



Learning UML 2.0

By Russ Miles

O'Reilly Media. Paperback. Book Condition: New. Paperback. 290 pages. Dimensions: 9.2in. x 7.0in. x 0.6in. 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 systems requirements in your model to help you ensure that your designs meet...



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Simply no words and phrases to spell out. It was written extremely perfectly and useful. I am easily could possibly get a satisfaction of looking at a composed publication.

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