modeling framework optimized for this broad application domain. They introduce new modeling artifacts, such as page diagrams and form storyboards, and separate dialogue patterns to allow for reuse. In their implementation they have developed new constructs such as typed server pages, and tools for forward and reverse engineering of presentation layers. The methodology is explained using an online bookshop as a running example in which the user can experience the modeling concepts in action. The combination of theoretical achievements and hands-on practical advice and tools makes this book a reference work for both researchers in the areas of software architectures and submit-response style user interfaces, and professionals designing and developing such applications. More information and additional material is also available online.

Object-oriented Systems Analysis and Design

\\"This technological manual explores how software engineering principles can be used in tandem with software development tools to produce economical and reliable software that is faster and more accurate. Tools and techniques provided include the Unified Process for GIS application development, service-based approaches to business and information technology alignment, and an integrated

model of application and software security. Current methods and future possibilities for software design are covered."

Form-Oriented Analysis

It is clear that the development of large software systems is an extremely complex activity, which is full of various opportunities to introduce errors. Software engineering is the discipline that provides methods to handle this complexity and enables us to produce reliable software systems with maximum productivity. An Integrated Approach to Software Engineering is different from other approaches because the various topics are not covered in isolation. A running case study is employed throughout the book, illustrating the different activity of software development on a single project. This work is important and instructive because it not only teaches the principles of software engineering, but also applies them to a software development project such that all aspects of development can be clearly seen on a project.

Practicing Software Engineering in the 21st Century

"This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines. Even for people not working with the Unified Process, the book is still of great use. UML 2 and the Unified Process, Second Edition is a must-read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner." --Roland Leibundgut, Technical Director, Zuehlke Engineering Ltd. "This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the different aspects needed to satisfy it." --Eric Naiburg, Market Manager, Desktop Products, IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object-oriented analysis and design using UML 2. It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process (UP). UML 2 and the Unified Process contains a wealth of practical, powerful, and useful techniques that you can apply immediately. As you progress through the text, you will learn OO analysis and design techniques, UML syntax and semantics, and the relevant aspects of the UP. The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO analyst and designer. This book provides Chapter roadmaps, detailed diagrams, and margin notes allowing you to focus on your needs Outline summaries for each chapter, making it ideal for revision, and a comprehensive index that can be used as a reference New to this edition: Completely revised and

updated for UML 2 syntax Easy to understand explanations of the new UML 2 semantics More real-world examples A new section on the Object Constraint Language (OCL) Introductory material on the OMG's Model Driven Architecture (MDA) The accompanying website provides A complete example of a simple e-commerce system Open source tools for requirements engineering and use case modeling Industrial-strength UML course materials based on the book

An Integrated Approach to Software Engineering

Designed to help readers master the complexity of distributed real-time systems, this volume concentrates on the methodology involved--showing the step-by-step development of a common system example--from requirements through functional design and implementation design, to implementation, testing, and reuse.

UML 2 and the Unified Process

Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. * Integrates design and implementation, using Java and UML * Includes case studies and exercises * Bridges the gap between programming texts and high level analysis books on design

Engineering Real-time Systems

NGITS2002 was the 7th workshop of its kind, promoting papers that discuss new technologies in information systems. Following the success of the four previous workshops (1993, 1995, 1997, and 1999), the 7th NGITS Workshop took place on June 24-25, 2002, in the ancient city of Caesarea. In response to the Call for Papers, 22 papers were submitted. Each paper was evaluated by three Program Committee members. We accepted 11 papers from 3 continents and 5 countries, Israel (5 papers), US (3 papers), Germany, Cyprus, and The Netherlands (1 paper from each). The workshop program consisted of 5 paper sessions, two keynote lectures, and one panel discussion. The topics of the paper sessions are: Advanced Query Processing, Web Applications, Moving Objects, Advanced Information Models, and Advanced Software Engineering. We would like to thank all the authors who submitted papers, the program committee members, the presenters, and everybody who assisted in making NGITS2002 a reality.

Object-Oriented Design with UML and Java

Papers from a tutorial and demonstration in London of HOOD (Hierarchical Object-oriented Design) which was developed by the European Space Agency as a design method for the Ada computer language.

Next Generation Information Technologies and Systems

This volume provides an exploration of the four stages of software development: analysis, design, implementation, and troubleshooting. Appropriate for programmers of all levels, it contains both working examples and design concepts using non-technical language.

Object-oriented Design

Covers central topics in information systems modeling and architectures. Includes the latest developments in information systems

modeling, methods, and best practices.

Object-oriented Analysis & Design

Provides information on analyzing, designing, and writing object-oriented software.

Innovations in Information Systems Modeling: Methods and Best Practices

Presents the capabilities and features of new ideas and concepts in the information systems development, database, and forthcoming technologies. Provides a representation of topnotch research in all areas of systems analysis and design and databases.

Head First Object-Oriented Analysis and Design

Research Issues in Systems Analysis and Design, Databases and Software Development

http://development.digicelgroup.com/MD/U86475M/290926/yamaha-dt_250_repair_manual.pdf

http://development.digicelgroup.com/MD/K756P51/290926/international_iso-standard_11971-evs.pdf

http://development.digicelgroup.com/CHAPTER/636Q94W/290926/iveco-nef-f4ge0454c_f4ge0484g-engine-workshop_service_repair_manual_download.pdf

http://development.digicelgroup.com/DOC/111721/4902316XE3/colonial_latin-america-a-documentary-history.pdf

http://development.digicelgroup.com/MD/111721/S43954C/psychiatric_drugs-1e.pdf

http://development.digicelgroup.com/PDF/6P2082K/290926/toyota_estima_diesel_engine-workshop-manual.pdf

http://development.digicelgroup.com/TEXT/aa292609/1A2644956A111721/death_and-dynasty_in_early_imperial_rome-key-sources-with_text-translation-and_commentary.pdf

http://development.digicelgroup.com/BOOK/E4370M3/111721290926/aat_past_exam_papers_with-answers_sinhala.pdf

http://development.digicelgroup.com/CHAPTER/111721/52L043V/chemistry-zumdahl-8th_edition-solutions.pdf

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