

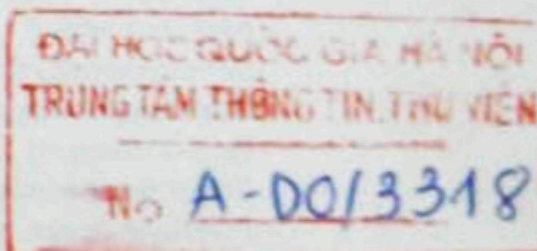
CLASSICAL AND OBJECT-ORIENTED SOFTWARE ENGINEERING

with UML and C++

FOURTH EDITION

Stephen R. Schach

Vanderbilt University



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