Uml Classroom An Introduction To Object Oriented Modeling Undergraduate Topics In Computer Science

Java in Two SemestersSchaum's Outline of UMLSams Teach Yourself UML in 24 HoursThe Elements of UML(TM) 2.0 StyleUML 2 and the Unified ProcessSysML DistilledAn Introduction to Object-Oriented AnalysisObject Oriented SimulationUML in PracticeAPPLYING UML & PATTERNS 3RD EDITIONLearning UMLModeling with UMLUML for Java ProgrammersThe Belles of New EnglandUML: A Beginner's GuideUML 2 For DummiesIntroduction to Emergency ManagementLearning UML 2.0Introduction to Information RetrievalThe Object PrimerObject-Oriented Modeling and Design with UMLApplied Discrete StructuresUML DistilledObject DesignSystems Analysis and DesignGuide to the Unified Process featuring UML, Java and Design PatternsAgile Software EngineeringUML @ ClassroomReal Time UML Workshop for Embedded SystemsObject-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International EditionApplying UML and Patterns Training CourseUML AppliedUML 2 Certification GuideAn Introduction to Object-oriented Systems Analysis and Design with UML and the Unified ProcessAn Introduction to Self-adaptive SystemsHead First Design PatternsUML @ ClassroomUML @ ClassroomTeaching English Language LearnersExecutable UML

Java in Two Semesters

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

Schaum's Outline of UML

This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part supports a one-semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as interfaces and lambda expressions, generics, collection classes and

exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote database access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to springer.com and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeansTM Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming.

Sams Teach Yourself UML in 24 Hours

Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.

The Elements of UML(TM) 2.0 Style

This book presents a variant of UML that is especially suitable for agile development of high-quality software. It adjusts the language UML profile, called UML/P, for optimal assistance for the design, implementation, and agile evolution

to facilitate its use especially in agile, yet model based development methods for data intensive or control driven systems. After a general introduction to UML and the choices made in the development of UML/P in Chapter 1, Chapter 2 includes a definition of the language elements of class diagrams and their forms of use as views and representations. Next, Chapter 3 introduces the design and semantic facets of the Object Constraint Language (OCL), which is conceptually improved and syntactically adjusted to Java for better comfort. Subsequently, Chapter 4 introduces object diagrams as an independent, exemplary notation in UML/P, and Chapter 5 offers a detailed introduction to UML/P Statecharts. Lastly, Chapter 6 presents a simplified form of sequence diagrams for exemplary descriptions of object interactions. For completeness, appendixes A–C describe the full syntax of UML/P, and appendix D explains a sample application from the E-commerce domain, which is used in all chapters. This book is ideal for introductory courses for students and practitioners alike.

UML 2 and the Unified Process

Teaching English Language Learners: Content and Language in Middle and Secondary Mainstream Classrooms is a user-friendly guide for planning, implementing, and assessing high-level, content-area instruction for English Language Learners. Starting with an overview of second language acquisition and the cultural variables that impact teaching and learning, this text goes on to detail

planning strategies, units and lessons in the subject areas where it is most difficult to shelter content and scaffold language skills: middle and secondary Math, English Language Arts, History, and Science. Teaching English Language Learners will leave preservice teachers with a foundational understanding of how to purposefully structure, build, and present effective lessons for English Language Learners in these mainstream, content-area courses.

SysML Distilled

Essential skills for first-time programmers! This easy-to-use book explains the fundamentals of UML. You'll learn to read, draw, and use this visual modeling language to create clear and effective blueprints for software development projects. The modular approach of this series--including drills, sample projects, and mastery checks--makes it easy to learn to use this powerful programming language at your own pace.

An Introduction to Object-Oriented Analysis

This practical new book provides much-needed, practical, hands-on experience capturing analysis and design in UML. It holds the hands of engineers making the difficult leap from developing in C to the higher-level and more robust Unified

Modeling Language, thereby supporting professional development for engineers looking to broaden their skill-sets in order to become more saleable in the job market. It provides a laboratory environment through a series of progressively more complex exercises that act as building blocks, illustrating the various aspects of UML and its application to real-time and embedded systems. With its focus on gaining proficiency, it goes a significant step beyond basic UML overviews, providing both comprehensive methodology and the best level of supporting exercises available on the market. Each exercise has a matching solution which is thoroughly explained step-by-step in the back of the book. The techniques used to solve these problems come from the author's decades of experience designing and constructing real-time systems. After the exercises have been successfully completed, the book will act as a desk reference for engineers, reminding them of how many of the problems they face in their designs can be solved. Tutorial style text with keen focus on in-depth presentation and solution of real-world example problems Highly popular, respected and experienced author

Object Oriented Simulation

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can

produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

UML in Practice

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.

APPLYING UML & PATTERNS 3RD EDITION

"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

Learning UML

This new book is the definitive primer for UML, and starts with the foundational concepts of object-orientation in order to provide the proper context for explaining UML.

Modeling with UML

The Belles of New England is a masterful, definitive, and eloquent look at the enormous cultural and economic impact on America of New England's textile mills. The author, an award-winning CBS producer, traces the history of American textile manufacturing back to the ingenuity of Francis Cabot Lodge. The early mills were an experiment in benevolent enlightened social responsibility on the part of the wealthy owners, who belonged to many of Boston's finest families. But the fledgling industry's ever-increasing profits were inextricably bound to the issues of slavery, immigration, and workers' rights. William Moran brings a newsman's eye for the telling detail to this fascinating saga that is equally compelling when dealing with rags and when dealing with riches. In part a microcosm of America's social development during the period, The Belles of New England casts a new and

finer light on this rich tapestry of vast wealth, greed, discrimination, and courage.

UML for Java Programmers

Overviews the process of building and compiling executable UML models for software development. The book focuses on the BridgePoint tool suite and object action language developed by Project Technology. The authors discuss identifying system requirements, diagramming classes and attributes, constraints on the class diagram, ways of building sets of communicating statechart diagrams, and model verification. Annotation copyrighted by Book News, Inc., Portland, OR.

The Belles of New England

This fifth edition continues to build upon previous issues with it hands-on approach to systems analysis and design with an even more in-depth focus on the core set of skills that all analysts must possess. Dennis continues to capture the experience of developing and analysing systems in a way that readers can understand and apply and develop a rich foundation of skills as a systems analyst.

UML: A Beginner's Guide

Uses friendly, easy-to-understand For Dummies style to helpreaders learn to model systems with the latest version of UML, themodeling language used by companies throughout the world to developblueprints for complex computer systems Guides programmers, architects, and business analysts throughapplying UML to design large, complex enterprise applications thatenable scalability, security, and robust execution Illustrates concepts with mini-cases from different businessdomains and provides practical advice and examples Covers critical topics for users of UML, including objectmodeling, case modeling, advanced dynamic and functional modeling,and component and deployment modeling

UML 2 For Dummies

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Introduction to Emergency Management

UML has established itself as the industry standard for modeling software systems. Schaum's Outline of UML, Second Edition, provides you with a step-by-step guide

to the notation and use of UML, with a focus on the new UML 2.0 software. The book features: Complete explanations of UML modeling technique An exploration of the new UML 2.0 infrastructure Examples and exercises Two extended cases studies New review questions And more

Learning UML 2.0

Object Oriented Simulation will qualify as a valuable resource to students and accomplished professionals and researchers alike, as it provides an extensive, yet comprehensible introduction to the basic principles of object-oriented modeling, design and implementation of simulation models. Key features include an introduction to modern commercial graphical simulation and animation software, accessible breakdown of OOSimL language constructs through various programming principles, and extensive tutorial materials ideal for undergraduate classroom use.

Introduction to Information Retrieval

Emergency management university programs have experienced dramatic and exponential growth over the last twelve years. This new, fully updated edition introduces majors and minors to the field and provides content accessible to those

students taking introductory emergency management courses. The book's strength is in looking at the regional, state, and local level response, as well as some of the often misunderstood or overlooked social aspects of disasters. Real-world cases are described throughout including considerations of international emergency management and disasters.

The Object Primer

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling languages. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get

started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage Includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

Object-Oriented Modeling and Design with UML

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the

book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Applied Discrete Structures

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

UML Distilled

Overview: This text will be the first to present an object-oriented methodology from the outset for beginning Systems Analysis and Design students. It is the first book to introduce object-oriented methods without relying on classical methods to introduce key concepts or without requiring students to know Java or C++. It will presume no knowledge whatsoever about process modeling or data modeling. The widely used UML notation (unified modeling language) will be used throughout the book for all diagrams and model renderings. The key benefit to this approach is that it makes the course easier to teach and learn since many students come to this course with limited backgrounds having only taken one introductory MIS course. Also, this approach is appealing because object-oriented methodology is widely used in industry.

Object Design

A fast and easy five-step UML approach developed by the author is the basis of this practical introduction to the application of UML in a .NET world.

Systems Analysis and Design

The popular Unified Modeling Language (UML) is both a language and notation developed by the Object Management Group (OMG) used to design and create

specifications for software systems. With the recent release of version 2.0 UML, the OMG has started the OMG-Certified UML Professional Program to provide an objective measure of UML knowledge. As a certified UML professional a developer has an important credential to present to employers and clients. Certification also benefits companies looking for skilled UML practitioners by giving them a basis for making hiring and promotion decisions. UML 2 Certification Guide is the only official study guide to passing the new UML exams. This book systematically covers all of the topics covered in the exams, and has been carefully reviewed by the OMG. The book begins by assuming only a basic knowledge of UML and then progresses far enough to allow a reader to pass both the fundamental and the intermediate level exams. Along the way the book also covers topics that are not in introductory books on UML but that are necessary to pass the exams. Tim Weilkiens is considered one of the top ten experts on UML, and both authors have extensive experience training developers to successfully take the exams. The official certification resource Assumes a basic knowledge of UML so that you can focus immediately on the exams Written by two authors known for their skill as trainers, consultants, and developers Developed systematically to enable you to master all exam topics—without exception Covers the use of UML for applications, as required by the exams, both inside and outside of the realm of software development Includes a practice exam, glossary, list of books, and website information

Guide to the Unified Process featuring UML, Java and Design Patterns

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

Agile Software Engineering

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. This revision offers a crisp, clear explanation of the basics of object-oriented thinking via UML models, then presents a process for applying these principles to software development, including C++, Java, and relational databases. An integrated case study threads throughout the book, illustrating key ideas as well as their application.

UML @ Classroom

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as

their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website (www.uml.ac.at) offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

Real Time UML Workshop for Embedded Systems

A concise and practical introduction to the foundations and engineering principles of self-adaptation Though it has recently gained significant momentum, the topic of self-adaptation remains largely under-addressed in academic and technical literature. This book changes that. Using a systematic and holistic approach, An Introduction to Self-adaptive Systems: A Contemporary Software Engineering Perspective provides readers with an accessible set of basic principles, engineering foundations, and applications of self-adaptation in software-intensive systems. It places self-adaptation in the context of techniques like uncertainty management, feedback control, online reasoning, and machine learning while acknowledging the growing consensus in the software engineering community that self-adaptation will

be a crucial enabling feature in tackling the challenges of new, emerging, and future systems. The author combines cutting-edge technical research with basic principles and real-world insights to create a practical and strategically effective guide to self-adaptation. He includes features such as: An analysis of the foundational engineering principles and applications of self-adaptation in different domains, including the Internet-of-Things, cloud computing, and cyber-physical systems End-of-chapter exercises at four different levels of complexity and difficulty An accompanying author-hosted website with slides, selected exercises and solutions, models, and code Perfect for researchers, students, teachers, industry leaders, and practitioners in fields that directly or peripherally involve software engineering, as well as those in academia involved in a class on self-adaptivity, this book belongs on the shelves of anyone with an interest in the future of software and its engineering.

Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition

For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the

practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).

Applying UML and Patterns Training Course

This text is a general and very accessible Introduction to Object Oriented Analysis for use in Systems Analysis and Design courses in IS/MIS/CIS and some CS departments. This text contains extensive pedagogy and incorporates patient explanations, making it ideal for beginners. Incorporation of real-world examples, case studies, and in depth theory and skills for practical application makes this text very user-friendly. This text is also language independent (no Java, C++, etc. specific), therefore it is flexible to use in many courses.

UML Applied

This textbook mainly addresses beginners and readers with a basic knowledge of

object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience - thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

UML 2 Certification Guide

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the

most significant recent developments. A summary of UML notation is included

An Introduction to Object-oriented Systems Analysis and Design with UML and the Unified Process

Overview and Goals The agile approach for software development has been applied more and more extensively since the mid nineties of the 20th century. Though there are only about ten years of accumulated experience using the agile approach, it is currently conceived as one of the mainstream approaches for software development. This book presents a complete software engineering course from the agile angle. Our intention is to present the agile approach in a holistic and compreh- sive learning environment that fits both industry and academia and inspires the spirit of agile software development. Agile software engineering is reviewed in this book through the following three perspectives: l The Human perspective, which includes cognitive and social aspects, and refers to learning and interpersonal processes between teammates, customers, and management. l The Organizational perspective, which includes managerial and cultural aspects, and refers to software project management and control. l The Technological perspective, which includes practical and technical aspects, and refers to design, testing, and coding, as well as to integration, delivery, and maintenance of software products. Specifically, we explain and analyze how the explicit attention

that agile software development gives these perspectives and their interconnections, helps viii Preface it cope with the challenges of software projects. This multifaceted perspective on software development processes is reflected in this book, among other ways, by the chapter titles, which specify dimensions of software development projects such as quality, time, abstraction, and management, rather than specific project stages, phases, or practices.

An Introduction to Self-adaptive Systems

Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

Head First Design Patterns

The UML, or Unified Modeling Language, is the de facto standard adopted by the Object Management Group (OMG) and by almost all vendors of object modeling tools. The Unified Process is explicitly designed to work with the UML and is a whole design method covering the majority of the life cycle of a software product. John Hunt's book guides you through the use of the UML and the Unified Process

and their application to Java systems. Key Topics Focusing explicitly on applying the notation and the method to Java, the book is clearly written to appeal to practitioners. This second edition is considerably revised and extended and includes examples taken from the latest version of Rational Rose and Together. All the UML references are updated to the latest version and the Patterns chapter has been expanded to include J2EE examples. New chapters are included showing how the Unified Process can be used in real world projects and project management, and there is comprehensive coverage of Agile Modeling. - A truly practical introduction to object oriented analysis and design using the Unified Process. Where necessary the UML is introduced, to support the Unified Process steps. - Good coverage of Design Patterns and how they integrate into Java development - Focuses on the real world use of UML and the Unified Process via a detailed case study that follows the whole design process through from the initial setting up, to implementation in Java and Agile Modeling - Features and Benefits - How to use the Unified Process in real world projects - Covers the Unified Process and UML in one book - A concise and accessible step-by-step guide to applying the Unified Process and UML in Java - Explains Design Patterns and discusses how Agile Modeling fits with the Unified Process John Hunt is Technical Director at JayDee Technology Ltd. He runs industrial courses, including server-side Java technologies. He also leads development projects for government and blue chip organizations using Java, J2EE, XML and C#. He is the author of nine other books on Java, XML and object orientation.

UML @ Classroom

Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams.

UML @ Classroom

Offers comprehensive coverage of all major modeling viewpoints Provides details of collaboration and class diagrams for filling in the design-level models

Teaching English Language Learners

Executable UML

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise,

and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION