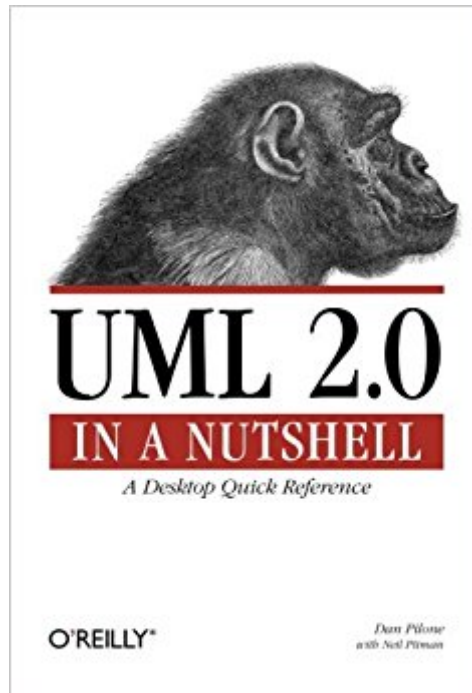


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# UML 2.0 In A Nutshell (In A Nutshell (O'Reilly))



## Synopsis

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.

## Book Information

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## Customer Reviews

This is the book that UML In a Nutshell should have been. Several years ago I picked up the original UML In a Nutshell with high hopes; I didn't bother reading much of it in the bookstore because (after all) the book was an O'Reilly. It had an animal on the cover; quality was assured. I snapped it up and went home. It turned out to be the one of the worst computer books I'd ever bought, and many of the reviews agreed with me. I wrote my own scathing (but rather funny) review, and to be honest I don't know what happened to the book itself, I no longer cared. A few weeks ago I received email from an editor at O'Reilly asking if I was the person who had posted that review, and would I be interested in a copy of their re-written book on UML 2.0? The book arrived a few days ago, and I've spent a couple hours going through it. (In the interest of disclosure, please note that I did not pay for my copy). To put it mildly, UML 2.0 In a Nutshell is a vast improvement. I don't know how to emphasize this: It's like waking up from a bad nightmare of Throgzaks-are-after-you (and of course, you can't run) to realize that everything is okay and it was just the cat sleeping on your face. It is a huge relief that O'Reilly recognized their error and decided to fix it. This book is smaller, more succinct and to the point. The authors dive into meaty subject material right away, starting with the stuff that most engineers are likely to use. The writing is pleasantly conversational, targetted to a technical (rather than a managerial) audience, and the subject matter is well organized.

I approached this book with some trepidation. I did not want to get into a sales pitch about the merits of one modeling tool over others. It quickly became obvious that this book is not about tools. In fact, the opposite is true. This book is truly about the UML. While there are sparse references to some tools, the text focuses on the UML as a standard and how to effectively and pragmatically apply it to your efforts. Another concern I had when starting this book was a strict adherence to the UML. Much to my pleasure, this book takes a very pragmatic approach to modeling software systems. There are often statements indicating how "many designers do it" as opposed to the more formal approach. These situations show how making the UML work for you (as opposed to you working for the UML) does not cause any lack of clarity. In fact, it often adds to clarity and simplicity. I really appreciate the way in which the text suggests approaching adoption and use of the UML. It would be difficult to try and quickly learn and apply all of the details, of all of the diagram types, and which arrows connect what shapes. The book addresses this by suggesting that readers adopt the UML in pieces. It also suggests that not every diagram type is needed for every situation. Once again, the text emphasizes a practical approach. Although it would seem difficult to describe the graphical nature of the UML in text, the author does this quite adeptly. There is an excellent balance between figures

and text. Examples are direct and meaningful. Also, the author does not dwell on how to model a software system. Instead, the focus is on how to use the UML as a modeling tool.

When searching for a very good UML reference book last year, I happened upon the book entitled "UML 2.0 in a Nutshell" by Dan Pilone with Neil Pitman. The book, which measures a mere 8.9 by 6 by 0.8 inches, is both lightweight and highly portable; which is one of the reasons that I decided to purchase a copy. However, it was ultimately the content of the book, and not its compact size, that convinced me that this would be a very useful resource. Condensed within 216 pages, "UML 2.0 in a Nutshell" lives up to its title, as the book is an extremely informative resource in understanding the various graphical elements that comprise UML with its nine types of diagrams. The book's 12 chapters and two appendices are divided into four main parts: an introduction, static diagrams, behavioral modeling diagrams and finally, extensions and applications of UML. First Part:

Introduction chapter 1: Fundamentals of UML This chapter provides a short, but good introduction to the fundamentals of UML. If you have never used UML before, this will help to introduce several key concepts of UML; but you might want to consider purchasing a UML tutorial book, such as "UML Weekend Crash Course" by Thomas A. Pender, to obtain a more hands-on approach to learning UML. Second Part: Static Diagrams Chapter 2: Class Diagrams Class diagrams are one of the most important aspects of UML. With class diagrams, the relationships between classes can be thoroughly illustrated, including the strengths of the relationships between classes. This chapter provides a precise description of the various ways that class relationships can be defined within UML: dependencies, associations, aggregations, compositions and generalizations; as well as association classes.

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