Uml Distilled A Brief To The Standard Object Modeling Language 2nd Edition

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.
"If you are a serious user of UML, there is no other book quite like this one. I have been involved with the UML specification process for some time, but I still found myself learning things while reading through this book-especially on the changes and new capabilities that have come with UML." -Ed Seidewitz, Chief Architect, IntelliData Technologies Corporation The latest version of the Unified Modeling Language-UML 2.0-has increased its capabilities as the standard notation for modeling software-intensive systems. Like most standards documents, however, the official UML specification is difficult to read and navigate. In addition, UML 2.0 is far

more complex than previous versions, making a thorough reference book more essential than ever. In this significantly updated and expanded edition of the definitive reference to the standard, James Rumbaugh, Ivar Jacobson, and Grady Booch-the UML's creators-clearly and completely describe UML concepts, including major revisions to sequence diagrams, activity models, state machines, components, internal structure of classes and components, and profiles. Whether you are capturing requirements, developing software architectures, designing implementations, or trying to understand existing systems, this is the book for you. Highlights include: Alphabetical dictionary of articles covering every UML concept Integrated summary of UML concepts by diagram type Two-color diagrams with extensive annotations in blue Thorough coverage of both semantics and notation, separated in each article for easy reference Further explanations of concepts whose meaning or purpose is obscure in the original specifications Discussion sections offering usage

advice and additional insight into tricky concepts Notation summary, with references to individual articles An enhanced online index available on the book's web site allowing readers to quickly and easily search the entire text for specific topics The result is an indispensable resource for anyone who needs to understand the inner workings of the industry standard modeling language.

A detailed and practical book and eBook walk-through showing how to apply UML to real world development projects 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.
Theory and Practice
Applying the Standard Object Modeling Language
Fast Track UML 2.0

A Project-based Tutorial

The Unified Modeling Language User Guide

4th International Conference, Toronto, Canada, October 1-5, 2001. Proceedings

More than 3OO,OOO 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.O and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.O 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.O. 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.

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

"Designing Software Product Lines with UML is well-written, informative, and addresses a very important topic. It is a valuable contribution to the literature in this area, and offers practical guidance for software architects and engineers." --Alan Brown Distinguished Engineer, Rational Software, IBM Software Group "Gomaa''s process and UML extensions allow development teams to focus on feature-oriented development and provide a basis for improving the level of reuse across multiple software development efforts. This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent, reusable, and modular in nature." --Jeffrey S Hammond Group Marketing Manager, Rational Software, IBM Software Group "This book brings together a good range of concepts for understanding software product lines and provides an organized method

for developing product lines using object-oriented techniques with the UML. Once again, Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers." --Robert G. Pettit IV, Ph.D. Adjunct Professor of Software Engineering, George Mason University "This breakthrough book provides a comprehensive step-by-step approach on how to develop software product lines, which is of great strategic benefit to industry. The development of software product lines enables significant reuse of software architectures. Practitioners will benefit from the well-defined PLUS process and rich case studies." --Hurley V. Blankenship II Program Manager, Justice and Public Safety, Science Applications International Corporation "The Product Line UML based Software engineering (PLUS) is leading edge. With the author''s wide experience and deep knowledge, PLUS is well harmonized with architectural and design pattern technologies." --Michael Shin Assistant Professor, Texas Tech University Long a standard practice in traditional manufacturing, the concept of product lines is quickly earning recognition in the software industry. A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments. When skillfully implemented, a product line strategy can yield enormous gains in productivity, quality, and time-to-market. Studies indicate that if three or more systems with a degree of common functionality are to be developed, a product-line approach is significantly more cost-effective. To model and design families of systems, the analysis and design concepts

for single product systems need to be extended to support product lines. Designing Software Product Lines with UML shows how to employ the latest version of the industry-standard Unified Modeling Language (UML 2.0) to reuse software requirements and architectures rather than starting the development of each new system from scratch. Through real-world case studies, the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines. This book describes a new UML-based software design method for product lines called PLUS (Product Line UML-based Software engineering). PLUS provides a set of concepts and techniques to extend UML-based design methods and processes for single systems in a new dimension to address software product lines. Using PLUS, the objective is to explicitly model the commonality and variability in a software product line. Hassan Gomaa explores how each of the UML modeling views--use case, static, state machine, and interaction modeling--can be extended to address software product families. He also discusses how software architectural patterns can be used to develop a reusable component-based architecture for a product line and how to express this architecture as a UML platform-independent model that can then be mapped to a platform-specific model. Key topics include: Software product line engineering process, which extends the Unified Development Software Process to address software product lines Use case modeling, including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common, optional, and alternative product line

features Static modeling, including modeling the boundary of the product line and information-intensive entity classes Dynamic modeling, including using interaction modeling to address use-case variability State machines for modeling state-dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component-based distributed design using the new UML 2.O capability for modeling components, connectors, ports, and provided and required interfaces Detailed case studies giving a step-by-step solution to real-world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field. The information, technology, and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design, quality, and efficiency to the next level. An enhanced online index allows readers to quickly and easily search the entire text for specific topics. 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.

Ebook: Object-Oriented Systems Analysis and Design Using UML
Enterprise Patterns and MDA
A New Perspective on Object-Oriented Design
A Brief Guide to the Systems Modeling Language
The Object Primer
Use Case Driven Object Modeling with UMLTheory and Practice

Would you like to understand the most important elements of Class diagrams? (See page 35.) Do you want to see the new UML 2.0 interaction frame notation for adding control flow to sequence diagrams (see page 58) and the unofficial notation that many prefer? (See page 60.) Do you want to know what changes have been made to all versions of the UML? (See page 151.) Do you want a quick reference to the most useful parts of the UML notation? (See the inside covers.) Do you want to find out what diagram types were added to the UML 2.0 without wading through the spec? (See page 11.) 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. 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.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These

new tools and technologies are capable
of building powerful applications, but
they are not easily implemented. Common
failures in enterprise applications
often occur because their developers do
not understand the architectural
lessons that experienced object
developers have learned. Patterns of
Enterprise Application Architecture is
written in direct response to the stiff
challenges that face enterprise
application developers. The author,
noted object-oriented designer Martin
Fowler, noticed that despite changes in
technology--from Smalltalk to CORBA to
Java to .NET--the same basic design
ideas can be adapted and applied to
solve common problems. With the help of
an expert group of contributors, Martin
distills over forty recurring solutions
into patterns. The result is an
indispensable handbook of solutions
that are applicable to any enterprise
application platform. This book is
actually two books in one. The first
section is a short tutorial on
developing enterprise applications,
which you can read from start to finish
to understand the scope of the book's

lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces Social scientists, whether earnest graduate students or tenured faculty members, clearly know the rules that govern good writing. But for some reason they choose to ignore those

guidelines and churn out turgid, pompous, and obscure prose. Distinguished sociologist Howard S. Becker, true to his calling, looks for an explanation for this bizarre behavior not in the psyches of his colleagues but in the structure of his profession. In this highly personal and inspirational volume he considers academic writing as a social activity. Both the means and the reasons for writing a thesis or article or book are socially structured by the organization of graduate study, the requirements for publication, and the conditions for promotion, and the pressures arising from these situations create the writing style so often lampooned and lamented. Drawing on his thirty-five years' experience as a researcher, writer, and teacher, Becker exposes the foibles of the academic profession to the light of sociological analysis and gentle humor. He also offers eminently useful suggestions for ways to make social scientists better and more productive writers. Among the topics discussed are how to overcome the paralyzing fears of chaos and ridicule

that lead to writer's block; how to rewrite and revise, again and again; how to adopt a persona compatible with lucid prose; how to deal with that academic bugaboo, "the literature." There is also a chapter by Pamela Richards on the personal and professional risks involved in scholarly writing. In recounting his own trials and errors Becker offers his readers not a model to be slavishly imitated but an example to inspire. Throughout, his focus is on the elusive work habits that contribute to good writing, not the more easily learned rules of grammar and punctuation. Although his examples are drawn from sociological literature, his conclusions apply to all fields of social science, and indeed to all areas of scholarly endeavor. The message is clear: you don't have to write like a social scientist to be one. Explains how to leverage Java's architecture and mechanisms to design enterprise applications and considers code modularity, nonduplication, network efficiency, maintainability, and reusability.

An Introduction to Object-Oriented Modeling
The Elements of UML(TM) 2.O Style
APPLYING UML & PATTERNS 3RD EDITION
Applying UML and Patterns Training Course
UML DISTILLED : A BRIEF GUIDE TO THE STANDARD OBJECT MODELING LANGUAGE
NoSQL Distilled

* Examples are easy to understand; diagrams aren't overly busy. * Written in user-friendly style author is known for. * Condensed, distilled presentation of the UML Superstructure document will get you up to speed with UML 2.0.
The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.
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

Page 16/34

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.

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.

A Brief Guide to the Emerging World of Polyglot Persistence

Refactoring

A Desktop Seminar from Craig Larman

Learning UML 2.0

Sams Teach Yourself UML in 24 Hours

The Rails Way

"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples–this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development" –Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching

design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." –James Noble Leverage the quality and productivity benefits of patterns–without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures

The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern–a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns–or if you've struggled to make them work for you–read this book.

Diagramming and process are important topics in today's software development world, as the UML diagramming language has come to be almost universally accepted. Yet process is necessary; by themselves, diagrams are of little use. Use Case Driven Object Modeling with UML - Theory and Practice combines the notation of UML with a lightweight but effective process - the ICONIX process - for designing and developing software systems. ICONIX has developed a growing following over the years. Sitting between the free-for-all of Extreme Programming and overly rigid processes such as RUP, ICONIX offers just enough structure to be successful. This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

Enterprise Patterns and MDA teaches you how to customize any archetype pattern–such as Customer, Product, and Order–to reflect the idiosyncrasies of your own business environment. Because all the patterns work harmoniously together and have clearly documented relationships to each other, you'll come away with a host of reusable solutions to common problems in business-software design. This book shows you how using a pattern or a fragment of a pattern can save you months of work and help you avoid costly errors. You'll also discover how–when used in literate modeling–patterns can solve the difficult challenge of communicating UML models to broad audiences. The configurable patterns can be used manually to create executable code. However, the authors draw on their extensive experience to show you how to tap the significant power of MDA and UML for maximum automation. Not surprisingly, the patterns included in this book are highly valuable; a blue-chip company recently valued a similar, but less mature, set of patterns at hundreds of thousands of dollars. Use this practical guide to increase the efficiency of your designs and to create robust business applications that can be applied immediately in a business setting.

A Brief Guide to the Standard Object Modeling Language, Second Edition

Understanding Object-Oriented Programming and the Unified Modeling Language

UML and Object-Oriented Design Foundations

Pattern Enterpr Applica Arch

Agile Model-Driven Development with UML 2.0

Best Practices and Design Strategies

This second edition provides updates to the UML and is the best resource for quick, no-nonsense explanations of using UML. The major strength is its short, concise presentation of the essentials of UML and where it fits within the software-development process.

The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout-not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you * Understand the core principles of refactoring and the reasons for doing it * Recognize "bad smells" in your Ruby code * Rework bad designs into well-designed

code, one step at a time * Build tests to make sure your
refactorings work properly * Understand the challenges
of refactoring and how they can be overcome * Compose
methods to package code properly * Move features
between objects to place responsibilities where they fit
best * Organize data to make it easier to work with *
Simplify conditional expressions and make more
effective use of polymorphism * Create interfaces that
are easier to understand and use * Generalize more
effectively * Perform larger refactorings that transform
entire software systems and may take months or years *
Successfully refactor Ruby on Rails code
Ebook: Object-Oriented Systems Analysis and Design
Using UML

For nearly ten years, the Unified Modeling Language
(UML) has been the industry standard for visualizing,
specifying, constructing, and documenting the artifacts of
a software-intensive system. As the de facto standard
modeling language, the UML facilitates communication
and reduces confusion among project stakeholders. The
recent standardization of UML 2.0 has further extended
the language's scope and viability. Its inherent
expressiveness allows users to model everything from
enterprise information systems and distributed Web-
based applications to real-time embedded systems. In
this eagerly anticipated revision of the best-selling and
definitive guide to the use of the UML, the creators of the
language provide a tutorial to its core aspects in a two-
color format designed to facilitate learning. Starting with
an overview of the UML, the book explains the language
gradually by introducing a few concepts and notations in

each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of The Unified Modeling Language User Guide an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs New details and updated coverage of provided and required interfaces, collaborations, and UML profiles Additions and changes to discussions of sequence diagrams, activity diagrams, and more Coverage of many other changes introduced by the UML 2.0 specification With this essential guide, you will quickly get up to speed on the latest features of the industry standard modeling language and be able to apply them to your next software project.

UML @ Classroom

The Unified Modeling Language Reference Manual

UML Explained

SysML Distilled

A Brief Guide to the Standard Object Modeling Language

UML Distilled

The expert guide to building Ruby on Rails applications Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie Fernandez and a team of experts illuminate the entire

Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does— and how to make it behave the way you want it to. This book will help you Increase your productivity as a web developer Realize the overall joy of programming with Ruby on Rails Learn what's new in Rails 2 0 Drive design and protect long-term maintainability with TestUnit and RSpec Understand and manage complex program flow in Rails controllers Leverage Rails' support for designing REST-compliant APIs Master sophisticated Rails routing concepts and techniques Examine and troubleshoot Rails routing Make the most of ActiveRecord object-relational mapping Utilize Ajax within your Rails applications Incorporate logins and authentication into your application Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with ActionMailer Choose the right Rails production configurations Streamline deployment with Capistrano

This book contains a range of essays on topics in the emerging field of 'constitutional political economy'. This field of enquiry is strongly associated with the name of James M. Buchanan whose research program has been the point of departure for this field. The essays are a selection of those written by colleagues and researchers in the field to honor Buchanan on the occasion of his 80th birthday. They cover a wide range of topics but fall primarily into two sets: one set dealing with methodological aspects of the c.p.e. approach; the other dealing with specific applications in a variety of policy areas, ranging from 'economic transformation' to monetary policy regimes to health care.

One particular issue in the methodological area relates to the model of motivation used - and more especially, the role of 'morality' in economic and political behavior. The five essays on this topic make up one of the sections of the book, and justify reference to the issue in the volume's title.

A guide to using UML describes major UML diagrams, their creation, and how to decipher them.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

UML for Java Programmers

Fowler

Java 8 Pocket Guide

A Brief Guide to the Standard Object Modeling Language, Third Edition

Learning UML

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

UML DistilledA Brief Guide to the Standard Object Modeling LanguageAddison-Wesley

Professional
Multi pack contains: An Introduction to Systems Analysis Techniques - ISBN 0201797135 UML Distilled: A Brief Guide to the Standard Object Modeling - ISBN 032119368
Explore the fundamental concepts behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently.In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he walks you through a case study to review all the steps of designing a real software system from start to finish.Topics include:- Understanding software development methodologies- Choosing the right methodology: Waterfall vs. Agile- Fundamental object-Orientation concepts: Abstraction, Polymorphism and more- Collecting requirements- Mapping requirements to technical descriptions- Unified Modeling

Language (UML)- Use case, class, sequence, activity, and state diagrams- Designing a Note-Taking App from scratchYou will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other developers using object-orientation terms and UML diagrams.About the AuthorKároly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios.Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate about helping people reveal hidden talents, and guide them into the world of startups and programming.You can find his courses and books on all major platforms including Amazon,

Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

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.

Core J2EE Patterns

UML 2 For Dummies

Designing Software Product Lines with UML

Multi Pack

Ruby Edition: Ruby Edition

An Introduction to Systems Analysis Techniques and Uml Distilled:A Brief Guide to the Standard Object Modeling Language

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

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). Introduces the Unified Modeling Language, explains the fundamentals of modeling elements, structures, and the behaviors of object-oriented software systems, and offers real-world examples.

Now widely adopted as the de facto industry standard and sanctioned by the Object Management Group, the Unified Modeling Language (UML) is a notation all software developers need to know and understand. However, the UML is a big language, and not all of it is equally important. The award-winning first edition of UML Distilled was widely praised for being a concise guide to the core parts of the UML and has proved extremely successful in helping developers get up and running quickly. UML Distilled, Second Edition, maintains the concise format with significantly updated coverage of use cases and activity diagrams, and expanded coverage of collaborations. It also includes a new appendix detailing the changes between UML versions. Written for those with a basic understanding of object-

oriented analysis and design, this book begins with a summary of UML's history, development, and rationale and then moves into a discussion of how the UML can be integrated into the object-oriented development process. The primary author profiles the various modeling techniques in the UML--such as use cases, class diagrams, and interaction diagrams--and describes the notation and semantics clearly and succinctly. He also outlines useful non-UML techniques such as CRC cards and patterns. These descriptions are made even more relevant with a collection of best practices based on the primary author's experience and a brief Java programming example demonstrating the implementation of a UML-based design. With this tour of the key parts of the UML, readers will be left with a firm foundation upon which to build models and develop further knowledge of the Unified Modeling Language. Praise for the First Edition " UML Distilled is a recipient of the prestigious 1997 Software Development Magazine Productivity Award in the Books category. Addison-Wesley congratulates authors Martin Fowler and Kendall Scott for their outstanding work." "This book is a godsend. It is packed with solid advice presented in a concise and highly readable way. The essence of the notations is

explained very well indeed but the author goes beyond this to give very clear insights into the application of UML techniques."--Jennifer Stapleton, Vice President Technical, British Computer Society " UML Distilled is well written, knowledgeable about both systems development and UML, and disarmingly honest." -- Robert L. Glass, The Software Practitioner (March 1998) " UML Distilled proves that you can say a lo ...
Design Patterns Explained
Building Better Software with Archetype Patterns and UML

UML 2.0 in a Nutshell
From Use Cases to Pattern-based Software Architectures
UML 2. 0 in Action

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 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 The need to handle increasingly larger data volumes is one factor driving the adoption of a new class of nonrelational "NoSQL" databases. Advocates of NoSQL databases claim they can be used to build systems that are more performant, scale better, and are easier to program. NoSQL Distilled is a concise but thorough introduction to this rapidly emerging technology. Pramod J. Sadalage and Martin Fowler explain how NoSQL databases work and the ways that they may be a superior alternative to a traditional RDBMS. The authors provide a fast-paced guide to the concepts you need to know in order to evaluate whether NoSQL databases are right for your

needs and, if so, which technologies you should explore further. The first part of the book concentrates on core concepts, including schemaless data models, aggregates, new distribution models, the CAP theorem, and map-reduce. In the second part, the authors explore architectural and design issues associated with implementing NoSQL. They also present realistic use cases that demonstrate NoSQL databases at work and feature representative examples using Riak, MongoDB, Cassandra, and Neo4j. In addition, by drawing on Pramod Sadalage's pioneering work, NoSQL Distilled shows how to implement evolutionary design with schema migration: an essential technique for applying NoSQL databases. The book concludes by describing how NoSQL is ushering in a new age of Polyglot Persistence, where multiple data-storage worlds coexist, and architects can choose the technology best optimized for each type of data access.

A UML Pattern Language

Uml Distilled: A Brief Guide To The Standard Object Modeling Language, 3/E

UML 2001 - The Unified Modeling Language. Modeling Languages, Concepts, and Tools