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# Object Oriented Modeling James Rumbaugh First Edition

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Enterprise Modeling with UML

Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development: 3rd Edition

Practical Object-oriented Development with UML and Java

UML Distilled

The Unified Software Development Process

UML 2.0 in a Nutshell

Object-oriented Modeling and Design

The Unified Modeling Language Reference Manual

UML Explained

The Unified Modeling Language User Guide

Object-oriented Methods

Guide to the Unified Process featuring UML, Java and Design Patterns

Real-Time Object-Oriented Modeling

Learning UML 2.0

Object-oriented Modeling and Design with UML

Object Oriented Modeling And Design

Object-oriented Modeling and Design for Database Applications

Object-Oriented Project Management with UML

UML in a Nutshell

Object-Oriented Design with UML and Java

Use Case Modeling

Ebook: Object-Oriented Systems Analysis and Design Using UML

Object-Oriented Design And Patterns

UML 2 For Dummies

Object-Oriented Analysis and Design

Techniques of Program Structure and Design

Object-oriented Modeling and Design with UML  
UML 2 and the Unified Process  
UML @ Classroom  
Best of Booch  
The Complete UML Training Course  
Use Case Driven Object Modeling with UML Theory and Practice  
Object-oriented Software Engineering  
Object-Oriented Analysis and Design for Information Systems  
Practical Object-oriented Design with UML  
Object Design  
Systems Analysis and Design  
Object-Oriented Analysis and Design  
OMT Insights  
The Object Constraint Language

*Object Oriented Modeling James  
Rumbaugh First Edition*

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## **HORTON ABBIGAIL**

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Enterprise Modeling with UML Springer Science & Business Media  
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.

Applying UML and Patterns: An Introduction to Object Oriented Analysis and Design and Iterative Development: 3rd Edition  
Pearson

Object-Oriented Analysis and Design for Information Systems clearly explains real object-oriented programming in practice.

Expert author Raul Sidnei Wazlawick explains concepts such as object responsibility, visibility and the real need for delegation in detail. The object-oriented code generated by using these concepts in a systematic way is concise, organized and reusable. The patterns and solutions presented in this book are based in research and industrial applications. You will come away with clarity regarding processes and use cases and a clear understand of how to expand a use case. Wazlawick clearly explains clearly how to build meaningful sequence diagrams. Object-Oriented Analysis and Design for Information Systems illustrates how and why building a class model is not just placing classes into a diagram. You will learn the necessary organizational patterns so that your software architecture will be maintainable. - Learn how to build better class models, which are more maintainable and

understandable. - Write use cases in a more efficient and standardized way, using more effective and less complex diagrams. - Build true object-oriented code with division of responsibility and delegation.

*Practical Object-oriented Development with UML and Java*  
"O'Reilly Media, Inc."

This text applies object-oriented techniques to the entire software development cycle.

**UML Distilled** Addison-Wesley Professional

Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full

potential.

The Unified Software Development Process Addison-Wesley Professional

Cay Horstmann offers readers an effective means for mastering computing concepts and developing strong design skills. This book introduces object-oriented fundamentals critical to designing software and shows how to implement design techniques. The author's clear, hands-on presentation and outstanding writing style help readers to better understand the material. • A Crash Course in Java • The Object-Oriented Design Process • Guidelines for Class Design • Interface Types and Polymorphism • Patterns and GUI Programming • Inheritance and Abstract Classes • The Java Object Model • Frameworks • Multithreading • More Design Patterns

UML 2.0 in a Nutshell Prentice Hall

Designed for software professionals who are concerned about the success of their object-oriented projects, this volume covers all aspects of the Booch method and how a complete method must address a model's notation and semantics as well as a process for creating that model

Object-oriented Modeling and Design Springer Science & Business Media

\*Watch, listen, and learn as Grady Booch carefully describes key UML concepts with over 200 dynamic animated figures.\*Cyber Classroom includes a fully-searchable electronic version of the classic The Unified Modeling Language User Guide, the full text of the UML specification documents, PLUS a UML dictionary with over 600 hyperlinked terms!!\*Also includes a Video Introduction to the UML by Grady Booch, over 300 practice questions to test

your knowledge, hyperlinking, full-text searching, and more! **BONUS:** Second CD-ROM includes fully searchable electronic version of The Unified Modeling Language Reference Manual. The worlds most authoritative UML training CD-ROM! Now you can learn UML from the original designers: Grady Booch, James Rumbaugh, and Ivar Jacobson! This training course includes the UML Multimedia Cyber Classroom CD-ROM, plus Rumbaugh/Jacobson/Boochs masterful The Unified Modeling Language Reference Manual. UML Multimedia Cyber Classroom CD-ROM\*Over 300 practice questions to test your knowledge!\*200+ multimedia UML diagrams animate every key UML concept.\*Expert insight straight from the original designers of UML! applications!\*Find it fast! CD-ROM includes fully-searchable copy of The Unified Modeling Language User Guide 100% COMPREHENSIVE, 100% AUTHORITATIVE! an expert UML modeler, including concepts, syntax, modeling techniques, and more: \*Modeling: Fundamental principles and rationale\*UML: Overview, conceptual model, architecture & development lifecycle\*Classes: Basic & Advanced\*Relationships: Basic & Advanced\*Common Mechanisms\*Diagrams, Class Diagrams, and Object Diagrams\*Interfaces, Types, & Roles\*Packages & Instances\*Interactions & Interaction Diagrams\*Use Cases & Use Case Diagrams\*Activity Diagrams\*Events & Signals\*State Machines\*Processes & Threads\*Time & Space\*Statechart Diagrams\*Architectural Modeling: Components, Deployment & Collaborations\*Patterns & Frameworks\*Systems & Models\*Hundreds of terms and concepts defined in detail-by the object-oriented modeling experts who created them\*Large collection of 2-color UML diagrams, extensively annotated\*Expert

insight into UML views designed to help you integrate UMLs key constructs into a unified whole\*Detailed reference guides to the UML metamodel, notation, and standard extensions Learn modeling hands on-then apply it to a series of increasingly complex, real-world problems! Rational Software Corporation and one of the original designers of the UML. Technical requirements: Windows 95/98, Windows NT 4.x, Windows 2000 Internet Explorer (Included) 20 MB disk space 32 MB RAM CD-ROM drive Sound card support

The Unified Modeling Language Reference Manual John Wiley & Sons

Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

**UML Explained** Pearson Education India

This book presents those concepts and techniques that support almost any system development approach--whether it involves computers, people, or machines. It considers object structure, object behavior and more advanced concepts such as composition, structural constraints, rules, using rules and diagrams, meta-modeling, and power types.

**The Unified Modeling Language User Guide** McGraw-Hill Education

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

*Object-oriented Methods* Pearson Education India

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* Elsevier

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

**Real-Time Object-Oriented Modeling** McGraw Hill

Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies

dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. \* Integrates design and implementation, using Java and UML\* Includes case studies and exercises \* Bridges the gap between programming texts and high level analysis books on design

#### Learning UML 2.0 Elsevier

Covering the breadth of a large topic, this book provides a thorough grounding in object-oriented concepts, the software development process, UML and multi-tier technologies. After covering some basic ground work underpinning OO software projects, the book follows the steps of a typical development project (Requirements Capture - Design - Specification & Test), showing how an abstract problem is taken through to a concrete solution. The book is programming language agnostic - so code is kept to a minimum to avoid detail and deviation into implementation minutiae. A single case study running through the text provides a realistic example showing development from an initial proposal through to a finished system. Key artifacts such as the requirements document and detailed designs are included. For each aspect of the case study, there is an exercise for the reader to produce similar documents for a different

system.

#### *Object-oriented Modeling and Design with UML Addison-Wesley Professional*

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience - thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

#### *Object Oriented Modeling And Design Addison-Wesley Professional*

This is a revised and updated edition of this title, which provides a practical introduction to the design of object-oriented programs using UML. It includes detailed coverage of modelling techniques and notation, with worked examples throughout. The book contains substantial code examples in Java. It clearly connects design concepts with code, and is useful for people with programming experience who wish to learn about design. It is also useful for computer science and software engineering undergraduates taking courses covering object-oriented techniques. The book provides explanations of UML and OCL notation emphasis on transitions from design to code, as well as including complete case studies with code, and many exercises. *Object-oriented Modeling and Design for Database Applications* Addison-Wesley Professional

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.

*Object-Oriented Project Management with UML* Addison-Wesley Professional

*Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition* helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a

detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious healthcare company that shows students how SAD concepts are applied in real-life scenarios.

**UML in a Nutshell** Addison-Wesley Professional

The Unified Modeling Language (UML), for the first time in the history of systems engineering, gives practitioners a common language. This concise quick reference explains how to use each component of the language, including its extension mechanisms and the Object Constraint Language (OCL)

**Object-Oriented Design with UML and Java** Pearson Education

"This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines. Even for people not working with the Unified Process, the book is still of great use. UML 2 and the Unified Process, Second Edition is a must-read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner." --Roland Leibundgut, Technical Director, Zuehlke Engineering Ltd. "This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the

different aspects needed to satisfy it. " --Eric Naiburg, Market Manager, Desktop Products, IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object-oriented analysis and design using UML 2. It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process (UP). UML 2 and the Unified Process contains a wealth of practical, powerful, and useful techniques that you can apply immediately. As you progress through the text, you will learn OO analysis and design techniques, UML syntax and semantics, and the relevant aspects of the UP. The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO

analyst and designer. This book provides Chapter roadmaps, detailed diagrams, and margin notes allowing you to focus on your needs Outline summaries for each chapter, making it ideal for revision, and a comprehensive index that can be used as a reference New to this edition: Completely revised and updated for UML 2 syntax Easy to understand explanations of the new UML 2 semantics More real-world examples A new section on the Object Constraint Language (OCL) Introductory material on the OMG's Model Driven Architecture (MDA) The accompanying website provides A complete example of a simple e-commerce system Open source tools for requirements engineering and use case modeling Industrial-strength UML course materials based on the book