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HKJYVA - MURRAY RODRIGO

C++ For Artists The Art, Philosophy, and Science of Object-Oriented Programming takes a refreshing and sometimes controversial approach to the complex topic of object-oriented programming and the C++ language. Intended as both a classroom and reference t

This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case

studies illustrate design issues for different software architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.

ABOUT THE TECHNOLOGY What it is: UML (Unified Modeling Language) is a graphical modeling language used to specify, visualize, construct, and document applications and software systems, which are implemented with components and object-oriented pro-

programming languages, such as Java, C++, and Visual Basic. UML incorporates the object-oriented community's consensus on core modeling concepts and provides a standard way for developers to communicate the details of system design and development. In addition to object-oriented modeling of applications, UML is also used for business-process modeling, data modeling, and XML modeling. Purpose of modeling: Models for software systems are as important as having a blueprint for a large building, or an outline for a book. Good models enhance communication among project teams and assure architectural soundness. The more complex the software system, the more important it is to have models that accurately describe the system and can be understood by everyone. UML helps provide this via a standard for graphical diagrams. Just like an architect can understand the notations on any blueprint, UML enables software engineers and business managers to understand the design of any software system, even if the original designers have long left the company. Organization behind it: Object Management Group (OMG) (www.omg.org). (UML Resource Page at OMG Web site is www.omg.org/uml.) The OMG produces and maintains the UML standard, an internationally recognized standard. The OMG is an open membership, not-for-profit consortium that produces and maintains computer industry specifications for interoperable enterprise applications. Its membership roster (about 800) includes just about every large company in the computer industry and hundreds of smaller ones. Most of the companies that shape enterprise and Internet computing are represented on the OMG's Board of Directors. Companies that contributed to the UML Standard: Realizing that UML would be strategic to their business, the following companies contribut-

ed their ideas to the first UML standard: Digital Equipment Corp, HP, i-Logix, IntelliCorp, IBM, ICON Computing, MCI, Microsoft, Oracle, Rational Rose, TI, and Unisys. Companies that use UML: It is safe to say that all Fortune 1000 companies are currently using UML, or are moving toward UML to model and design their applications and systems. This includes companies from all vertical industries, from Coca Cola to Warner Brothers, from CVS Pharmacy to Lockheed Martin Aerospace. You name the company - if they have an IT department, they are using UML.

Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

"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

* Comprehensive coverage of all aspects of UML (Unified Modeling Language), including use, diagramming notation, the object constraint language, and profiles * UML is the industry standard specification for modeling, visualizing, and documenting software projects * Includes up-to-date coverage of both UML 1.4 and the new 2.0 UML specifications * Thoroughly covers executable UML and testing UML diagrams, making coding more efficient * Companion Web site provides additional code samples and updates Any time you need quick answers for developing or debugging Java programs, this pocket guide is the ideal reference to standard

features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists including Java 9 features such as modular source code and the new JShell interactive command-line REPL. It's a handy companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Use new features in Java 9, including modular source code and JShell Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

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.

This book presents a variant of UML that is especially suitable for agile development of high-quality software. It adjusts the language UML profile, called UML/P, for optimal assistance for the design, implementation, and agile evolution to facilitate its use especially in agile, yet model based development methods for data intensive or control driven systems. After a general introduction to UML and the choices made in the development of UML/P in Chapter 1, Chapter 2 includes a definition of the language elements of class diagrams and their forms of use as views and representations. Next, Chapter 3 introduces the design and semantic facets of the Object Constraint Language (OCL), which is conceptually improved and syntactically adjusted to Java for better comfort. Subsequently, Chapter 4 introduces object diagrams as an independent, exemplary notation in UML/P, and Chapter 5 offers a detailed introduction to UML/P Statecharts. Lastly, Chapter 6 presents a simplified form of sequence diagrams for exemplary descriptions of object interactions. For completeness, appendixes A-C describe the full syntax of UML/P, and appendix D explains a sample application from the E-commerce domain, which is used in all chapters. This book is ideal for introductory courses for students and practitioners alike.

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

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.

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

Practical UML Statecharts in C/C++ Second Edition bridges the gap between high-level abstract concepts of the Unified Modeling Language (UML) and the actual programming aspects of modern hierarchical state machines (UML statecharts). The book describes a lightweight, open source, event-driven infrastructure, called QP that enables direct manual coding UML statecharts and concurrent event-driven applications in C or C++ without big tools. This book is presented in two parts. In Part I, you get a practical description of the relevant state machine concepts starting from traditional finite state automata to modern UML state

machines followed by state machine coding techniques and state-machine design patterns, all illustrated with executable examples. In Part II, you find a detailed design study of a generic real-time framework indispensable for combining concurrent, event-driven state machines into robust applications. Part II begins with a clear explanation of the key event-driven programming concepts such as inversion of control (Hollywood Principle), blocking versus non-blocking code, run-to-completion (RTC) execution semantics, the importance of event queues, dealing with time, and the role of state machines to maintain the context from one event to the next. This background is designed to help software developers in making the transition from the traditional sequential to the modern event-driven programming, which can be one of the trickiest paradigm shifts. The lightweight QP event-driven infrastructure goes several steps beyond the traditional real-time operating system (RTOS). In the simplest configuration, QP runs on bare-metal microprocessor, microcontroller, or DSP completely replacing the RTOS. QP can also work with almost any OS/RTOS to take advantage of the existing device drivers, communication stacks, and other middleware. The accompanying website to this book contains complete open source code for QP, ports to popular processors and operating systems, including 80x86, ARM Cortex-M3, MSP430, and Linux, as well as all examples described in the book.

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.

How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other popular technologies Enterprise Java with UML is the first comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

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.

A critical part of any company's successful strategic planning is the creation of an Enterprise Business Architecture (EBA) with its formal linkages. Strategic research and analysis firms have recognized the importance of an integrated enterprise architecture and they have frequently reported on its increasing value to successful companies. Enterpr

A guidebook to UML computer programming language, covering version 2.0 OMG UML Standard.

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

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.

Software -- Software Engineering.

This volume contains the papers presented at the Tenth SDL Forum, Cop- hagen. SDL is the Speci?cation and Description Lan-

language first standardized by the world telecommunications body, the International Telecommunications Union (ITU), more than 20 years ago in 1976. While the original language and domain of application has evolved significantly, the foundations of SDL as a graphical, state-transition and process-communication language for real-time systems have remained. Today SDL has also grown to be one notation in the set of unified modelling languages recommended by the ITU (ASN.1, MSC, SDL, ODL, and TTCN) that can be used in methodology taking engineering of systems from requirements capture through to testing and operation. The SDL Forum is held every two years and has become the most important event in the calendar for anyone involved in SDL and related languages and technology. The SDL Forum Society that runs the Forum is a non-profit organization whose aim it is to promote and develop these languages.

For nearly ten years, the Unified Modeling Language (UML) has been the industry standard for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system. As the de facto standard modeling language, the UML facilitates communication and reduces confusion among project stakeholders. The recent standardization of UML 2.0 has further extended the language's scope and viability. Its inherent expressiveness allows users to model everything from enterprise information systems and distributed Web-based applications to real-time embedded systems. In this eagerly anticipated revision of the best-selling and definitive guide to the use of the UML, the creators of the language provide a tutorial to its core aspects in a two-color format designed to facilitate learning. Starting with an overview of the UML, the book explains the language gradually

by introducing a few concepts and notations in each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of *The Unified Modeling Language User Guide* an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs. New details and updated coverage of provided and required interfaces, collaborations, and UML profiles. Additions and changes to discussions of sequence diagrams, activity diagrams, and more. Coverage of many other changes introduced by the UML 2.0 specification. With this essential guide, you will quickly get up to speed on the latest features of the industry standard modeling language and be able to apply them to your next software project.

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.

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 is about software product lines (SPLs) designed and developed taking UML diagrams as the primary basis, modeled ac-

ording to a rigorous approach composed of an UML profile and a systematic process for variability management activities, forming the Stereotype-based Management of Variability (SMarty) approach. The book consists of five parts. Part I provides essential concepts on SPL in terms of the first development methodologies. It also introduces variability concepts and discusses SPL architectures finishing with the SMarty approach. Part II is focused on the design, verification and validation of SMarty SPLs, and Part III concentrates on the SPL architecture evolution based on ISO/IEC metrics, the System-PLA method, optimization with the MOA4PLA method, and feature interaction prevention. Next, Part IV presents SMarty as a basis for SPL development, such as, the M-SPLearning SPL for mobile learning applications, the PLeTs SPL for testing tools, the PlugSPL plugin environment for supporting the SPL life cycle, the SyMPLES approach for designing embedded systems with SysML, the SMartySPEM approach for software process lines (SPRL), and re-engineering of class diagrams into an SPL. Eventually, Part V promotes controlled experimentation in UML-based SPLs, presenting essential concepts on how to plan, conduct, and document experiments, as well as showing several experiments carried out with SMarty. This book aims at lecturers, graduate students and experienced practitioners. Lecturers might use the book for graduate level courses about SPL fundamentals and tools; students will learn about the SPL engineering process, variability management, and mass customization; and practitioners will see how to plan the transition from single-product development to an SPL-based process, how to document inherent variability in a given domain, or how to apply controlled experiments to SPLs.

Background; UML concepts; Reference; Appendices.

Executable UML can help organizations implement working software systems. This book shows how UML can be used to execute code.

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

Automatic code generation is an essential cornerstone of model-driven approaches to software development. Currently, lots of techniques are available that support the specification and implementation of code generators, such as engines based on templates or rule-based transformations. All those techniques have in common that code generators are either directly programmed or described by means of textual specifications. This monograph presents Genesys, a general approach, which advocates the graphical development of code generators for arbitrary source and target languages, on the basis of models and services. In particular, it is designed to support incremental language development on arbitrary metalevels. The use of models allows building code generators in a truly platform-independent and domain-specific way. Furthermore, models are amenable to formal verification methods such as model checking, which increase the reliability and robustness of the code generators. Services enable the reuse and integration of existing code generation frameworks and tools regardless of their complexity, and at the same time manifest as easy-to-use building blocks which facilitate agile development through quick interchangeability. Both, models and services, are reusable and thus form a growing repository for the fast creation and evolution of code generators.

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.

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

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)

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wire-

less connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

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.

With its clear introduction to the Unified Modeling Language (UM-

L) 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.

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.

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). Us-

ing 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.

Contains standards and guidelines for creating UML diagrams that are concise and easy to understand.