
Unified Language User Guide Booch

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Behavioral Specifications of Businesses and Systems Apress

Object Solutions is a direct outgrowth of Grady Booch's experience with object-oriented project in development around the world. This book focuses on the development process and is the perfect resource for developers and managers who want to implement object technologies for the first time or refine their existing object-oriented development practice. The book is divided into two major sections. The first four chapters describe in detail the process of object-oriented development in terms of inputs, outputs, products, activities, and milestones. The remaining ten chapters provide practical advice on key issues including management, planning, reuse, and quality assurance. Drawing upon

his knowledge of strategies used in both successful and unsuccessful projects, Grady Booch offers pragmatic advice for applying object-technologies and controlling projects effectively.

Object Modeling with the OCL Springer Science & Business Media

Most of the articles in this volume are revised versions of papers presented during the 1st GROOM-Workshop on the Unified Modeling Language (UML). GROOM (Grundlagen objektorientierter Modellierung) is a working group of the Gesellschaft für Informatik (GI), the German Society of Computer Science. The workshop took place at the University of Mannheim (Germany) in October 1997; the local organizers were Martin Schader and Axel Korthaus, Department of Information Systems. The scientific program of the workshop included 21 talks, presented in German language on Friday, Oct. 10th, and Saturday, Oct. 11th, 1997. Researchers and

practitioners interested in object-oriented software development, analysis and design of software systems, standardization efforts in the field of object technology, and particularly in the main topic of the workshop: "'Applications, State of the Art, and Evaluation of the Unified Modeling Language" had the opportunity to discuss recent developments and to establish cooperation in these fields. The workshop owed much to its sponsors and supporters - University of Mannheim - Faculty of Business Administration, University of Mannheim - Sun Microsystems GmbH - Apcon Professional Concepts GmbH. Their generous support is gratefully acknowledged. In the present proceedings volume, papers are presented in three chapters as follows.

SysML Distilled Springer Science & Business Media

This book presents the collected writings of OMT guru Dr James Rumbaugh. These articles encompass the development, refinement, and current state of OMT.

Pattern-Oriented Software Architecture, A Pattern Language for Distributed Computing "O'Reilly Media, Inc."

A detailed and practical book and eBook walk-through showing how to apply UML to real world development projects

UML Explained Addison-Wesley Professional

John Hunt's book guides you through the use of the UML and the Unified Process and their application to Java systems. Key topics focus explicitly on applying the notation and the method to Java. The book is clearly

structured and written, making it ideal for practitioners.

This second edition is considerably revised and extended and includes examples taken from the latest version of Rational Rose and Together. Considers how Agile Modelling fits with the Unified Process, and presents Design Patterns Self contained – covers both the Unified Process and UML in one book Includes real-world case studies Written by an experienced author and industry expert Ideal for students on Software Engineering courses The Unified Modeling Language User Guide "O'Reilly Media, Inc."

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

The Rational Unified Process Made Easy Springer Science & Business Media

"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.

The Unified Modeling Language User Guide Cambridge

University Press

Describing UML concepts with over 200 animated figures, this work includes the UML Multimedia Cyber Classroom CD-ROM and The Unified Modeling Language Reference Manual. The Cyber Classroom includes a electronic version of the UML User Guide, the full text of the UML specification documents and a UML dictionary with over 600 hyperlinked terms.

UML Bible Addison-Wesley Professional

This book shows us how to use UML and apply it in object-oriented software development. Part 1 of the book guides the reader step-by-step through the development process while part 2 explains the basics of UML in detail.

UML 2.0 in Action "O'Reilly Media, Inc."

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

The Unified Modeling Language Reference Manual Pearson Education

UML, the Universal Modeling Language, was the first programming language designed to fulfill the requirement for "universality." However, it is a software-specific language, and does not support the needs of engineers designing from the broader systems-based perspective. Therefore, SysML was created. It has been steadily gaining popularity, and many companies, especially in the heavily-regulated Defense, Automotive, Aerospace, Medical Device and Telecomms

industries, are already using SysML, or are planning to switch over to it in the near future. However, little information is currently available on the market regarding SysML. Its use is just on the crest of becoming a widespread phenomenon, and so thousands of software engineers are now beginning to look for training and resources. This book will serve as the one-stop, definitive guide that provide an introduction to SysML, and instruction on how to implement it, for all these new users. *SysML is the latest emerging programming language--250,000 estimated software systems engineers are using it in the US alone! *The first available book on SysML in English *Insider information! The author is a member of the SysML working group and has written sections of the specification *Special focus comparing SysML and UML, and explaining how both can work together

Advanced Use Case Modeling Pearson Education India
The eagerly awaited Pattern-Oriented Software Architecture (POSA) Volume 4 is about a pattern language for distributed computing. The authors will guide you through the best practices and introduce you to key areas of building distributed software systems. POSA 4 connects many stand-alone patterns, pattern collections and pattern languages from the existing body of literature found in the POSA series. Such patterns relate to and are useful for distributed computing to a single language. The panel of experts provides you with a consistent and coherent holistic view on the craft of building distributed systems. Includes a foreword by Martin Fowler A must read for practitioners who want practical advice to develop a comprehensive language integrating patterns from key literature.

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

Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development: 3rd Edition Elsevier

This is the latest volume in the 'Workshops in Computing' series, and contains papers from the International Workshop on Hypermedia Design, held in Montpellier, France, from 1 - 2 June 1995. The workshop aimed to provide a forum for researchers and practitioners from a variety of backgrounds to discuss the many facets of hypermedia design. Among the specific topics covered by the papers are: design methods, multimedia modelling, higher structures in hypermedia design spaces, user-interface design for hypermedia, building distributed web applications, and hyperdialogs. The resulting volume provides a comprehensive overview of the state of the art in this important field. It will be of interest to researchers, practitioners and students involved in any aspect of hypermedia design.

UML Distilled Addison-Wesley Professional

*Watch, listen, and learn as Grady Booch carefully describes key UML concepts with over 200 dynamic animated figures.*Cyber Classroom includes a fully-searchable electronic version of the classic *The Unified Modeling Language User Guide*, the full text of the UML specification documents, PLUS a UML dictionary with over 600 hyperlinked terms!!*Also includes a Video Introduction to the UML by Grady Booch, over 300 practice questions to test your knowledge, hyperlinking, full-text searching, and more!**BONUS:** Second CD-ROM includes fully searchable electronic version of *The Unified*

Modeling Language Reference Manual. The world's most authoritative UML training CD-ROM! Now you can learn UML from the original designers: Grady Booch, James Rumbaugh, and Ivar Jacobson! This training course includes the UML Multimedia Cyber Classroom CD-ROM, plus Rumbaugh/Jacobson/Booch's masterful The Unified Modeling Language Reference Manual. UML Multimedia Cyber Classroom CD-ROM* Over 300 practice questions to test your knowledge!* 200+ multimedia UML diagrams animate every key UML concept.* Expert insight straight from the original designers of UML! applications!* Find it fast! CD-ROM includes fully-searchable copy of The Unified Modeling Language User Guide 100% COMPREHENSIVE, 100% AUTHORITATIVE! an expert UML modeler, including concepts, syntax, modeling techniques, and more: * Modeling: Fundamental principles and rationale* UML: Overview, conceptual model, architecture & development lifecycle* Classes: Basic & Advanced* Relationships: Basic & Advanced* Common Mechanisms* Diagrams, Class Diagrams, and Object Diagrams* Interfaces, Types, & Roles* Packages & Instances* Interactions & Interaction Diagrams* Use Cases & Use Case Diagrams* Activity Diagrams* Events & Signals* State Machines* Processes & Threads* Time & Space* Statechart Diagrams* Architectural Modeling: Components, Deployment & Collaborations* Patterns & Frameworks* Systems & Models* Hundreds of terms and concepts defined in detail-by the object-oriented modeling experts who created them* Large collection of 2-color UML diagrams, extensively annotated* Expert insight into

UML views designed to help you integrate UML's key constructs into a unified whole* Detailed reference guides to the UML metamodel, notation, and standard extensions Learn modeling hands on-then apply it to a series of increasingly complex, real-world problems! Rational Software Corporation and one of the original designers of the UML. Technical requirements: Windows 95/98, Windows NT 4.x, Windows 2000 Internet Explorer (Included) 20 MB disk space 32 MB RAM CD-ROM drive Sound card support

The Elements of UML (TM) 2.0 Style Elsevier UML is an industry standard specification for modelling, visualizing, and documenting software projects. This title covers all aspects of the UML including the use of the UML, diagramming notation, the object constraint language (OCL), and profiles.

The Complete UML Training Course Pearson Education As part of the UML standard OCL has been adopted by both professionals in industry and by academic researchers and is one of the most widely used languages for expressing object-oriented system properties. This book contains key contributions to the development of OCL. Most papers are developments of work reported at different conferences and workshops. This unique compilation addresses many important issues faced by advanced professionals and researchers in object modeling like e.g. real-time constraints, type checking, and constraint modeling.

Hypermedia Design Springer

The Unified Process for Practitioners guides the

reader through the use of the Unified Modeling Language (UML) and the Unified Process, and their application to Java systems. The first part provides a practical introduction to object-oriented analysis and design using the Unified Process. The UML is introduced and a complete listing of the UML is provided as an appendix. The second part focuses on the real world use of UML and the Unified Process, including a detailed case study taking a system from initial inception to Java implementation.

Use Case Driven Object Modeling with UML Theory and Practice Pearson Education India

UML is the industry standard notational language. Updated to include coverage of UML 2.0, this text helps the reader master the vocabulary, rules and idioms of the UML, as well as understand what the UML is and what it is not.

The Unified Software Development Process Addison-Wesley Professional

Build server-side applications more efficiently—and improve your PHP programming skills in the process—by learning how to use design patterns in your code. This book shows you how to apply several object-oriented patterns through simple examples, and demonstrates many of them in full-fledged working applications. Learn how these reusable patterns help you solve complex problems, organize object-oriented code, and revise a big project by only changing small parts. With Learning PHP Design Patterns, you ' ll learn how to adopt a more

sophisticated programming style and dramatically reduce development time. Learn design pattern concepts, including how to select patterns to handle specific problems Get an overview of object-oriented programming concepts such as composition, encapsulation, polymorphism, and inheritance Apply creational design patterns to create pages dynamically, using a factory method instead of direct instantiation Make changes to existing objects or structure without having to change the original code, using structural design patterns Use behavioral patterns to help objects work together to perform tasks Interact with MySQL, using behavioral patterns such as Proxy and Chain of Responsibility Explore ways to use PHP ' s built-in design pattern interfaces