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Learning UML 2.0

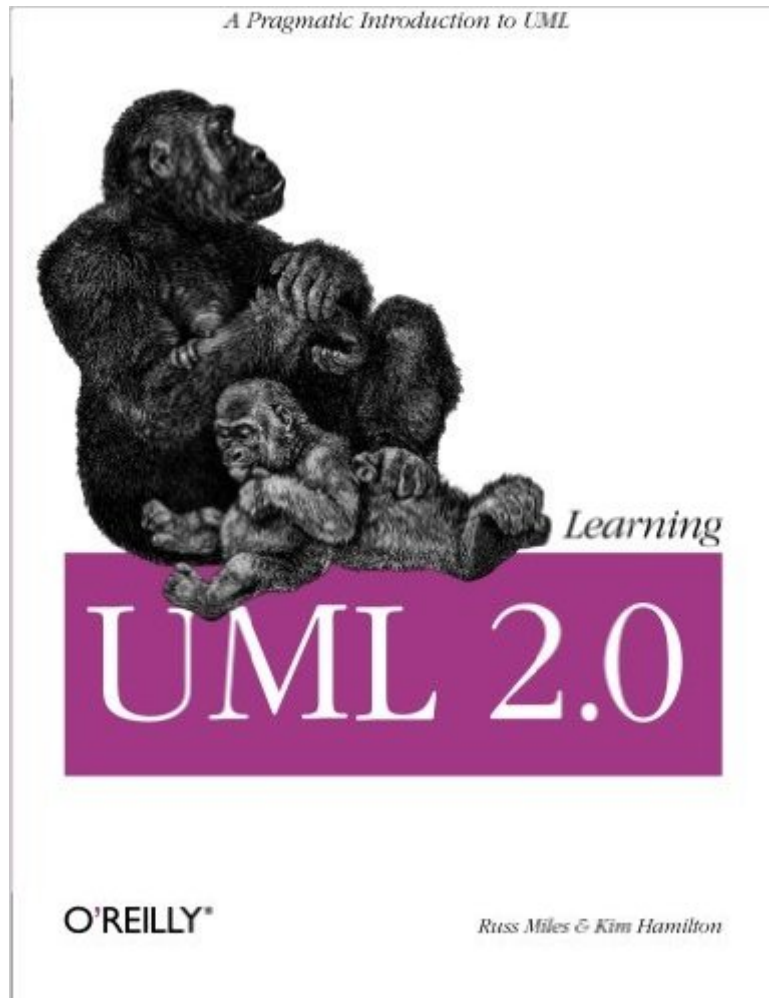*A Pragmatic Introduction to UML*

Learning

UML 2.0

O'REILLY®   *Russ Miles & Kim Hamilton*

Synopsis

"Since its original introduction in 1997, the Unified Modeling Language has revolutionized software development. Every integrated software development environment in the world--open-source, standards-based, and proprietary--now supports UML and, more importantly, the model-driven approach to software development. This makes learning the newest UML standard, UML 2.0, critical for all software developers--and there isn't a better choice than this clear, step-by-step guide to learning the language."--Richard Mark Soley, Chairman and CEO, OMG If you're like most software developers, you're building systems that are increasingly complex. Whether you're creating a desktop application or an enterprise system, complexity is the big hairy monster you must manage.The Unified Modeling Language (UML) helps you manage this complexity. Whether you're looking to use UML as a blueprint language, a sketch tool, or as a programming language, this book will give you the need-to-know information on how to apply UML to your project. While there are plenty of books available that describe UML, Learning UML 2.0 will show you how to use it. Topics covered include:Capturing your system's requirements in your model to help you ensure that your designs meet your users' needsModeling the parts of your system and their relationshipsModeling how the parts of your system work together to meet your system's requirementsModeling how your system moves into the real world, capturing how your system will be deployedEngaging and accessible, this book shows you how to use UML to craft and communicate your project's design. Russ Miles and Kim Hamilton have written a pragmatic introduction to UML based on hard-earned practice, not theory. Regardless of the software process or methodology you use, this book is the one source you need to get up and running with UML 2.0.Russ Miles is a software engineer for General Dynamics UK, where he works with Java and Distributed Systems, although his passion at the moment is Aspect Orientation and, in particular, AspectJ. Kim Hamilton is a senior software engineer at Northrop Grumman, where she's designed and implemented a variety of systems including web applications and distributed systems, with frequent detours into algorithms development.

Book Information

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Customer Reviews

Based on a recent project at work, I realized I needed a better understanding of UML. To that end, I decided to review the book Learning UML 2.0 by Russ Miles and Kim Hamilton. While there's still a lot to learn there, I think I have a much better grasp on what's going on...Contents: Introduction; Modeling Requirements - Use Cases; Modeling System Workflows - Activity Diagrams; Modeling a System's Logical Structure - Introducing Classes and Class Diagrams; Modeling a System's Logical Structure - Advanced Class Diagrams; Bringing Your Classes to Life - Object Diagrams; Modeling Ordered Interactions - Sequence Diagrams; Focusing on Interaction Links - Communication Diagrams; Focusing on Interaction Timing - Timing Diagrams; Completing the Interaction Picture - Interaction Overview Diagrams; Modeling a Class's Internal Structure - Composite Structures; Managing and Reusing Your System's Parts - Component Diagrams; Organizing Your Model - Packages; Modeling an Object's State - State Machine Diagrams; Modeling Your Deployed System - Deployment Diagrams; Object Constraint Language; Adapting UML - Profiles; A History of UML; IndexMiles and Hamilton use a conversational approach to introduce the reader to UML 2.0, and they build on a model that makes sense. The Use Case view drives nearly everything, as that's the "what" of what the system is supposed to be able to do. Then they cover the logical, process, physical, and development views that support the system and show different perspectives of what the system will look like depending on which angle you view it from. All too often, it seems like UML diagrams are just thrown at the reader one after another, and there's no real explanation as to how it all fits together.

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