

UML 2 0 In Action: A Project Based Tutorial: A Detailed And Practical Walk Through Showing How To Apply UML To Real World Development Projects

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

This book is part II of a two-volume work that contains the refereed proceedings of the 13th International Conference on Model Driven Engineering Languages and Systems, MODELS 2010, held in Oslo, Norway, during October 3-8, 2010. The 54 revised full papers presented were carefully reviewed and selected from 252 submissions. The papers are organized in topical sections on genericity and generalization, model migration and incremental manipulation, modeling model transformations, verifying consistency and conformance, taming modeling complexity, modeling user-system interaction, model-driven quality assurance, managing variability, multi-modeling approaches, distributed/embedded software development, (de)composition and refactoring, model change, (meta)models at runtime, requirements engineering, slicing and model transformations, incorporating quality concerns in MDD, model-driven engineering in practice, and modeling architecture.

This book constitutes the refereed proceedings of the 11th International ACM SIGSOFT Symposium on Component-Based Software Engineering, CBSE 2008, held in Karlsruhe, Germany in October 2008. The 20 revised full papers and 3 short papers presented were carefully reviewed and selected from 70 submissions. The papers feature new trends in global software services and distributed systems architectures to push the limits of established and tested component-based methods, tools and platforms. The papers are organized in topical sections on performance engineering; extra-functional properties: security and energy; formal methods and model checking; verification techniques; run-time infrastructures; methods of design and development; component models.

System developers have used modeling languages for decades to specify, visualize, construct, and document systems. The Unified Modeling Language (UML) is one of those languages. UML makes it possible for team members to collaborate by providing a common language that applies to a multitude of different systems. Essentially, it enables you to communicate solutions in a consistent, tool-supported language. Today, UML has become the standard method for modeling software systems, which means you're probably confronting this rich and expressive language more than ever before. And even though you may not write UML diagrams yourself, you'll still need to interpret diagrams written by others. UML 2.0 in a Nutshell from O'Reilly feels your pain. It's been crafted for professionals like you who must read, create, and understand system artifacts expressed using UML. Furthermore, it's been fully revised to cover version 2.0 of the language. This comprehensive new edition not only provides a quick-reference to all UML 2.0 diagram types, it also explains key concepts in a way that appeals to readers already familiar with UML or object-oriented programming concepts. Topics include: The role and value of UML in projects The object-oriented paradigm and its relation to the UML An integrated approach to UML diagrams Class and Object, Use Case, Sequence, Collaboration, Statechart, Activity, Component, and Deployment Diagrams Extension Mechanisms The Object Constraint Language (OCL) If you're new to UML, a tutorial with realistic examples has even been included to help you quickly familiarize yourself with the system.

***24th International Conference on Conceptual Modeling, Klagenfurt, Austria, October 24-28, 2005, Proceedings
Software Evolution with UML and XML***

UML 2 Certification Guide

11th International Symposium, CBSE 2008, Karlsruhe, Germany, October 14-17, 2008, Proceedings

***Modeling Languages and Applications. 7th International Conference, Lisbon, Portugal, October 11-15, 2004. Proceedings
Learning UML 2.0***

The 7th edition of the European Conference on Model-Driven Architecture Foundations and Applications (ECMDA-FA 2009) was dedicated to furthering the state of knowledge and fostering the industrialization of Model-Driven Architecture (MDA) and Model-Driven Engineering (MDE). MDA is an initiative proposed by the Object Management Group for platform-generic systems development; MDA is one of a class of approaches under the umbrella of MDE. MDE and MDA promote the use of models in the specification, design, analysis, synthesis, deployment, and evolution of complex software systems. It is a pleasure to be able to introduce the proceedings of ECMDA-FA 2009. ECMDA-FA 2009 addressed various MDA areas including model transformations, modelling language issues, modelling of behavior and time, traceability and scalability, model-based embedded systems engineering, and the application of model-driven development to IT and networking systems.

ECMDA-FA 2009 focused on engaging key European and international - searchers and practitioners in a dialogue which will result in a stronger, more e?cientindustry,producingmorereliablesoftwareonthebasisofstate-of-the-art research results. ECMDA-FA is a forum for exchanging information, discussing the latest results and arguing about future developments of MDA and MDE. Particularly, it is one of the few venues that engages both leading academic researchers and industry practitioners, with the intent of creating synergies.

UML2.0???????????

This title provides a forum where expert insights are presented on the subject of linking three current phenomena: software evolution, UML and XML. Conceptual modeling is fundamental to any domain where one must cope with complex real-world situations and systems because it fosters communication - tween technology experts and those who would bene?t from the application of those technologies. Conceptual modeling is the key mechanism for und- standing and representing the domains of information system and database - gineering but also increasingly for other domains including the new "virtual" e- environmentsandtheinformationsystemsthat supportthem.Theimportance of conceptual modeling in software engineering is evidenced by recent interest in "model- drivenarchitecture"and"extremenon-programming".Conceptualm- eling also plays a prominent rolein various technical disciplines and in the social sciences. The Annual International Conference on Conceptual Modeling (referred to as the ER Conference) provides a central forum for presenting and discussing current research and applications in which conceptual modeling is the major emphasis. In keeping with this tradition, ER 2005, the 24th ER Conference, spanned the spectrum of conceptual modeling including research and practice in areas such as theories of concepts and ontologies underlying conceptual m- eling, methods and tools for developing and communicating conceptual models, and techniques for transforming conceptual models into e?ective (information) system implementations. Moreover, new areas of conceptual modeling incl- ing Semantic Web services and the interdependencies of conceptual modeling with knowledge- based, logical and linguistic theories and approaches were also addressed.

Systems Analysis and Design with UML Version 2.0

UML Bible

A Project-based Tutorial

Model Driven Engineering Languages and Systems

8th International Conference, MoDELS 2005, Montego Bay, Jamaica, October 2-7, 2005, Proceedings

This practical new book provides much-needed, practical, hands-on experience capturing analysis and design in UML. It holds the hands of engineers making the difficult leap from developing in C to the higher-level and more robust Unified Modeling Language, thereby supporting professional development for engineers looking to broaden their skill-sets in order to become more saleable in the job market. It provides a laboratory environment through a series of progressively more complex exercises that act as building blocks, illustrating the various aspects of UML and its application to real-time and embedded systems. With its focus on gaining proficiency, it goes a significant step beyond basic UML overviews, providing both comprehensive methodology and the best level of supporting exercises available on the market. Each exercise has a matching solution which is thoroughly explained step-by-step in the back of the book. The techniques used to solve these problems come from the author's decades of experience designing and constructing real-time systems. After the exercises have been successfully completed, the book will act as a desk reference for engineers, reminding them of how many of the problems they face in their designs can be solved. Tutorial style text with keen focus on in-depth presentation and solution of real-world example problems Highly popular, respected and experienced author

eBook: Object-Oriented Systems Analysis 4e

This book constitutes the refereed proceedings of the 7th International Conference on the Unified Modeling Language, UML 2004, held in Lisbon, Portugal, in October 2004. The 30 revised full papers presented together with summaries on the workshops and tutorials were carefully reviewed and selected from 135 technical paper submissions. The papers are organized in topical sections on metamodeling, aspects, profiles and extensions, OCL, model transformation, verification and model consistency, security, and methodology.

Penetrates the human computer interaction (HCI) field with breadth and depth of comprehensive research.

A Desktop Quick Reference

The Object Primer

UML 2.0 Pocket Reference

ER 2008 Workshops CMLSA, ECDM, FP-UML, M2AS, RIGiM, SeCoGIS, WISM, Barcelona, Spain, October 20-23, 2008, Proceedings

2nd International Conference, TEAA 2006, Berlin, Germany, November 29 - Dezember 1, 2006, Revised Selcted Papers

First European Conference, ECMDA-FA 2005, Nuremberg, Germany, November 7-10, 2005, Proceedings

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

The complexity of most real-time and embedded systems often exceeds that of other types of systems since, in addition to the usual spectrum of problems inherent in software, they need to deal with the complexities of the physical world. That world—as the proverbial Mr. Murphy tells us—is an unpredictable and often unfriendly place. Consequently, there is a very strong motivation to investigate and apply advanced design methods and technologies that could simplify and improve the reliability of real-time software design

and implementation. As a result, from the first versions of UML issued in the mid 1990's, designers of embedded and real-time systems have taken to UML with vigour and enthusiasm. However, the dream of a complete, model-driven design flow from specification through automated, optimised code generation, has been difficult to realise without some key improvements in UML semantics and syntax, specifically targeted to the real-time systems problem. With the enhancements in UML that have been proposed and are near standardisation with UML 2.0, many of these improvements have been made. In the Spring of 2003, adoption of a formalised UML 2.0 specification by the members of the Object Management Group (OMG) seems very close. It is therefore very appropriate to review the status of UML as a set of notations for embedded real-time systems - both the state of the art and best practices achieved up to this time with UML of previous generations - and where the changes embodied in the 2.

A coherent and integrated account of the leading UML 2 semantics work and the practical applications of UML semantics development With contributions from leading experts in the field, the book begins with an introduction to UML and goes on to offer in-depth and up-to-date coverage of: The role of semantics Considerations and rationale for a UML system model Definition of the UML system model UML descriptive semantics Axiomatic semantics of UML class diagrams The object constraint language Axiomatic semantics of state machines A coalgebraic semantic framework for reasoning about interaction designs Semantics of activity diagrams Verification of UML models State invariants Model transformation specification and verification Additionally, readers are provided with expert guidance on how to resolve semantic problems and a section on applications of UML semantics with model analysis. UML 2 Semantics and Applications is an ideal resource for researchers and tool-builders working in UML, among others. It is also an excellent textbook for postgraduate teaching and research.

This book constitutes the refereed proceedings of the 6th International Conference on Fundamental Approaches to Software Engineering, FASE 2003, held in Warsaw, Poland, in April 2003. The 20 revised full papers presented together with a keynote paper were carefully reviewed and selected from 89 submissions. The papers are organized in topical sections on software components, mobile computing, aspects and web applications, software measurements, formal verification, analysis and testing, and model integration and extension.

Advancing Organizational Knowledge Sharing

Trustworthy Software Development Processes

Model Driven Architecture - Foundations and Applications

13th International Conference, MODELS 2010, Oslo, Norway, October 3-8, 2010 : Proceedings

Theory and Practice

Advances in Conceptual Modeling - Challenges and Opportunities

The popular Unified Modeling Language (UML) is both a language and notation developed by the Object Management Group (OMG) used to design and create specifications for software systems. With the recent release of version 2.0 UML, the OMG has started the OMG-Certified UML Professional Program to provide an objective measure of UML knowledge. As a certified UML professional a developer has an important credential to present to employers and clients. Certification also benefits companies looking for skilled UML practitioners by giving them a basis for making hiring and promotion decisions. UML 2 Certification Guide is the only official study guide to passing the new UML exams. This book systematically covers all of the topics covered in the exams, and has been carefully reviewed by the OMG. The book begins by assuming only a basic knowledge of UML and then progresses far enough to allow a reader to pass both the fundamental and the intermediate level exams. Along the way the book also covers topics that are not in introductory books on UML but that are necessary to pass the exams. Tim Weilkiens is considered one of the top ten experts on UML, and both authors have extensive experience training developers to successfully take the exams. The official certification resource Assumes a basic knowledge of UML so that you can focus immediately on the exams Written by two authors known for their skill as trainers, consultants, and developers Developed systematically to enable you to master all exam topics—without exception Covers the use of UML for applications, as required by the exams, both inside and outside of the realm of software development Includes a practice exam, glossary, list of books, and website information

Uses friendly, easy-to-understand For Dummies style to help readers learn to model systems with the latest version of UML, the modeling language used by companies throughout the world to develop blueprints for complex computer systems Guides programmers, architects, and business analysts through applying UML to design large, complex enterprise applications that enable scalability, security, and robust execution Illustrates concepts with mini-cases from different business domains and provides practical advice and examples Covers critical topics for users of UML, including object modeling, case modeling, advanced dynamic and functional modeling, and component and deployment modeling

This book constitutes the refereed proceedings of the First European Conference, Workshops on Model Driven Architecture - Foundations and Applications, ECMDA-FA 2005, held in Nuremberg, Germany in November 2005. The 24 revised full papers presented, 9 papers from the applications track and 15 from the foundations track, were carefully reviewed and selected from 82 submissions. The latest and most

relevant information on model driven software engineering in the industrial and academic spheres is provided. The papers are organized in topical sections on MDA development processes, MDA for embedded and real-time systems, MDA and component-based software engineering, metamodelling, model transformation, and model synchronization and consistency.

"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' needs Modeling the parts of your system and their relationships Modeling how the parts of your system work together to meet your system's requirements Modeling how your system moves into the real world, capturing how your system will be deployed Engaging 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.

**UML 2004 - The Unified Modeling Language
The Unified Modeling Language Reference Manual
An Object-Oriented Approach
Trends in Enterprise Application Architecture
UML for Real
Agile Model-Driven Development with UML 2.0**

UML 2.0 in Action A Project-based Tutorial Packt Publishing Ltd

This book constitutes the refereed proceedings of the 8th International Conference on Model Driven Engineering Languages and Systems (formerly the UML series of conferences), MoDELS 2005, held in Montego Bay, Jamaica, in October 2005. The 52 revised full papers and 2 keynote abstracts presented were carefully reviewed and selected from an initial submission of 215 abstracts and 166 papers. The papers are organized in topical sections on process modelling, product families and reuse, state/behavioral modeling, aspects, design strategies, model transformations, model refactoring, quality control, MDA automation, UML 2.0, industrial experience, crosscutting concerns, modeling strategies, as well as a recapitulatory section on workshops, tutorials and panels.

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.

"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.

Sams Teach Yourself UML in 24 Hours

UML2.0??? 2.1??

UML Syntax and Usage

Applications for Design and Implementation

The Elements of UML(TM) 2.0 Style

Real Time UML Workshop for Embedded Systems

A modern, hands-on approach to doing SAD—in UML! Get the core skills you need to actually do systems analysis and design with this highly practical, hands-on approach to SAD using UML! Authors Alan Dennis, Barbara Haley Wixom, and David Tegarden guide you through each part of the SAD process, with clear explanations of what it is and how to implement it, along with detailed examples and exercises that allow you to practice what you've learned. Now updated to include UML Version 2.0 and revised, this Second Edition features a new chapter on the Unified Process, increased coverage of project management, and more examples. Highlights Written in UML: The text takes a contemporary, object-oriented approach using UML. Focus on doing SAD: After presenting the how and what of each major technique, the text guides you through practice problems and then invites you to use the technique in a project. Rich examples of both success and failure: Concepts in Action boxes describe how real companies succeeded and failed in performing the activities in the chapters. Project approach: Each chapter focuses on a different step in the Systems Development Life Cycle (SDLC) process. Topics are presented in the order in which they are encountered in a typical project. A running case: This case threaded throughout the text allows you to apply each concept you have learned.

"This book provides innovative behavior models currently used for developing embedded systems, accentuating on graphical and visual notations"--Provided by publisher.

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.

This volume contains papers presented at the International Conference on Software Process (ICSP 2009) held in Vancouver, Canada, during May 16-17, 2009. ICSP 2009 was the third conference of the ICSP series, continuing the software process workshops from 25 years ago. The theme of ICSP 2009 was "Processes to Develop Trustworthy Software." Software development takes place in a dynamic context of frequently changing technologies and limited resources. Teams worldwide are under increasing pressure to deliver trustworthy software products more quickly and with higher levels of quality. At the same time, global competition is forcing software development organizations to cut costs by rationalizing processes, outsourcing part or all of their activities, re- ing existing software in new or modified applications and evolving existing systems to meet new needs, while still minimizing the risk of projects failing to deliver. To address these difficulties, new or modified processes are emerging including lean and agile methods, plan-based product line development, and increased integration with systems engineering processes. Papers present research and real-world experience in many areas of software and systems processes impacting trustworthy software including: new software development approaches; software quality; integrating software and business processes; CMMI and other process improvement initiatives; simulation and modeling of software processes; techniques for software process representation and analysis; and process tools and metrics.

Integrated Approaches in Information Technology and Web Engineering: Advancing Organizational Knowledge Sharing

Fundamental and Intermediate Exams

Fast Track UML 2.0

Human Computer Interaction

5th European Conference, ECMDA-FA 2009, Enschede, The Netherlands, June 23-26, 2009, Proceedings

UML 2 For Dummies

This book constitutes the thoroughly refereed postproceedings of the 2nd International Conference on Trends in Enterprise Application Architecture, TEAA 2006. It identifies issues in enterprise application architecture and proposes as well as evaluates a solution. Topics of interest include model driven architecture, enterprise development environments, service oriented architecture, data integration, enterprise grid computing, load balancing, and enterprise component platforms.

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.

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.

Bookmark File PDF UML 2 0 In Action: A Project Based Tutorial: A Detailed And Practical Walk Through Showing How To Apply UML To Real World Development Projects

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.

UML 2 Semantics and Applications

Fundamental Approaches to Software Engineering

13th International SDL Forum, Paris, France, September 18-21, 2007, Proceedings

Learning UML

6th International Conference, FASE 2003, Held as Part of the Joint European Conferences on Theory and Practice of Software, ETAPS 2003, Warsaw, Poland, April 7-11, 2003, Proceedings

eBook: Object-Oriented Systems Analysis 4e

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

We would like to welcome you to the proceedings of the workshops held in conjunction with the 27th International Conference on Conceptual Modeling (ER 2008). While the ER main conference covers a wide spectrum of conceptual modeling research, increasingly complex real-world problems demand new perspectives and active research in new applications. The ER workshops attempt to provide researchers, students, and industry professionals with a forum to present and discuss emerging hot topics related to conceptual modeling. We received 13 excellent proposals for workshops to be held with ER 2008. We accepted the following seven based on peer reviews: 1. The Second International Workshop on Conceptual Modeling for Life Sciences Applications (CMLSA 2008), organized by Yi-Ping Phoebe Chen and Sven Hartmann. 2. The 5th International Workshop on Evolution and Change in Data Management (ECDM 2008), organized by Fabio Grandi. 3. The 4th International Workshop on Foundations and Practices of UML (FP-UML 2008), organized by Juan Trujillo and Andreas L. Opdahl. 4. The First International Workshop on Modeling Mobile Applications and Services (M2AS 2008), organized by Fernando Ferri, Patrizia Grifoni, and Maria Chiara Caschera. 5. The Second International Workshop on Requirements, Intentions and Goals in Conceptual Modeling (RIGiM 2008), organized by Colette Rolland, Carson Woo, and Camille Salinesi. 6. The Second International Workshop on Semantic and Conceptual Issues in Geographic Information Systems (SeCoGIS 2008), organized by Esteban Zimányi and Christophe Claramunt. 7. The 5th International Workshop on Web Information Systems Modeling (WISM 2008), organized by Flavius Frasincar, Geert-Jan Houben, and Philippe Thiran.

Globe-trotting travelers have long resorted to handy, pocket-size dictionaries as an aid to communicating across the language barrier. Dan Pilone's UML 2.0 Pocket Reference is just such an aid for on-the-go developers who need to converse in the Unified Modeling Language (UML). Use this book to decipher the many UML diagrams you'll encounter on the path to delivering a modern software system. Updated to cover the very latest in UML, you'll find coverage of the following UML 2.0 diagram types: Class diagrams

Component diagrams* Sequence diagrams* Communication diagrams* Timing diagrams* Interaction Overview diagrams* Package diagrams* Deployment diagrams* Use case diagrams Composite structure diagrams* Activity diagrams* Statechart diagrams* * New or expanded coverage in this edition Also new in this edition is coverage of UML's Object Constraint Language (OCL). Using OCL, you can specify more narrowly the functionality described in a given diagram by recording limits that are the result of business rules and other factors. The UML 2.0 Pocket Reference travels well to meetings and fits nicely into your laptop bag. It's near impossible to memorize all aspects of UML, and with this book along, you won't have to.

* Examples are easy to understand; diagrams aren't overly busy. * Written in user-friendly style author is known for. * Condensed, distilled presentation of the UML

Superstructure document will get you up to speed with UML 2.0.

Component-Based Software Engineering

A Pragmatic Introduction to UML

International Conference on Software Process, ICSP 2009 Vancouver, Canada, May 16-17, 2009 Proceedings

A Brief Guide to the Standard Object Modeling Language

SDL 2007: Design for Dependable Systems

Use Case Driven Object Modeling with UML Theory and Practice

This book constitutes the refereed proceedings of the 13th International SDL Forum, SDL 2007, held in Paris, France. The 17 revised full papers presented were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections on model driven engineering, testing, language extensions, implementation and modeling experience and extensions—addressing all aspects of systems design and system design languages.

This new book is the definitive primer for UML, and starts with the foundational concepts of object-orientation in order to provide the proper context for explaining UML.

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.

Provides a collection of authoritative articles from distinguished international researchers in information technology and Web engineering.

Design of Embedded Real-Time Systems

UML 2.0 in Action

Behavioral Modeling for Embedded Systems and Technologies: Applications for Design and Implementation

Conceptual Modeling - ER 2005

UML Distilled

UML 2.0 in a Nutshell