



# Principles of Object-Oriented Modeling and Simulation with Modelica 2.1

*Peter Fritzson*

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# Principles of Object-Oriented Modeling and Simulation with Modelica 2.1

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## **Principles of Object-Oriented Modeling and Simulation with Modelica 2.1** Peter Fritzson

- Provides an introduction to modern object-oriented design principles and applications for the fast-growing area of modeling and simulation
- Covers the topic of multi-domain system modeling and design with applications that have components from several areas
- Serves as a reference for the Modelica language as well as a comprehensive overview of application model libraries for a number of application domains

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