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The Elements of UML™ 2.0 Style sets the rules for style that will improve your productivity. Reviews From reviews of The Elements of UML Style by Scott Ambler: 'Just as Strunk & White's The Elements of Style provides rules of usage for writing in English, this text furnishes a set of rules for modeling in the Unified Modeling Language.'

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Using a similar style of presentation, The Elements of UML 2.0 Style defines a set of rules for developing high-quality UML diagrams. In doing so, this guide: Employs existing

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standards defined by the Object Management Group (OMG) wherever possible. Provides a justification for each rule.

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## The Elements of UML 2.0 Style

This book is organized in a straightforward manner. Chapter 2 describes general diagramming principles that are applicable to all types of UML diagrams (and many non-UML diagrams for that matter). Chapter 3 describes guidelines for common UML elements such as stereotypes, notes, and frames.

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## of UML™ 2.0 Style

The Elements of UML (TM) 2.0 Style. Scott W. Ambler. Cambridge University Press, May 9, 2005 - Computers - 188 pages. 4 Reviews. For all developers who create models using the Unified Modeling...

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## The Elements of UML(TM) 2.0 Style - Scott W. Ambler ...

The Unified Modeling Language (UML) (Object Management Group 2004) is a good start because it defines the notation and semantics for common object-oriented models. Some projects will require more types of models than the UML describes, as I show in The Object Primer 3/e (Ambler 2004), but the UML will form the core of any modern modeling effort.

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For all developers who create models using the Unified Modeling Language (UML) 2.x The Elements of UML(TM) 2.0 Style sets the rules for style that will improve your productivity - especially in teams, where understandability and consistency are critical.

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The Elements of Uml(tm) 2.0 Style by Scott W. Ambler

There are four parts to the UML 2.x specification: The Superstructure that defines the notation and semantics for diagrams and their model elements The Infrastructure that defines the core metamodel on which the Superstructure is based The Object Constraint Language (OCL) for defining rules for model elements

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Unified Modeling Language - Wikipedia

History of UML: Methods and Notations Requirement Specification UML 2.0 Modeling Business Systems Business Processes and Business Systems One Model—Two Views External View The Elements of a View Use Case Diagrams

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The Elements of UML™ 2.0 Style - by Scott W. Ambler May 2005

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

This title contains standards and guidelines for creating UML diagrams that are concise and easy to understand.

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.

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

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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.

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 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

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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.

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



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information

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

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Learn how to move to UML for current users of the Booch/OMT/Objectory methods \* Provides numerous real-world examples and a complete case study that walks you through the project life cycle-analysis, design, and construction \* Includes CD-ROM with Rational Rose(r) 4.0 demo, analysis and design models in UML, and Java(TM) code HANS-ERIK ERIKSSON AND MAGNUS PENKER

Quickly acquire the knowledge and skills you need to make the most of this revolutionary visual modeling language With the release of UML, object-oriented developers at last have a common language for modeling and developing software systems. That means less time wasted sorting out conflicting terms and symbols and more time spent modeling better software systems. Now this powerful book/CD package arms you with everything you need to make the most of UML and the rapidly growing suite of UML-based products. The authors walk you through the entire language, providing easy-to-follow guidelines and loads of real-world examples. They also give you detailed explanations of all UML diagrams, a full-length case study showing how UML is used to develop an application, a visual glossary of all UML notations, and step-by-step instructions on how to:

- \* Move to UML from Booch, OMT, and Objectory
- \* Map Java to UML-including many full-blown examples
- \* Define design patterns and how to use patterns in UML
- \* Describe real-time systems in UML
- \* Employ use cases to capture a system's functional requirements

On the CD-ROM you'll find:

- \* All UML models from the book
- \* All the Java code from the book
- \* Demo version of Rational Rose(r) 4.0

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

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