

Applying Uml And Patterns An Introduction To Object Oriented Analysis And Design An Approach To Object Oriented Analysis And Design

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Applying UML and Patterns is the world ' s #1 business and college introduction to “ thinking in objects ” and using that insight in real-world object-oriented analysis and design. Building on two widely acclaimed previous editions, Craig Larman has updated this book to fully reflect the new UML 2 standard, to help you master the art of object design, and to promote high-impact, iterative, and skillful agile modeling practices.

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Key topics included are UML, iterative, incremental use case driven development, and the use of patterns in software design. The coverage of UML is complete (as of 1998, anyway), and the description of a proposed software development process is extensive, without actually referencing Rational's Unified Process.

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Learn UML for Modeling—Third, the Unified Modeling Language (UML) has emerged as the standard notation for modeling, so it ' s useful to be able to apply it skillfully. Learn Design Patterns—Fourth, design patterns communicate the “ best practice ” idioms OO design experts apply. You will learn to apply design patterns, including the popular “ Gang-of-Four ” patterns, and the GRASP patterns. Learning and applying patterns will accelerate your mastery of analysis and design.

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He is the author of Applying UML and Patterns: An Introduction to OOA/D and the Unified Process, the world's best-selling text on OOA/D, translated to many languages and used globally in industry and colleges. He also co-authored the Java 2 Performance and Idiom Guide. He can be reached at www.craiglarman.com for questions, articles, and services.

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Cris Kobryn, Chair of the UML Revision Task Force and UML 2.0 Working Group A brand new edition of the world's most admired introduction to object-oriented analysis and design with UML Fully updated for UML 2 and the latest iterative/agile practices Includes an all-new case study illustrating many of the book's key points Applying UML and Patterns is the world's #1 business and college introduction to "thinking in objects" and using that insight in real-world object-oriented analysis and design.

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Applying UML and Patterns. Craig Larman. This is a classroom text book for teaching the fundamentals of object oriented software development. At close to 500 pages, highly structured into 38 chapters, and with heavy use of diagrams throughout, this book attempts to be a thorough introduction to the subject.

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Designing a Persistence Framework with Patterns. Applying UML and Patterns, Third Edition, is a lucid and practical introduction to thinking and designing with objects—and creating systems that are well crafted, robust, and maintainable. EVI-D100 MANUAL PDF What are the UP Disciplines?