

物件導向設計模式應用於發展模糊控制器軟體類別庫之研究

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摘要

The ideal of Object-Oriented and the use of the Object-Oriented Design Patterns are illustrated in detail in this research and the principle of Fuzzy-Controller for instance is chosen to design the reusable software Class-Libraries actually.

The main ideal of Object-Oriented is that the real world can be regarded as the compose of Object and the work of the real world is produced by the interactions of each Object, then lead the problem of the real world into the pattern of analysis and translate into programs finally. In others, the Object-Oriented Design Patterns is the optimal designed method based on the assembly of Object' s creational, structural and behavioral, it can solve many problems during the process of analysis.

In this research, it analyzed the principle of Fuzzy-Controller, the development and the process of design in Class-Libraries and the result of Applying of Class-Libraries.

關鍵字：Object-Oriented,
Design Patterns, Fuzzy-Controller, Class-Libraries