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KEY=OBJECT - LOGAN HOBBS

Advanced Object-Oriented Analysis and Design Using UML Cambridge University Press This 1998 book conveys the essence of object-oriented programming and software building through the Unified Modeling Language. Applying UML and Patterns An Introduction to Object-oriented Analysis and Design and the Unified Process Prentice Hall Professional An update to the bestselling UML classic, this title has been revised to cover the unified process and Rational Software's processes. Larman also shows developers how to make practical use of the most significant recent developments in object-oriented analysis and design. Fundamentals of Object Databases Springer Nature Object-oriented databases were originally developed as an alternative to relational database technology for the representation, storage, and access of non-traditional data forms that were increasingly found in advanced applications of database technology. After much debate regarding object-oriented versus relational database technology, object-oriented extensions were eventually incorporated into relational technology to create object-relational databases. Both object-oriented databases and object-relational databases, collectively known as object databases, provide inherent support for object features, such as object identity, classes, inheritance hierarchies, and associations between classes using object references. This monograph presents the fundamentals of object databases,

with a specific focus on conceptual modeling of object database designs. After an introduction to the fundamental concepts of object-oriented data, the monograph provides a review of object-oriented conceptual modeling techniques using side-by-side Enhanced Entity Relationship diagrams and Unified Modeling Language conceptual class diagrams that feature class hierarchies with specialization constraints and object associations. These object-oriented conceptual models provide the basis for introducing case studies that illustrate the use of object features within the design of object-oriented and object-relational databases. For the object-oriented database perspective, the Object Data Management Group data definition language provides a portable, language-independent specification of an object schema, together with an SQL-like object query language. LINQ (Language INtegrated Query) is presented as a case study of an object query language together with its use in the db4o open-source object-oriented database. For the object-relational perspective, the object-relational features of the SQL standard are presented together with an accompanying case study of the object-relational features of Oracle. For completeness of coverage, an appendix provides a mapping of object-oriented conceptual designs to the relational model and its associated constraints. Table of Contents: List of Figures / List of Tables / Introduction to Object Databases / Object-Oriented Databases / Object-Relational Databases Object-Oriented Analysis and Design Springer Science & Business Media Object-oriented analysis and design (OOAD) has over the years, become a vast field, encompassing such diverse topics as design process and principles, documentation tools, refactoring, and design and architectural patterns. For most students the learning experience is incomplete without implementation. This new textbook provides a comprehensive introduction to OOAD. The salient points of its coverage are: • A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic linking, etc. • A good introduction to the stage of requirements analysis. • Use of UML to document user requirements and design. • An extensive treatment of the design process. • Coverage of implementation issues. • Appropriate use of design and architectural patterns. • Introduction to the art and craft of refactoring. • Pointers to resources that further the reader's knowledge. All the main case-studies used for this book have been implemented by the authors using Java. The text is liberally peppered with snippets of code, which are short and fairly self-explanatory and easy to read. Familiarity with a Java-like syntax and a broad understanding of the structure of Java would be helpful in using the book to its full potential. Object-oriented Software Engineering Practical Software Development Using UML and Java McGraw-Hill College This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete

examples, with code written in Java. **Object-Oriented and Classical Software Engineering McGraw-Hill Science, Engineering & Mathematics Classical and Object-Oriented Software Engineering, 5/e** is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programming. The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

Effective Model-Based Systems Engineering Springer This textbook presents a proven, mature Model-Based Systems Engineering (MBSE) methodology that has delivered success in a wide range of system and enterprise programs. The authors introduce MBSE as the state of the practice in the vital Systems Engineering discipline that manages complexity and integrates technologies and design approaches to achieve effective, affordable, and balanced system solutions to the needs of a customer organization and its personnel. The book begins with a summary of the background and nature of MBSE. It summarizes the theory behind Object-Oriented Design applied to complex system architectures. It then walks through the phases of the MBSE methodology, using system examples to illustrate key points. Subsequent chapters broaden the application of MBSE in Service-Oriented Architectures (SOA), real-time systems, cybersecurity, networked enterprises, system simulations, and prototyping. The vital subject of system and architecture governance completes the discussion. The book features exercises at the end of each chapter intended to help readers/students focus on key points, as well as extensive appendices that furnish additional detail in particular areas. The self-contained text is ideal for students in a range of courses in systems architecture and MBSE as well as for practitioners seeking a highly practical presentation of MBSE principles and techniques.

Software Modeling and Design UML, Use Cases, Patterns, and Software Architectures Cambridge University Press 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. Design Patterns Explained A New Perspective on Object-Oriented Design Pearson Education "One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples-this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." -Bruce Eckel "...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." -James Noble Leverage the quality and productivity benefits of patterns-without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern-a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter

Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns-or if you've struggled to make them work for you-read this book.

Topological UML Modeling An Improved Approach for Domain Modeling and Software Development Elsevier Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML® that combines the formalism of the Topological Functioning Model (TFM) mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result - developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the Unified Modeling Language (UML®), an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be implemented in existing UML® modeling tools and toolsets Sixth International Workshop on Object-Oriented Real-Time Dependable Systems Proceedings : 8-10 January, 2001, Rome, Italy IEEE Systems Analysis and Design An Object-Oriented Approach with UML Wiley Global Education Systems Analysis and Design: An Object-Oriented Approach with UML, Sixth Edition helps students develop the core skills required to plan, design, analyze, and implement information systems. Offering a practical hands-on approach to the subject, this textbook is designed to keep students focused on doing SAD, rather than simply reading about it. Each chapter describes a specific part of the SAD process, providing clear instructions, a detailed example, and practice exercises. Students are guided through the topics in the same order as professional analysts working on a typical real-world project. Now in its sixth edition, this edition has been carefully updated to reflect current methods and practices in SAD and prepare students for their future roles as systems analysts. Every essential area of systems analysis and design is clearly and thoroughly covered, from project management, to analysis and design modeling, to construction, installation, and operations. The textbook includes access to a range of teaching and learning resources, and a running case study of a fictitious

healthcare company that shows students how SAD concepts are applied in real-life scenarios. Real Time UML Workshop for Embedded Systems Newnes "The accompanying CD-ROM contains a demo version of the Rhapsody UML tool and models of the solutions"--P. [4] of cover. Environmental Software Systems Environmental Information and Decision Support Springer Environmental Informatics (or Enviromatics) is a maturing subject with interdisciplinary roots in computer science, environmental planning, ecology, economics and other related areas. Its practitioners must be prepared to work with many diverse professional groups. It forms the foundation for computer-assisted environmental protection. This book contains an edited version of papers presented at the 3rd International Symposium on Environmental Software Systems (ISESS '99), which was held at the University of Otago, Dunedin, New Zealand, from August 30 to September 2, 1999, and was sponsored by the International Federation for Information Processing (IFIP). The text is divided into six sections: Enviromatics - Introduction; Environmental Issues; Environmental Information Systems - Tools and Techniques; Environmental Information Systems - Implementations; Environmental Decision Support Systems; Specialised Topics. This state-of-the-art volume will be essential reading for computer scientists and engineers, ecologists, and environmental planners and managers. Astronomical Data Analysis Software and Systems IX Proceedings of a Meeting Held at the Hilton Waikoloa Village, Hawaii, USA, 3-6 October, 1999 Journal of Object-oriented Programming Component-Based Software Testing with UML Springer Science & Business Media The book describes a method for developing the testing of components in parallel with their functionality based on models. UML models are used to derive the testing architecture for an application, the testing interfaces and the component testers. The method provides a process and guidelines for modeling and developing these artifacts. The book also discusses the implications of built-in contract testing with other component-based development technologies such as product-line engineering, middleware platforms, reuse principles etc. Still further, it describes a new method for specifying and checking real-time properties of object-oriented, component-based real-time systems that are based on dynamic execution time analysis with optimization algorithms. Systems Analysis and Design in a Changing World Cengage Learning Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented

architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications.

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Object Modeling with the OCL The Rationale Behind the Object Constraint Language Springer Science & Business Media This volume, dedicated to Bernd Silbermann on his sixtieth birthday, collects research articles on Toeplitz matrices and singular integral equations written by leading area experts. The subjects of the contributions include Banach algebraic methods, Toeplitz determinants and random matrix theory, Fredholm theory and numerical analysis for singular integral equations, and efficient algorithms for linear systems with structured matrices, and reflect Bernd Silbermann's broad spectrum of research interests. The volume also contains a biographical essay and a list of publications. The book is addressed to a wide audience in the mathematical and engineering sciences. The articles are carefully written and are accessible to motivated readers with basic knowledge in functional analysis and operator theory.

Using CRC Cards An Informal Approach to Object-Oriented Development Cambridge University Press Introduces CRC (Class, Responsibility, Collaborator) cards and describes how they can be used in interactive sessions to develop an object-oriented model of an application.

Fundamentals of Object Databases Object-Oriented and Object-Relational Design Morgan & Claypool Publishers This monograph presents the fundamentals of object databases, with a specific focus on conceptual modeling of object database designs. After an introduction to the fundamental concepts of object-oriented data, the monograph provides a review of object-oriented conceptual modeling techniques using side-by-side Enhanced Entity Relationship diagrams and Unified Modeling Language conceptual class diagrams that feature class hierarchies with specialization constraints and object associations. These object-oriented conceptual models provide the basis for introducing case studies that illustrate the use of object features within the design of object-oriented and object-relational databases. For the object-oriented database perspective, the Object Data Management Group data definition language provides a portable, language-independent specification of an object schema, together with an SQL-like object query language. LINQ (Language INtegrated Query) is presented as a case study of an object query language together with its use in the db4o open-source object-oriented database. For the object-relational perspective, the object-relational features of the SQL standard are presented together with an accompanying case study of the object-relational features of Oracle. For completeness of coverage, an appendix provides a mapping of object-oriented conceptual designs to the relational model and its associated constraints."--P. [4] of cover. IBM Systems Journal Object-Oriented Analysis and Design Using

UML An Introduction to Unified Process and Design Patterns PHI Learning Pvt. Ltd. A modern computer program, such as the one that controls a rocket's journey to moon, is like a medieval cathedral—vast, complex, layered with circuits and mazes. To write such a program, which probably runs into a hundred thousand lines or more, knowledge of an object-oriented language like Java or C++ is not enough. Unified Modelling Language (UML), elaborated in detail in this book, is a methodology that assists in the design of software systems. The first task in the making of a software product is to gather requirements from the client. This well-organized and clearly presented text develops a formal method to write down these requirements as Use Cases in UML. Besides, it also develops the concepts of static and dynamic modelling and the Unified Process that suggests incremental and iterative development of software, taking client feedback at every step. The concept of Design Patterns which provide solutions to problems that occur repeatedly during software development is discussed in detail in the concluding chapters. Two appendices provide solutions to two real-life problems. Case Studies, mapping of examples into Java code that are executable on computers, summary and Review Questions at the end of every chapter make the book reader friendly. The book will prove extremely useful to undergraduate and postgraduate students of Computer Science and Engineering, Information Technology, and Master of Computer Applications (MCA). It will also benefit professionals who wish to sharpen their programming skills using UML. Workflow-based Process Controlling Foundation, Design, and Application of Workflow-driven Process Information Systems Michael zur Muehlen Workflow-based Process Controlling Systems provide companies with the ability to measure the operational performance of their business processes in a timely and accurate fashion. The combination of workflow audit trails with data warehouse technology and operational business data allows for complex analyses that can support managers in their assessment of an organization's performance. The increasing maturity of business process management and data warehouse systems enables the design and development of advanced process-oriented management information systems. Michael zur Muehlen discusses the integration of workflow audit trail data with existing data warehouse structures and develops a reference architecture for process-oriented management information systems. Starting with an organizational and technical analysis of process organizations, this book provides a comprehensive documentation of business process management, workflow technology, and existing standardization efforts. The proposed reference architecture is validated in an industry context. A prototypical implementation of the reference architecture and its integration with a commercial business process management system are demonstrated as well. This book is directed at both practitioners and academics in the fields of business process management, management accounting, and information systems research. Michael zur Muehlen is Assistant Professor of Information Systems at Stevens Institute of Technology in Hoboken, NJ, USA, where

he directs the SAP/IDS Center of Excellence in Business Process Innovation. Michael is an active contributor to several standardization groups in the workflow domain, and a director of the AIS special interest group on Process Automation and Management. Think Java How to Think Like a Computer Scientist "O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards The Unified Modelling Language Reference Manual Real-Time Object-Oriented Modeling John Wiley & Sons Incorporated Are you looking for a more effective approach to real-time systems development? Real-Time Object-Oriented Modeling The development of real-time distributed systems is one of the most difficult engineering problems ever faced, taxing the capabilities of traditional real-time software development approaches. Real-Time Object-Oriented Modeling is the first book that brings together, in a single harmonious approach, the power of object-oriented concepts tailored specifically for real-time systems, with an iterative and incremental process based on the use of executable models. Developed by practitioners, the proven methodology described here is becoming a leader in the industry. Using a learn-by-example approach, this book offers:

- * A single consistent set of graphical modeling concepts, chosen to improve developer effectiveness, which apply uniformly to analysis, design, and implementation. This reduces the learning curve to master the entire method and eliminates expensive discontinuities across different stages of development.
- * An approach to the object paradigm that is easy to learn and that applies to the construction of reusable architectural design components, not just low-level language elements. This unleashes the true power of the object paradigm.
- * Techniques for constructing executable models to gain early confidence in specifications and design decisions.
- * Approaches to project management that deliver the benefits of the object paradigm and executable models.

Object Oriented Analysis and Design with Applications, 3e Pearson Education India Object-Oriented Analysis and Design with Applications has long been the essential reference

to object-oriented technology—a technology that has evolved and become the de facto paradigm in mainstream software development. With this highly anticipated third edition, readers can learn to apply object-oriented methods using the Unified Modeling Language (UML) 2.0. The authors including UML founder Grady Booch draw upon their rich and varied experience to offer improved methods for object development that tackle the complex problems faced by system and software developers. Using numerous examples, they illustrate essential concepts, explain the method and show successful applications in a variety of fields, including systems architecture, data acquisition, cryptanalysis, control systems and Web development. Readers will also find pragmatic advice on a host of important issues, including classification, implementation strategies and cost-effective project management. The Elements of UML(TM) 2.0 Style Cambridge University Press Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams. Agent-Oriented Software Engineering V 5th International Workshop, AOSE 2004, New York, NY, USA, July 2004, Revised Selected Papers Springer The explosive growth of application areas such as electronic commerce, enterprise resource planning and mobile computing has profoundly and irreversibly changed our views on software systems. Nowadays, software is to be based on open architectures that continuously change and evolve to accommodate new components and meet new requirements. Software must also operate on different platforms, without recompilation, and with minimal assumptions about its operating environment and its users. Furthermore, software must be robust and autonomous, capable of serving a naive user with a minimum of overhead and interference. Agent concepts hold great promise for responding to the new realities of software systems. They offer higher-level abstractions and mechanisms which address issues such as knowledge representation and reasoning, communication, coordination, cooperation among heterogeneous and autonomous parties, perception, commitments, goals, beliefs, and intentions, all of which need conceptual modelling. On the one hand, the concrete implementation of these concepts can lead to advanced functionalities, e.g., in inference-based query answering, transaction control, adaptive workflows, brokering and integration of disparate information sources, and automated communication processes. On the other hand, their rich representational capabilities allow more faithful and flexible treatments of complex organizational processes, leading to more effective requirements analysis and architectural/detailed design. APPLYING UML & PATTERNS 3RD EDITION 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 Object-Oriented Implementation of Numerical Methods An Introduction with Java & Smalltalk Morgan Kaufmann "There are few books that show how to build programs of any kind. One common theme is compiler building, and there are shelves full of them. There are few others. It's an area, or a void, that needs filling. this book does a

great job of showing how to build numerical analysis programs." -David N. Smith, IBM T J Watson Research Center

Numerical methods naturally lend themselves to an object-oriented approach. Mathematics builds high-level ideas on top of previously described, simpler ones. Once a property is demonstrated for a given concept, it can be applied to any new concept sharing the same premise as the original one, similar to the ideas of reuse and inheritance in object-oriented (OO) methodology. Few books on numerical methods teach developers much about designing and building good code. Good computing routines are problem-specific. Insight and understanding are what is needed, rather than just recipes and black box routines. Developers need the ability to construct new programs for different applications. Object-Oriented Implementation of Numerical Methods reveals a complete OO design methodology in a clear and systematic way. Each method is presented in a consistent format, beginning with a short explanation and following with a description of the general OO architecture for the algorithm. Next, the code implementations are discussed and presented along with real-world examples that the author, an experienced software engineer, has used in a variety of commercial applications. Features: Reveals the design methodology behind the code, including design patterns where appropriate, rather than just presenting canned solutions. Implements all methods side by side in both Java and Smalltalk. This contrast can significantly enhance your understanding of the nature of OO programming languages. Provides a step-by-step pathway to new object-oriented techniques for programmers familiar with using procedural languages such as C or Fortran for numerical methods. Includes a chapter on data mining, a key application of numerical methods. Come, Let's Play Scenario-Based Programming Using LSCs and the Play-Engine Springer Science & Business Media This book does not tell a story. Instead, it is about stories. Or rather, in technical terms, it is about scenarios. Scenarios of system behavior. It concentrates on reactive systems, be they software or hardware, or combined computer-embedded systems, including distributed and real-time systems. We propose a different way to program such systems, centered on inter object scenario-based behavior. The book describes a language, two techniques, and a supporting tool. The language is a rather broad extension of live sequence charts (LSCs), the original version of which was proposed in 1998 by W. Damm and the first-listed author of this book. The first of the two techniques, called play-in, is a convenient way to 'play in' scenario based behavior directly from the system's graphical user interface (GUI). The second technique, play-out, makes it possible to execute, or 'play out', the behavior on the GUI as if it were programmed in a conventional intra object state-based fashion. All this is implemented in full in our tool, the Play-Engine. The book can be viewed as offering improvements in some of the phases of known system development life cycles, e.g., requirements capture and analysis, prototyping, and testing. However, there is a more radical way to view the book, namely, as proposing an alternative way to program reactivity, which, being based on

inter-object scenarios, is a lot closer to how people think about systems and their behavior. Systems Analysis Design John Wiley & Sons Incorporated In a field as exciting and dynamic as Systems Analysis and Design (SAD), there will always be new technologies and approaches to develop systems more effectively and efficiently. The authors have focused on the core set of skills that all analysts must possess - from gathering requirements and modelling business needs to creating blueprints for how the system should be built. Building Web Applications with UML Addison-Wesley Professional Conallen introduces architects and designers and client/server systems to issues and techniques of developing software for the Web. He expects readers to be familiar with object-oriented principles and concepts, particularly with UML (unified modeling language), and at least one Web application architecture or environment. The second edition incorporates both technical developments and his experience since 1999. He does not provide a bibliography. Annotation copyrighted by Book News, Inc., Portland, OR The Unified Modeling Language Reference Manual Addison-Wesley Professional "If you are a serious user of UML, there is no other book quite like this one. I have been involved with the UML specification process for some time, but I still found myself learning things while reading through this book-especially on the changes and new capabilities that have come with UML." -Ed Seidewitz, Chief Architect, IntelliData Technologies Corporation The latest version of the Unified Modeling Language-UML 2.0-has increased its capabilities as the standard notation for modeling software-intensive systems. Like most standards documents, however, the official UML specification is difficult to read and navigate. In addition, UML 2.0 is far more complex than previous versions, making a thorough reference book more essential than ever. In this significantly updated and expanded edition of the definitive reference to the standard, James Rumbaugh, Ivar Jacobson, and Grady Booch-the UML's creators-clearly and completely describe UML concepts, including major revisions to sequence diagrams, activity models, state machines, components, internal structure of classes and components, and profiles. Whether you are capturing requirements, developing software architectures, designing implementations, or trying to understand existing systems, this is the book for you. Highlights include: Alphabetical dictionary of articles covering every UML concept Integrated summary of UML concepts by diagram type Two-color diagrams with extensive annotations in blue Thorough coverage of both semantics and notation, separated in each article for easy reference Further explanations of concepts whose meaning or purpose is obscure in the original specifications Discussion sections offering usage advice and additional insight into tricky concepts Notation summary, with references to individual articles An enhanced online index available on the book's web site allowing readers to quickly and easily search the entire text for specific topics The result is an indispensable resource for anyone who needs to understand the inner workings of the industry standard modeling language. The Art of Systems Architecting, Third Edition CRC

Press If engineering is the art and science of technical problem solving, systems architecting happens when you don't yet know what the problem is. The third edition of a highly respected bestseller, *The Art of Systems Architecting* provides in-depth coverage of the least understood part of systems design: moving from a vague concept and limited resources to a satisfactory and feasible system concept and an executable program. The book provides a practical, heuristic approach to the "art" of systems architecting. It provides methods for embracing, and then taming, the growing complexity of modern systems. **New in the Third Edition:** Five major case studies illustrating successful and unsuccessful practices Information on architecture frameworks as standards for architecture descriptions New methods for integrating business strategy and architecture and the role of architecture as the technical embodiment of strategy Integration of process guidance for organizing and managing architecture projects Updates to the rapidly changing fields of software and systems-of-systems architecture Organization of heuristics around a simple and practical process model **A Practical Heuristic Approach to the Art of Systems Architecting** Extensively rewritten to reflect the latest developments, the text explains how to create a system from scratch, presenting invention/design rules together with clear explanations of how to use them. The author supplies practical guidelines for avoiding common systematic failures while implementing new mandates. He uses a heuristics-based approach that provides an organized attack on very ill-structured engineering problems. Examining architecture as more than a set of diagrams and documents, but as a set of decisions that either drive a system to success or doom it to failure, the book provide methods for integrating business strategy with technical architectural decision making. **Software Testing and Analysis Process, Principles and Techniques** John Wiley & Sons Incorporated Teaches readers how to test and analyze software to achieve an acceptable level of quality at an acceptable cost Readers will be able to minimize software failures, increase quality, and effectively manage costs Covers techniques that are suitable for near-term application, with sufficient technical background to indicate how and when to apply them Provides balanced coverage of software testing & analysis approaches By incorporating modern topics and strategies, this book will be the standard software-testing textbook **Release It! Design and Deploy Production-Ready Software Pragmatic Bookshelf** A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture. Stability antipatterns have grown to include systemic problems in large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge

losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems - larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and find ways to make sure your software survives. To skip the pain and get the experience...get this book. **Systems Analysis and Design John Wiley & Sons Systems Analysis and Design, 8th Edition** offers students a hands-on introduction to the core concepts of systems analysis and systems design. Following a project-based approach written to mimic real-world workflow, the text includes a multitude of cases and examples, in-depth explanations, and special features that highlight crucial concepts and emphasize the application of fundamental theory to real projects.