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## Developing Software with UML

## Object-oriented Analysis and Design in Practice

*Pearson Education* **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.**

## Software Development with UML

*Palgrave* **This is an introductory book to information modelling with UML, for entry level university students. It assumes no previous knowledge of UML on the part of the reader, and uses a case-based approach to present the material clearly and accessibly. It harmonises the UML notation with a full software development approach, from project**

conception through to testing, deployment and enhancement. The author is an experienced tutor, who also practices as a UML professional, and the cases are based upon his own experience. The book is accompanied by a website that provides solutions to end-of-chapter exercises, a password-protected tutor's file of further exercises with solutions, slides to accompany the book, and other support material. This book is suitable for all undergraduate computing and information systems, or Software Engineering courses. First year students will find it particularly helpful for modules on systems development or analysis and design.

## Understanding UML

### The Developer's Guide

*Morgan Kaufmann* "...(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.**

## Learning UML 2.0

*"O'Reilly Media, Inc."* **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.**

# Software Engineering with UML

*CRC Press* **This book presents the analysis, design, documentation, and quality of software solutions based on the OMG UML v2.5. Notably it covers 14 different modelling constructs including use case diagrams, activity diagrams, business-level class diagrams, corresponding interaction diagrams and state machine diagrams. It presents the use of UML in creating a Model of the Problem Space (MOPS), Model of the Solution Space (MOSS) and Model of the Architectural Space (MOAS). The book touches important areas of contemporary software engineering ranging from how a software engineer needs to invariably work in an Agile development environment through to the techniques to model a Cloud-based solution.**

# Developing Applications with Java and UML

*Addison-Wesley Professional* **The author of *Developing Applications with Visual Basic and UML* (Addison-Wesley, 2000), a consultant on object-oriented distributed systems, presents a large-scale application to explain the lifecycle of building robust Java applications with the Unified Modeling Language using Rational's Software's Unified Plan. Reed also makes a short detour into his Synergy Process. Appends material on the Unified Plan and the BEA WebLogic application server. Assumes programmers' knowledge of Java and a willingness to evolve past a cavalier attitude toward project planning.**

# J2EE Design Patterns

# Patterns in the Real World

*"O'Reilly Media, Inc."* **Architects of buildings and architects of software have more in common than most people think. Both professions require attention to detail, and both practitioners will see their work collapse around them if they make too many mistakes. It's impossible to imagine a world in which buildings get built without blueprints, but it's still common for software applications to be designed and built without blueprints, or in this case, design patterns. A software design pattern can be identified as "a recurring solution to a recurring problem." Using design patterns for**

software development makes sense in the same way that architectural design patterns make sense--if it works well in one place, why not use it in another? But developers have had enough of books that simply catalog design patterns without extending into new areas, and books that are so theoretical that you can't actually do anything better after reading them than you could before you started. Crawford and Kaplan's *J2EE Design Patterns* approaches the subject in a unique, highly practical and pragmatic way. Rather than simply present another catalog of design patterns, the authors broaden the scope by discussing ways to choose design patterns when building an enterprise application from scratch, looking closely at the real world tradeoffs that Java developers must weigh when architecting their applications. Then they go on to show how to apply the patterns when writing realworld software. They also extend design patterns into areas not covered in other books, presenting original patterns for data modeling, transaction / process modeling, and interoperability. *J2EE Design Patterns* offers extensive coverage of the five problem areas enterprise developers face: Maintenance (Extensibility) Performance (System Scalability) Data Modeling (Business Object Modeling) Transactions (process Modeling) Messaging (Interoperability) And with its careful balance between theory and practice, *J2EE Design Patterns* will give developers new to the Java enterprise development arena a solid understanding of how to approach a wide variety of architectural and procedural problems, and will give experienced J2EE pros an opportunity to extend and improve on their existing experience.

## Developing Software with UML

### Object-oriented Analysis and Design in Practice

*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.

## Developing Applications with Visual Basic and UML

*Addison-Wesley Professional* Reed's guide includes detailed coverage of architecting VB enterprise applications and features working examples and step-by-step instructions for planning and development of an order entry system,

detailing do's and don't's for analysis, design and construction. CD-ROM contains several templates for applying UML, as well as complete Rational Rose models for the sample applications.

## UML 2.0 in a Nutshell

*"O'Reilly Media, Inc."* **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.**

## Software Modeling and Design

## UML, Use Cases, Patterns, and Software Architectures

*Cambridge University Press* **This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.**

## Using UML

### Software Engineering with Objects and Components

*Pearson Higher Ed*

### Model-Driven Development with Executable UML

*John Wiley & Sons*

### Topological UML Modeling

### An Improved Approach for Domain Modeling and Software Development

*Elsevier* **Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development** presents a **specification for Topological UML®** that combines the formalism of the **Topological Functioning Model (TFM)** mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result - developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the **Unified Modeling Language (UML®)**, an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements

specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be implemented in existing UML® modeling tools and toolsets

## EBOOK: OBJECT-ORIENTED SOFTWARE

*McGraw Hill* EBOOK: OBJECT-ORIENTED SOFTWARE

## Component-Based Software Testing with UML

*Springer Science & Business Media* The book describes a method for developing the testing of components in parallel with their functionality based on models. UML models are used to derive the testing architecture for an application, the testing interfaces and the component testers. The method provides a process and guidelines for modeling and developing these artifacts. The book also discusses the implications of built-in contract testing with other component-based development technologies such as product-line engineering, middleware platforms, reuse principles etc. Still further, it describes a new method for specifying and checking real-time properties of object-oriented, component-based real-time systems that are based on dynamic execution time analysis with optimization algorithms.

## Java Design

## Objects, UML, and Process

*Addison-Wesley Professional* A systematic approach to striving for perfection in Java "TM" enterprise software! -- Principles and best-practice patterns for the key design and implementation problems facing enterprise developers. -- Effective integration of UML, object-oriented development, Java "TM," and your software development processes. -- Identifies behavioral and structural modeling techniques that deliver exceptional value. Drawing upon the experiences of hundreds of developers he has trained or worked with, Kirk Knoernschild offers a systematic guide to solving today's complex problems of Java-based enterprise application design and implementation. Knoernschild focuses on both technology and process, offering a phased approach to integrating UML, object-oriented development, and Java

**"TM" throughout the entire development lifecycle. Knoernschild begins by reintroducing objects and object-oriented design, presenting key concepts such as polymorphism and inheritance in terms of several powerful principles and patterns that inform the entire book. Next, he introduces the UML: how it evolved, the problems it helps to solve, and how various UML constructs can be mapped to Java. Knoernschild shows how to structure UML diagrams to more easily identify the problem being solved, introduces best practices that any software development process should promote, and shows how the UML fits with these best practices. He reviews the external considerations that impact how companies really use the UML, Java "TM," and object-based techniques, presenting a pragmatic, phased approach to integrating them with the least pain and the greatest effectiveness. The book concludes with in-depth coverage of behavioral and structural modeling, again emphasizing the principles and patterns associated with long-term success. For every Java "TM" enterprise developer, architect, analyst, and project manager.**

## Agile Model-Based Development Using UML-RSDS

*CRC Press* **This book describes the concepts and application of model-based development (MBD), model transformations, and Agile MBD to a wide range of software systems. It covers systems requirements engineering, system specification and design, verification, reuse, and system composition in the context of Agile MBD. Examples of applications in finance, system migration, internet systems and software refactoring are given. An established open-source MBD technology, UML-RSDS, is used throughout to illustrate the concepts. The book is suitable for industrial practitioners who need training in Agile MBD, and those who need to understand the issues to be considered when introducing MBD in an industrial context. It is also suitable for academic researchers, and for use as text for undergraduate or postgraduate courses in MBD. Examples for educational use of UML-RSDS are included in the book.**

## UML for Java Programmers

*Prentice Hall* **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.

## Building Web Applications with UML

*Addison-Wesley Professional* Conallen introduces architects and designers and client/server systems to issues and techniques of developing software for the Web. He expects readers to be familiar with object-oriented principles and concepts, particularly with UML (unified modeling language), and at least one Web application architecture or environment. The second edition incorporates both technical developments and his experience since 1999. He does not provide a bibliography. Annotation copyrighted by Book News, Inc., Portland, OR

## Object-oriented Software Engineering

## Practical Software Development Using UML and Java

*McGraw-Hill College* This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

## Model-driven Software Development with UML and Java

*Cengage Learning Emea* Aimed at 2nd and 3rd year/MSc courses, Model Driven Software Development using UML and Java introduces MDD, MDA and UML, and shows how UML can be used to specify, design, verify and implement software systems using an MDA approach. Structured to follow two lecture courses, one intermediate (UML, MDA, specification, design, model transformations) and one advanced (software engineering of web applications and enterprise information systems), difficult concepts are illustrated with numerous examples, and exercises with worked

solutions are provided throughout.

## Service- and Component-based Development Using Select Perspective and UML

*Addison-Wesley Professional* **Annotation** The instruction put forth in this new book is all related to successfully using **Select Perspective**, a process conceived and marketed by **Select Business solutions**, a division of **Aonix**. **Select Perspective** is a pragmatic, component-based software development process that can be implemented by all roles in software development, and includes the business people that specify, accept, verify and use software solutions. Every individual who is involved in the specification, acceptance, construction, testing, delivery or budgetary control of software solutions will benefit from this book. The authors have helped organizations realize the benefit of component-based development with **Select Perspective**, and this book shows how it can be done, taking into account varying team sizes, uneven skill levels, and different industries. The book uses the **UML** for expression of designs, and will allow the reader to meet the demands of web services.

## A UML Pattern Language

*Sams Publishing* **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.

## Object-Oriented Software Engineering: Practical Software Development using UML and Java

*McGraw-Hill Science/Engineering/Math* This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

## Modeling with UML

## Language, Concepts, Methods

*Springer* 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.

## APPLYING UML & PATTERNS 3RD EDITION

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

### Using UML

## Software Engineering with Objects and Components

*Addison Wesley Publishing Company* The essentials of UML 2.0 and how to use it in one concise volume.

### UML for Visual Basic 6.0 Developers

## Using Visual Modeler and Rational Rose 98

*Morgan Kaufmann Pub* The growing trend toward objects and component-based application development is leading developers to rely increasingly on visual modeling tools as the preferred method for combining reusable components with visual code. By exploring the basics of the Unified Modeling Language (UML) notation and the use of UML diagrams, this book offers a useful introduction and tutorial for Visual Basic developers and designers.

# Professional UML Using Visual Studio .Net

*John Wiley & Sons* **What is this book about? If you want to use Visio to create enterprise software, this is the book for you. The integration of Visual Studio .NET Enterprise Architect and Visio for Enterprise Architects provides a formidable tool. Visio offers powerful diagramming capabilities, including such things as creating UML models, mapping out databases with Entity Relationship diagrams, and aiding the development of distributed systems. Its integration with Visual Studio .NET Enterprise Architect means that C# or Visual Basic .NET code can be generated from the UML diagrams, and Visual Studio .NET projects can be reverse engineered to UML models. For the developer already familiar with UML and looking to get the best out of Visio, the Visual Studio .NET and Visio for Enterprise Architects combination is weakly documented, and the quality information needed to realize the time-saving features of Visio just does not seem to be available, until now. This book presumes that you are already familiar with the basic concepts of UML notation – this book will not teach you UML. Instead, this book will take you forward into the Visio environment, showing you how to make the most of its software related features. What does this book cover? In this book, you'll learn how to Diagram business components in Visio Generate code from a UML model Reverse engineer Visual Studio .NET projects into a UML model Reverse engineer into a UML model without source code Document the project with UML and Visio Design distributed applications with Visio's diagrams Work with Entity Relationship database modeling, and round-trip engineering for database design**

## Requirements Analysis and System Design:Developing Information Systemswith Uml with Using Uml:Software Engineering with Objects and Components

*Addison-Wesley* **This Multi Pack is made up of the following components; Maciaszek/ Requirements Analysis and System Design: Developing Information Systems with UML 0201709449 Beck/ Extreme Programming Explained: Embrace Change 020161641**

# Object-oriented Software Engineering with UML

## A Hands-on Approach

The object-oriented paradigm supplements traditional software engineering by providing solutions to common problems such as modularity and reusability. Objects can be written for a specific purpose acting as an encapsulated black-box API that can work with other components by forming a complex system. This book provides a comprehensive overview of the many facets of the object-oriented paradigm and how it applies to software engineering. Starting with an in-depth look at objects, the book naturally progresses through the software engineering life cycle and shows how object-oriented concepts enhance each step. Furthermore, it is designed as a roadmap with each chapter, preparing the reader with the skills necessary to advance the project. This book should be used by anyone interested in learning about object-oriented software engineering, including students and seasoned developers. Without overwhelming the reader, this book hopes to provide enough information for the reader to understand the concepts and apply them in their everyday work. After learning about the fundamentals of the object-oriented paradigm and the software engineering life cycle, the reader is introduced to more advanced topics such as web engineering, cloud computing, agile development, and big data. In recent years, these fields have been rapidly growing as many are beginning to realize the benefits of developing on a highly scalable, automated deployment system. Combined with the speed and effectiveness of agile development, legacy systems are beginning to make the transition to a more adaptive environment. Core Features: 1. Provides a thorough exploration of the object-oriented paradigm. 2. Provides a detailed look at each step of the software engineering life cycle. 3. Provides supporting examples and documents. 4. Provides a detailed look at emerging technology and standards in object-oriented software engineering.

## Use Case Driven Object Modeling with UML Theory and

## Practice

## Theory and Practice

*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.**

## Enterprise Development with Visual Studio .NET, UML, and MSF

*Apress* **Thomsen and Hansen give easy-to-understand examples and provide readers with everything they need to create Enterprise solutions with .NET.**

## Designing Software Product Lines with UML

## From Use Cases to Pattern-based Software Architectures

*Addison-Wesley Professional* **"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 2.0 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.

## Object-oriented Software Engineering

### Using UML, Patterns, and Java

*Prentice Hall* 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. Object-Oriented Software Engineering Using UML, Patterns, and Java, 3e, shows readers 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: readers 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).

# Enterprise Java with UML

*John Wiley & Sons* **How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other popular technologies** Enterprise Java with UML is the first comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

## Model-driven Software Development with UML and Java

### UML Distilled

## A Brief Guide to the Standard Object Modeling Language

*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.

## VB6 UML

# Design and Development

*Apress*