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The Unified Modeling Language (UML) is one of the most important languages for anyone in the software industry to know. It is a rich and expressive language, but it's next to impossible to memorize all aspects of UML. Let the UML Pocket Reference 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 ...

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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.

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The UML Reference Manual is organized into three parts: an overview of UML his-tory and of modeling, a survey of UML concepts, and an alphabetical encyclopedia of UML terms and concepts. The ?rst part is a survey of UML—its history, purposes, and uses—to help you understand the origin of UML and the need it tries to ?il. The second part is a brief survey of UML views so that you can ...

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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.

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.

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.

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.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal 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 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)

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

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad.

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam

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