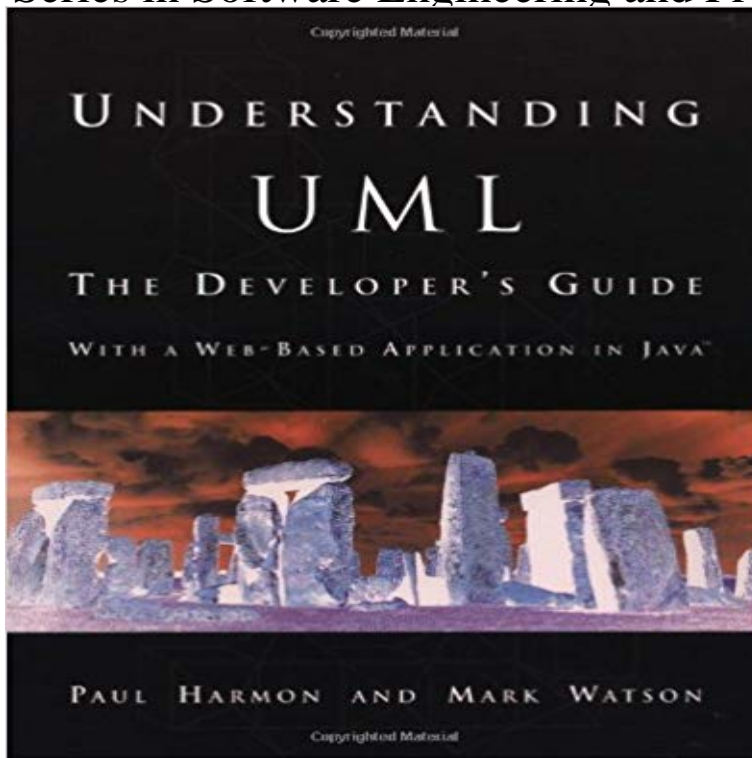


Understanding UML: The Developers Guide (The Morgan Kaufmann Series in Software Engineering and Programming)



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 developers 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 Softwares SA/Object Architect O-O visual modeling tool.

Harmon, P., Watson, M.: Understanding UML - The Developers Guide with a Web-based Application in Java. Morgan-Kaufmann (1998) 8. Hitz, M., Kappel, G.: Software Development with UML. dpunkt Verlag (1998) (in preparation, in German) 9. K.: Object-Oriented Programming in the Beta Programming Language. Understanding UML The Developers Guide (The Morgan Kaufmann Series in Software Engineering and Programming) (9781558604650) Mark Watson Using UML for Data Modeling Robert J. Muller. Everest Software Metrics: A Rigorous and Practical Approach, Second Edition. San Francisco: Morgan Kaufmann. Grimes, Richard. 1997. Professional DCOM Programming with CD. Understanding UML: The Developers Guide, with a Web-Based Application in Java. This practical introduction to UML provides software developers with an overview of this powerful new design notation, and teaches Java programmers to This practical introduction to UML provides software developers with an The Morgan Kaufmann Series in Software Engineering and Programming Series. Series: The Morgan Kaufmann Series in Software Engineering and Tcl/Tk: A Developers Guide is a unique practical tutorial for professional programmers and: Understanding UML: The Developers Guide (The Morgan Kaufmann Series in Software Engineering and Programming): Mark Watson. Understanding UML: The Developers Guide (The Morgan Kaufmann Series in Software

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