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Guide to Applying the UML Understanding UML Systems Analysis and Design with UML Version 2.0 Applying Use Cases SysML Distilled Large-Scale Software Architecture Modeling and Verification Using UML Statecharts UML 2 Certification Guide A Practical Guide to SysML UML: A Beginner's Guide OCUP 2 Certification Guide UML Distilled A Practical Guide to Using UML Tools in System Analysis and Design Guide to the Unified Process featuring UML, Java and Design Patterns Guide to the Unified Process featuring UML, Java and Design Patterns UML for Database Design Languages for System Specification The Unified Modeling Language User Guide Requirements Analysis and System Design:Developing Information Systems with Uml with Uml Distilled:A Brief Guide to the Standard Object Modeling Language UML in Practice UML Diagramming UML 2.0 Pocket Reference Modeling Enterprise Architecture with TOGAF UML 2.0 in a Nutshell UML Pocket Reference Advanced Systems Design with Java, UML and MDA A Student Guide to Object-Oriented Development Web Engineering Systems Engineering with SysML/UML Hacker's Guide to Project Management The Art of Business Process Modeling Convergent Architecture Information Systems Development Urban and Regional Data Management Networked Systems Concise Guide to Software Engineering The Unified Modeling Language Reference Manual Business Object Design and Implementation II Requirements Analysis and System Design:Developing Information Systems with Uml with How to Break Software:Practical Guide to Testing Fundamentals of Object-oriented Design in UML

Concise Guide to Software Engineering Apr 22 2020 This essential textbook presents a concise introduction to the fundamental principles of software engineering, together with practical guidance on how to

apply the theory in a real-world, industrial environment. The wide-ranging coverage encompasses all areas of software design, management, and quality. Topics and features: presents a broad overview of software engineering, including software lifecycles and phases in software development, and project management for software engineering; examines the areas of requirements engineering, software configuration management, software inspections, software testing, software quality assurance, and process quality; covers topics on software metrics and problem solving, software reliability and dependability, and software design and development, including Agile approaches; explains formal methods, a set of mathematical techniques to specify and derive a program from its specification, introducing the Z specification language; discusses software process improvement, describing the CMMI model, and introduces UML, a visual modelling language for software systems; reviews a range of tools to support various activities in software engineering, and offers advice on the selection and management of a software supplier; describes such innovations in the field of software as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics, summaries and review questions in each chapter, together with a useful glossary. This practical and easy-to-follow textbook/reference is ideal for computer science students seeking to learn how to build high quality and reliable software on time and on budget. The text also serves as a self-study primer for software engineers, quality professionals, and software managers.

A Practical Guide to Using UML Tools in System Analysis and Design
Apr 15 2022

Convergent Architecture Aug 27 2020 The only complete technical guide to building integrated business systems using the convergent architecture approach In his groundbreaking *Business Engineering with Object Technology* (0-471-04521-7), David Taylor introduced the concept of convergent architecture (CA), a framework for building the business design directly into the software systems that support it. Now,

in this important follow-up to that 1995 classic, expert Richard Hubert provides systems developers and architects with their first complete blueprint for building integrated CA business systems using the hottest technologies, including Enterprise JavaBeans, XML, UML, Rational Rose, and others. Following a detailed introduction to the elements of CA, he walks readers through the entire CA design and implementation process, using examples in Java and EJB to illustrate key points. Companion Website provides hands-on tutorials, links to related tool sites, and updates to the CA methodology.

Fundamentals of Object-oriented Design in UML Dec 19 2019 With this book, object-oriented developers can hone the skills necessary to create the foundation for quality software: a first-rate design. The book introduces notation, principles, and terminology that developers can use to evaluate their designs and discuss them meaningfully with colleagues. Every developer will appreciate the detailed diagrams, on-point examples, helpful exercises, and troubleshooting techniques.

Information Systems Development Jul 26 2020 Information Systems Development: Reflections, Challenges and New Directions, is the collected proceedings of the 20th International Conference on Information Systems Development held in Edinburgh, Scotland, August 24 - 26, 2011. It follows in the tradition of previous conferences in the series in exploring the connections between industry, research and education. These proceedings represent ongoing reflections within the academic community on established information systems topics and emerging concepts, approaches and ideas. It is hoped that the papers herein contribute towards disseminating research and improving practice

Guide to Applying the UML Apr 27 2023 A tool-independent and process-independent roadmap for successfully applying the Unified Modeling Language (UML). UML is a modeling language for specifying, visualizing, constructing, and documenting the artifacts of a system-intensive process. It was originally conceived by Rational Software Corporation and three of the most prominent methodologists in the information systems and technology industry: Grady Booch, James

Rumbaugh, and Ivar Jacobson. This text contains numerous practical real-world examples to help novice and expert users understand the whole language (holistically and cohesively), including rules of usage and principles of composition, style guidelines, and a roadmap for successfully applying the UML.

Modeling and Verification Using UML Statecharts Oct 21 2022 As systems being developed by industry and government grow larger and more complex, the need for superior specification and verification approaches and tools becomes increasingly vital. The developer and customer must have complete confidence that the design produced is correct, and that it meets formal development and verification standards. In this text, UML expert author Dr. Doron Drusinsky compiles all the latest information on the application of UML (Universal Modeling Language) statecharts, temporal logic, automata, and other advanced tools for run-time monitoring and verification. This is the first book that deals specifically with UML verification techniques. This important information is introduced within the context of real-life examples and solutions, particularly focusing on national defense applications. A practical text, as opposed to a high-level theoretical one, it emphasizes getting the system developer up-to-speed on using the tools necessary for daily practice. A practical, tutorial-style text (other books on this topic discuss the tools and formalisms only theoretically) Includes an unclassified case study example from the U.S. Missile Defense project

Systems Analysis and Design with UML Version 2.0 Feb 25 2023 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.

Hacker's Guide to Project Management Oct 29 2020 Managing a software development project is a complex process. There are lots of deliverables to produce, standards and procedures to observe, plans and budgets to meet, and different people to manage. Project management doesn't just start and end with designing and building the system. Once you've specified, designed and built (or bought) the system it still needs to be properly tested, documented and settled into the live environment. This can seem like a maze to the inexperienced project manager, or even to the experienced project manager unused to a particular environment. A Hacker's Guide to Project Management acts as a guide through this maze. It's aimed specifically at those managing a project or leading a team for the first time, but it will also help more experienced managers who are either new to software development, or dealing with a new part of the software life-cycle. This book: describes the process of software development, how projects can fail and how to avoid those failures outlines the key skills of a good project manager, and provides practical advice on how to gain and deploy those skills takes the reader step-by-step through the main stages of the project, explaining what must be done, and what must be avoided at each stage suggests what to do if things start to go wrong! The book will also be useful to designers and architects, describing important design techniques, and discussing the important discipline of

Software Architecture. This new edition: has been fully revised and updated to reflect current best practices in software development includes a range of different life-cycle models and new design techniques now uses the Unified Modelling Language throughout

The Unified Modeling Language User Guide Nov 10 2021 The first of two UML works written by the creators of UML, this book introduces the core 80 percent of UML, approaching it in a layered fashion and providing numerous examples of its application.

UML Pocket Reference Apr 03 2021 The Unified Modeling Language (UML) is one of the most important languages for anyone in the software industry to know. The UML is a visual language enabling architects, designers, and developers to communicate about design. Seemingly simple on the surface, the UML is a rich and expressive language, with many visual syntactical elements. It's next to impossible to memorize all aspects of the UML. Just as a writer might require a dictionary to work with the spoken word, so too do UML practitioners require a dictionary of sorts. In this book, you'll find information on UML usage, and also on the symbols, line-endings, and syntax used for the following diagram types: Class diagrams Component diagrams Behavioral diagrams Sequence diagrams Statechart diagrams Object diagrams Deployment diagrams Use case diagrams Collaboration diagrams Activity diagrams Let this book be your UML dictionary. It's clear, concise, and small. Keep this book at hand, and never again be stymied by an unfamiliar UML symbol, a line-ending you don't recognize, or the use of an unfamiliar diagram type. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you need to get to a solution quickly, the new UML Pocket Reference is the book you'll want to have.

The Art of Business Process Modeling Sep 27 2020 Information systems have become a critical part of the infrastructure of most, if not all, businesses, government organizations, and even individual households. To be useful, an information system must integrate and

align with the way the business conducts its operations. By necessity this means that information systems construction requires an understanding of the organization's procedures, operations, and processes. Articulating, modeling, and managing business processes and workflows are pre-conditions to successful automation. Business processes are part of the fabric of the business and represent a strategic and critical intellectual asset that needs to be understood and proactively managed. Processes are often cross-functional and involve multiple systems, software applications, and human assets - including employees, customers, partners, and vendors. Processes must be formally defined and documented so that they can be practiced uniformly and consistently across the organization. Explicit articulation of processes is essential so that the processes truly become intellectual property of the organization rather than being tied to a specific individual. Business process modeling (or BPM for short) is the activity of eliciting, documenting, modeling, and analyzing work procedures within an organization. To be successful, the business analyst must possess the necessary modeling skills and business knowledge to carry out these responsibilities. The first step in business process management is capturing and articulating the processes. This is done through process modeling. Once processes have been documented, then the organization can think about optimizing and eventually automating the processes. Optimization is done through a combination of manual analysis as well as automated simulation. This book describes the PROMAP methodology for articulating and modeling business processes. PROMAP is practical and based on over 20 years of experience in modeling.

SysML Distilled Dec 23 2022 SysML Distilled is a go-to reference for everyone who wants to start creating accurate and useful system models with SysML. Drawing on his pioneering experience creating models for Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components, and shows how to use them even under tight deadlines and other constraints. The reader needn't know all of SysML to create effective models: SysML Distilled quickly teaches

what does need to be known, and helps deepen the reader's knowledge incrementally as the need arises.

Advanced Systems Design with Java, UML and MDA Mar 02 2021

Model Driven Architecture is a significant evolution of the object-oriented approach to system development. This book describes the factors involved in designing and constructing large systems, illustrating the design process through a series of examples, including a Scrabble player, a jukebox using web streaming, a security system, and others.

Guide to the Unified Process featuring UML, Java and Design Patterns Feb 13 2022 John Hunt's book guides you through the use of the UML and the Unified Process and their application to Java systems. Key topics focus explicitly on applying the notation and the method to Java. The book is clearly structured and written, making it ideal for practitioners. This second edition is considerably revised and extended and includes examples taken from the latest version of Rational Rose and Together. Considers how Agile Modelling fits with the Unified Process, and presents Design Patterns Self contained □ covers both the Unified Process and UML in one book Includes real-world case studies Written by an experienced author and industry expert Ideal for students on Software Engineering courses

A Practical Guide to SysML Aug 19 2022 This book is the bestselling, authoritative guide to SysML for systems and software engineers, providing a comprehensive and practical resource for modeling systems with SysML. Fully updated to cover newly released version 1.3, it includes a full description of the modeling language along with a quick reference guide, and shows how an organization or project can transition to model-based systems engineering using SysML, with considerations for processes, methods, tools, and training. Numerous examples help readers understand how SysML can be used in practice, while reference material facilitates studying for the OMG Systems Modeling Professional (OCSMP) Certification Program, designed to test candidates' knowledge of SysML and their ability to use models to represent real-world systems. Authoritative and

comprehensive guide to understanding and implementing SysML A quick reference guide, including language descriptions and practical examples Application of model-based methodologies to solve complex system problems Guidance on transitioning to model-based systems engineering using SysML Preparation guide for OMG Certified Systems Modeling Professional (OCSMP)

Understanding UML Mar 26 2023 "...(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.

Requirements Analysis and System Design:Developing Information Systems with Uml with How to Break Software:Practcl Guide to Testing Jan 20 2020 This Multi Pack is made up of the following components; Maciaszek/ Requirements Analysis and System Design: Developing Information Systems with UML 0201709449 Whittaker/ How to Break Software: A Practical Guide to Testing 020179619

A Student Guide to Object-Oriented Development Feb 01 2021 A Student Guide to Object-Oriented Development is an introductory text that follows the software development process, from requirements

capture to implementation, using an object-oriented approach. The book uses object-oriented techniques to present a practical viewpoint on developing software, providing the reader with a basic understanding of object-oriented concepts by developing the subject in an uncomplicated and easy-to-follow manner. It is based on a main worked case study for teaching purposes, plus others with password-protected answers on the web for use in coursework or exams. Readers can benefit from the authors' years of teaching experience. The book outlines standard object-oriented modelling techniques and illustrates them with a variety of examples and exercises, using UML as the modelling language and Java as the language of implementation. It adopts a simple, step by step approach to object-oriented development, and includes case studies, examples, and exercises with solutions to consolidate learning. There are 13 chapters covering a variety of topics such as sequence and collaboration diagrams; state diagrams; activity diagrams; and implementation diagrams. This book is an ideal reference for students taking undergraduate introductory/intermediate computing and information systems courses, as well as business studies courses and conversion masters' programmes. Adopts a simple, step by step approach to object-oriented development Includes case studies, examples, and exercises with solutions to consolidate learning Benefit from the authors' years of teaching experience

Systems Engineering with SysML/UML Nov 29 2020 UML, the Universal Modeling Language, was the first programming language designed to fulfill the requirement for "universality." However, it is a software-specific language, and does not support the needs of engineers designing from the broader systems-based perspective. Therefore, SysML was created. It has been steadily gaining popularity, and many companies, especially in the heavily-regulated Defense, Automotive, Aerospace, Medical Device and Telecomms industries, are already using SysML, or are planning to switch over to it in the near future. However, little information is currently available on the market regarding SysML. Its use is just on the crest of becoming a

widespread phenomenon, and so thousands of software engineers are now beginning to look for training and resources. This book will serve as the one-stop, definitive guide that provide an introduction to SysML, and instruction on how to implement it, for all these new users. *SysML is the latest emerging programming language--250,000 estimated software systems engineers are using it in the US alone! *The first available book on SysML in English *Insider information! The author is a member of the SysML working group and has written sections of the specification *Special focus comparing SysML and UML, and explaining how both can work together

UML 2.0 in a Nutshell May 04 2021 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.

Networked Systems May 24 2020 This book constitutes the revised selected papers of the 7th International Conference on Networked Systems, NETYS 2019, held in Marrakech, Morocco, in June 2019. The 23 revised full papers and 3 short papers presented were carefully reviewed and selected from 60 submissions. The papers are organized in the following topics: formal verification, distributed systems, security, concurrency, and networks.

Applying Use Cases Jan 24 2023 Use case analysis is a methodology for defining the outward features of a software system from the user's point of view. Applying Use Cases, Second Edition, offers a clear and practical introduction to this cutting-edge software development technique. Using numerous realistic examples and a detailed case study, you are guided through the application of use case analysis in the development of software systems. This new edition has been updated and expanded to reflect the Unified Modeling Language (UML) version 1.3. It also includes more complex and precise examples, descriptions of the pros and cons of various use case documentation techniques, and discussions on how other modeling approaches relate

to use cases. Applying Use Cases, Second Edition, walks you through the software development process, demonstrating how use cases apply to project inception, requirements and risk analysis, system architecture, scheduling, review and testing, and documentation. Key topics include: Identifying use cases and describing actors Writing the flow of events, including basic and alternative paths Reviewing use cases for completeness and correctness Diagramming use cases with activity diagrams and sequence diagrams Incorporating user interface description and data description documents Testing architectural patterns and designs with use cases Applying use cases to project planning, prototyping, and estimating Identifying and diagramming analysis classes from use cases Applying use cases to user guides, test cases, and training material An entire section of the book is devoted to identifying common mistakes and describing their solutions. Also featured is a handy collection of documentation templates and an abbreviated guide to UML notation. You will come away from this book with a solid understanding of use cases, along with the skills you need to put use case analysis to work.

Languages for System Specification Dec 11 2021 Contributions on UML address the application of UML in the specification of embedded HW/SW systems. C-Based System Design embraces the modeling of operating systems, modeling with different models of computation, generation of test patterns, and experiences from case studies with SystemC. Analog and Mixed-Signal Systems covers rules for solving general modeling problems in VHDL-AMS, modeling of multi-nature systems, synthesis, and modeling of Mixed-Signal Systems with SystemC. Languages for formal methods are addressed by contributions on formal specification and refinement of hybrid, embedded and real-time stems. Together with articles on new languages such as SystemVerilog and Software Engineering in Automotive Systems the contributions selected for this book embrace all aspects of languages and models for specification, design, modeling and verification of systems. Therefore, the book gives an excellent overview of the actual state-of-the-art and the latest research results.

OCUP 2 Certification Guide Jun 17 2022 OCUP 2 Certification Guide: Preparing for the OMG Certified UML 2.5 Professional 2 Foundation Exam both teaches UML® 2.5 and prepares candidates to become certified. UML® (Unified Modeling Language) is the most popular graphical language used by software analysts, designers, and developers to model, visualize, communicate, test, and document systems under development. UML® 2.5 has recently been released, and with it a new certification program for practitioners to enhance their current or future career opportunities. There are three exam levels: Foundation, Intermediate, and Advanced. The exam covered in this book, Foundation, is a prerequisite for the higher levels. Author Michael Jesse Chonoles is a lead participant in the current OCUP 2 program—not only in writing and reviewing all the questions, but also in designing the goals of the program. This book distills his experience in modeling, mentoring, and training. Because UML® is a sophisticated language, with 13 diagram types, capable of modeling any type of modern software system, it takes users some time to become proficient. This effective resource will explain the material in the Foundation exam and includes many practice questions for the candidate, including sample problems similar to those found in the exam, and detailed explanations of why correct answers are correct and why wrong answers are wrong. Written to prepare candidates for the OCUP 2 Foundation level exam while they learn UML® Illustrated with UML® diagrams to clarify every concept and technique Offers hints for studying and test-taking based on the specific nature and structure of the Foundation Level exam Includes practice exam material, sample questions and exercises, warnings, tips, and points to remember throughout

Business Object Design and Implementation II Feb 19 2020 This proceedings contains some of the papers presented at the Business Object and Implementation Workshops held at OOPSLA'96, OOPSLA'97 and OOPSLA'98. The main theme of the workshops is to document the evolution of business objects, from ~any perspectives, including modelling, implementation, standards and applications. The

1996 workshop intended to clarify the specification, design, and implementation of interoperable, plug and play, distributed business object components and their suitability for delivery of enterprise applications; and to assess the impact of the WWW and, more specifically, the Intranet on the design and implementation of business object components. The main focus of the workshop was: What design patterns will allow implementation of business objects as plug and play components? How can these components be assembled into domain specific frameworks? What are the appropriate architectures/mechanisms as distributed object systems? What for implementing these frameworks organisational and development process issues need to be addressed to successfully deliver these systems? Is this approach an effective means for deploying enterprise application solutions? The third annual workshop (OOPSLA'97) was jointly sponsored by the Accredited Standards Committee X3H7 Object Information Management Technical Committee and the Object Management Group (OMG) Business Object Domain Task Force (BODTF) for the purpose of soliciting technical position papers relevant to the design and implementation of Business Object Systems.

UML Distilled May 16 2022 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.

Guide to the Unified Process featuring UML, Java and Design Patterns Mar 14 2022 John Hunt's book guides you through the use of the UML and the Unified Process and their application to Java systems. Key topics focus explicitly on applying the notation and the method to Java. The book is clearly structured and written, making it ideal for practitioners. This second edition is considerably revised and extended and includes examples taken from the latest version of Rational Rose and Together. Considers how Agile Modelling fits with the Unified Process, and presents Design Patterns Self contained □ covers both the Unified Process and UML in one book Includes real-world case studies Written by an experienced author and industry expert Ideal for students on Software Engineering courses

UML in Practice Sep 08 2021 Offers comprehensive coverage of all major modeling viewpoints Provides details of collaboration and class diagrams for filling in the design-level models

UML: A Beginner's Guide Jul 18 2022 Essential skills for first-time programmers! This easy-to-use book explains the fundamentals of UML. You'll learn to read, draw, and use this visual modeling language to create clear and effective blueprints for software development projects. The modular approach of this series--including drills, sample projects, and mastery checks--makes it easy to learn to use this powerful programming language at your own pace.

The Unified Modeling Language Reference Manual Mar 22 2020 Background; UML concepts; Reference; Appendices.

UML 2.0 Pocket Reference Jul 06 2021 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.

Requirements Analysis and System Design:Developing Information Systems with Uml with Uml Distilled:A Brief Guide to the Standard Object Modeling Language Oct 09 2021 This Multi Pack is made up of the following components; Maciaszek/ Requirements Analysis and System Design: Developing Information Systems with UML 0201709449 Fowler/ UML Distilled:A Brief Guide to the Standard Object Modeling Language 020165783X

UML 2 Certification Guide Sep 20 2022 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

Large-Scale Software Architecture Nov 22 2022 The purpose of large-scale software architecture is to capture and describe practical representations to make development teams more effective. In this book the authors show how to utilise software architecture as a tool to guide the development instead of capturing the architectural details after all the design decisions have been made. * Offers a concise description of UML usage for large-scale architecture * Discusses software architecture and design principles * Technology and vendor independent

Modeling Enterprise Architecture with TOGAF Jun 05 2021 Modeling Enterprise Architecture with TOGAF explains everything you need to know to effectively model enterprise architecture with The Open Group Architecture Framework (TOGAF), the leading EA standard. This solution-focused reference presents key techniques and illustrative examples to help you model enterprise architecture. This book describes the TOGAF standard and its structure, from the architecture transformation method to governance, and presents enterprise

architecture modeling practices with plenty of examples of TOGAF deliverables in the context of a case study. Although widespread and growing quickly, enterprise architecture is delicate to manage across all its dimensions. Focusing on the architecture transformation method, TOGAF provides a wide framework, which covers the repository, governance, and a set of recognized best practices. The examples featured in this book were realized using the open source Modelio tool, which includes extensions for TOGAF. Includes intuitive summaries of the complex TOGAF standard to let you effectively model enterprise architecture Uses practical examples to illustrate ways to adapt TOGAF to the needs of your enterprise Provides model examples with Modelio, a free modeling tool, letting you exercise TOGAF modeling immediately using a dedicated tool Combines existing modeling standards with TOGAF

UML for Database Design Jan 12 2022 Typically, analysis, development, and database teams work for different business units, and use different design notations. With UML and the Rational Unified Process (RUP), however, they can unify their efforts -- eliminating time-consuming, error-prone translations, and accelerating software to market. In this book, two data modeling specialists from Rational Software Corporation show exactly how to model data with UML and RUP, presenting proven processes and start-to-finish case studies. The book utilizes a running case study to bring together the entire process of data modeling with UML. Each chapter dissects a different stage of the data modeling process, from requirements through implementation. For each stage, the authors cover workflow and participants' roles, key concepts, proven approach, practical design techniques, and more. Along the way, the authors demonstrate how integrating data modeling into a unified software design process not only saves time and money, but gives all team members a far clearer understanding of the impact of potential changes. The book includes a detailed glossary, as well as appendices that present essential Use Case Models and descriptions. For all software team members: managers, team leaders, systems and data analysts, architects,

developers, database designers, and others involved in building database applications for the enterprise.

Web Engineering Dec 31 2020 Web engineering is a new discipline that addresses the pressing need for systematic and tool-supported approaches for the development, maintenance and testing of Web applications. Web engineering builds upon well-known and successful software engineering principles and practices, adapting them to the special characteristics of Web applications. Even more relevant is the enrichment with methods and techniques stemming from related areas like hypertext authoring, human-computer interaction, content management, and usability engineering. The goal of the 4th International Conference on Web Engineering (ICWE 2004), in line with the previous ICWE conferences, was to work towards a better understanding of the issues related to Web application development. Special attention was paid to emerging trends, technologies and future visions, to help the academic and industrial communities identify the most challenging tasks for their research and projects. Following a number of successful workshops on Web engineering since 1997 at well-known conferences, such as ICSE and WWW, the first conference on Web engineering was held in Cáceres, Spain in 2001. It was followed by ICWE 2002 in Santa Fe, Argentina and ICWE 2003 in Oviedo, Spain. In 2004 ICWE moved to the center of Europe and was held in Munich, Germany from July 26 to 30. ICWE 2004 was organized by the Institute for Informatics of the Ludwig-Maximilians-Universität (LMU) Munich. The ICWE 2004 edition received a total of 204 submissions, out of which 25 papers were selected by the Program Committee as full papers (12% acceptance).

UML Diagramming Aug 07 2021 The Unified Modeling Language, better known as UML, has become the de facto standard modeling language for analyzing and designing software applications and systems. Software analysis and design is just as much an art as it is a science. UML Diagramming: A Catalog of Cases shows the art and the science behind successful software analysis and design with more than 35 case studies of applications of a variety of industries, including:

Transportation Healthcare Supply chain management Education
Agriculture Manufacturing The book explains UML diagramming
through case studies to help systems and software developers specify,
visualize, construct, and document the artifacts of software systems.
The cases demonstrate how UML embodies software engineering best
practices for modeling large and complex systems. They show how
UML is an intuitive diagramming language that can be easily
understood by end-users and business professionals. These cases
studies also demonstrate how UML is a powerful language for
communicating software designs to help developers and end users
validate application scope, requirements, and features. Case studies
highlighted in the book included: WEBMED healthcare service system
services Inventory management system Business process outsourcing
(BPO) management system Weather monitoring system Product
recommendation system Textile management system Smart traffic
management system Online pharmacy management system
Placement automation system Farm management system Art gallery
management system Website development This catalog of UML case
studies is an invaluable reference for students studying software
engineering, programmers starting out their careers, and seasoned
systems developers needing a reference guide.

Urban and Regional Data Management Jun 24 2020 Spatial
technologies like GIS, CAD, and spatial DBMS have proved their
applicability and usability in almost every sector of urban development.
Urban Planning Systems, Public Participation Systems, and others
have been continuously developed and improved contributing to better
decision making, communicating ideas between different actors as well
as

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