

Object-Oriented Ecosystem Modelling

A Case Study: SALMO-OO

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Abstract

Object-oriented ecosystem modelling was introduced in the early of 1990s (Silvert, 1992). From that time on, ecosystem models using object-oriented programming (OOP) has earned significant achievements with increasing upgraded information technology. The common purposes of ecosystem modellers are to build a model with flexible structure, which allow continuous modifications on the model content. In last decade, ecosystem modellers have put a large number of efforts to practice the OOP approaches in order to implement a true object-oriented ecosystem model. However, these previous work have not fully take advantage of object-orientation because of misusing more or less this technique. This paper explains the shortcoming of these previous endeavours therewith points out a practical solution that using the methodology of object-oriented software engineering and some relative novel information techniques. A case study SALMO-OO will be presented in this paper to prove Silvert's assumption that OOP play an important role on ecosystem modelling approaches. Moreover, the results of SALMO-OO convince that object-oriented ecosystem modelling can be achieved by using object-oriented software engineering associating with a true object-oriented programming language (Java in this case).

Statement of Originality

This work contains no material which has been accepted for the award of any other degree or diploma in any university or other tertiary institution and, to the best of my knowledge and belief, contains no material previously published or written by another person, except where due reference has been made in the text.

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Byron Zhang

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