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UML Pocket Reference CRC Press
The Unified Modeling Language (UML) is one of the most important languages for anyone in the software industry to know. The UML is a visual language enabling architects, designers, and developers to communicate about design. Seemingly simple on the surface, the UML is a rich and expressive language, with many visual syntactical elements. It's next to impossible to memorize all aspects of the UML. Just as a writer might require a dictionary to work with the spoken word, so too do UML practitioners require a dictionary of sorts. In this book, you'll find information on UML usage, and also on the symbols, line-endings, and syntax used for the following diagram types: Class diagrams Component diagrams Behavioral diagrams Sequence diagrams Statechart diagrams Object diagrams Deployment diagrams Use case diagrams Collaboration diagrams Activity diagrams Let this book be your UML dictionary.

It's clear, concise, and small. Keep this book at hand, and never again be stymied by an unfamiliar UML symbol, a line-ending you don't recognize, or the use of an unfamiliar diagram type. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you need to get to a solution quickly, the new UML Pocket Reference is the book you'll

want to have. MASTERING UML WITH RATIONAL ROSE (With CD)
Tata McGraw-Hill Education
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.
Fast Track UML

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"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.
UML 2 Toolkit HerongYang.com A tool-independent and process-independent roadmap for successfully applying the Unified Modeling Language (UML). UML is a modeling language for specifying, visualizing, constructing, and documenting the artifacts of a system-intensive process. It was originally conceived by Rational Software Corporation and three of the most prominent methodologists in the information systems and technology industry: Grady Booch, James Rumbaugh, and Ivar Jacobson. This text contains numerous practical real-world examples to help novice and expert users understand the whole language (holistically and cohesively), including rules of usage and principles of composition, style guidelines, and a roadmap for successfully applying the UML.
UML in a Nutshell Cambridge University Press Using the Catalysis approach, Objects, Components,

and Frameworks with UMLdetails the recurring patterns within UML. Catalysis is a rapidly emerging UML-based method for component and framework-based development with objects, and it is gaining popularity because it allows developers to more easily build business models, requirement specs, designs, and code. The authors describe a unique UML-based approach to precise specification of component interfaces using a type model. By identifying patterns in this notational language, the authors provide application developers and system architects with well-defined and reusable techniques that help them build open distributed object systems from components and frameworks. Expected Availability: September 1998 Visual Modeling with Rational Rose 2000 and UML Addison-Wesley Professional 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. UML 2.0 in Action Apress 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. **The Unified Modeling Language User Guide** Addison-Wesley Professional Gain the skills to effectively plan software applications andsystems using the latest version of UML UML 2 represents a significant update to the UML specificatio n,from providing more robust mechanisms for modeling workflow andactions to making the modeling language more executable. Now in itssecond edition, this bestselling book provides you with all thetools you'll need for effective modeling with UML 2. The authorsget you up to speed by presenting an overview of UML and its mainfeatures. You'll then learn how to apply UML to produce effectivediagram s as you progress through more advanced

topics such as use case diagrams, classes and their relationships, dynamicdiagrams, system architecture, and extending UML. The authors takeyou through the process of modeling with UML so that you cansuccessfully deliver a software product or information management system. With the help of numerous examples and an extensive case study,this book teaches you how to: * Organize, describe, assess, test, and realize use cases * Gain substantial information about a system by usingclasses * Utilize activity diagrams, state machines, and interactiondiagrams to handle common issues * Extend UML features for specific environment or domains * Use UML as part of a Model Driven Architecture initiative * Apply an effective process for using UML The CD-ROM contains all of the UML models and Java?TM code for acomplete application, Java?TM 2 Platform, Standard Edition, Version1.4.1, and links to the Web sites for vendors of UML 2 tools.

UML Pocket Reference "O'Reilly Media, Inc."
" Chapter 1: Introduction to UML." Chapter 2: A Tour of Rose." Chapter 3: Use Cases and Actors." Chapter 4: Object Interaction." Chapter 5: Classes and Packages." Chapter 6: Attributes and Operations."

Chapter 7: Relationships." Chapter 8: Object Behavior." Chapter 9: Component View." Chapter 10 Deployment View." Chapter 11: Introduction to Code Generation Using Rational Rose." Chapter 12: C++ and Visual C++ Code Generation." Chapter 13: Java Code Generation." Chapter 14: Visual Basic Code Generation." Chapter 15: PowerBuilder Code Generation."

Chapter 16: CORBA/IDL Code Generation." Chapter 17: DDL Code Generation." Chapter 18: Oracle8 Code Generation Properties." Chapter 19: Introduction to Reverse Engineering UsingRational Rose." Chapter 20: Reverse Engineering with C++ and Visual C++." Chapter 21: Reverse Engineering with Java." Chapter 22: Reverse Engineering with Visual Basic." Chapter 23:

Reverse Engineering with PowerBuilder." Chapter 24: Reverse Engineering with Oracle8. OCUP 2 Certification Guide Pearson Education India 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. Model-Driven Development with Executable UML McGraw Hill Professional "...(an) exceptionally balanced and informative text." --Rich Dragan

The Unified Modeling Language (UML) is a third generation method for specifying, visualizing, and documenting an object-oriented system under development. It unifies the three leading object-oriented methods and others to serve as the basis for a common, stable, and expressive object-oriented development notation. As the complexity of software applications increases, so does the

developer's need to design and analyze applications before developing them. This practical introduction to UML provides software developers with an overview of this powerful new design notation, and teaches Java programmers to analyse and design object-oriented applications using the UML notation. + Apply the basics of UML to your applications immediately, without having to

wade through voluminous documentation + Use the simple Internet example as a prototype for developing object-oriented applications of your own + Follow a real example of an Intranet sales reporting system written in Java that is used to drive explanations throughout the book + Learn from an example application modeled both by hand and with the use of Popkin Software's SA/Object Architect O-O visual modeling tool.

Real Time UML
"O'Reilly Media, Inc."
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 *UML: A Beginner's Guide* Springer Science & Business Media Globe-trotting travelers have long resorted to handy, pocket-size dictionaries as an aid to communicating across the language barrier. Dan Pilone's UML 2.0 Pocket Reference is just such an aid for on-the-go developers who need to converse in the Unified Modeling Language (UML). Use this book to decipher the many UML diagrams you'll encounter on the path to delivering a modern software system. Updated to cover the very latest in UML, you'll find coverage of the following UML 2.0 diagram types: Class diagrams Component diagrams* Sequence diagrams* Communication diagrams* Timing diagrams* Interaction Overview diagrams* Package diagrams* Deployment diagrams* Use case diagrams Composite structure diagrams* Activity diagrams* Statechart diagrams* * New or

expanded coverage in this edition Also new in this edition is coverage of UML's Object Constraint Language (OCL). Using OCL, you can specify more narrowly the functionality described in a given diagram by recording limits that are the result of business rules and other factors. The UML 2.0 Pocket Reference travels well to meetings and fits nicely into your laptop bag. It's near impossible to memorize all aspects of UML, and with this book along, you won't have to.

UML 2.0 in a Nutshell John Wiley & Sons Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams.

UML 2.0 Pocket Reference Addison-Wesley Professional Executable UML can help organizations implement working software systems. This book shows how UML can be used to execute code.

The Unified Modeling Language Reference Manual "O'Reilly Media, Inc." This book is a collection of tutorial notes and sample codes written by the author while he was learning UML (Unified Modeling Language) himself. Main tutorials include: Introduction to UML; UML Class Diagrams; UML Activity Diagrams; UML Sequence Diagrams; UML State Machine Diagrams; UML Use Case Diagrams; Using MS Visio to Draw UML Diagram. Updated in 2020 (Version 1.03) with minor changes. For latest updates and free sample chapters, visit http://www.herongy

ang.com/UML. <u>Guide to Applying the UML</u> John Wiley & Sons 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. <u>Sams Teach Yourself UML in 24 Hours</u> Addison-Wesley Professional 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

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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.

Learning UML
Elsevier
A comprehensive reference for an executable UML and the advantages of modeling This book presents the most up-to-date technology for rapidly developing information systems using the object-oriented paradigm and models, and establishes an executable profile of UML for such model-driven development. As a software developer, architect, or analyst, you'll benefit from learning how information systems can be developed more efficiently using the object-oriented paradigm and model-driven approach. Written by an expert who is uniquely qualified in the topic, this Wrox reference offers a profile of UML that

is formal and executable, instead of the relational paradigm or its incomplete coupling with object orientation. It provides a comprehensive tutorial on model-driven development and UML. Provides an in-depth tutorial on using model-driven development and UML for building information systems, with extensive examples Includes tutorials and critics of traditional IS modeling paradigms, such as the relational paradigm, entity-relationship modeling, and the widely used incomplete coupling of object orientation with relational databases Covers basic object-oriented concepts with UML semantics, like classes and data types, attributes, associations, generalizations, operations and methods Proposes new powerful concepts for rapid development of information systems including contemporary user interfaces, such as programming by demonstration and others Model-Driven Development with Executable UML offers a thorough education in this complex topic. *UML Tutorials - Herong's Tutorial Examples* Pearson Education * 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.