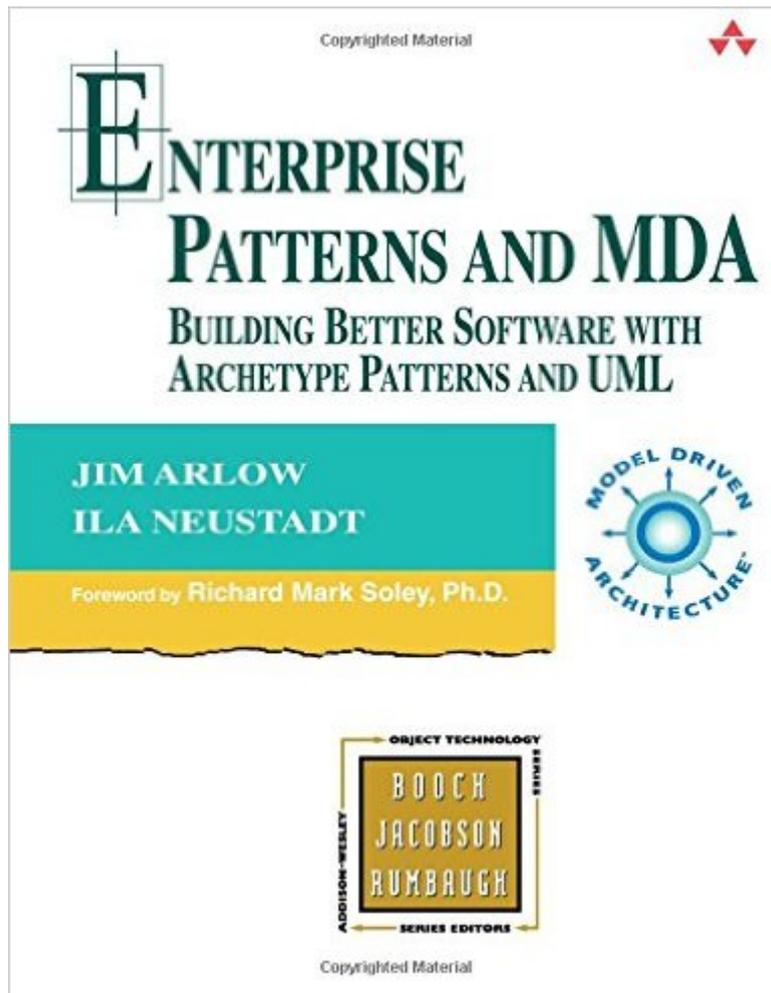


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Enterprise Patterns And MDA: Building Better Software With Archetype Patterns And UML



Synopsis

The burgeoning field of Model Driven Architecture tools and worldwide support for the Unified Modeling Language are finally being met with high-quality books that explain standard modeling techniques in a way any developer can follow. This book meets an urgent need squarely and clearly, and explains with copious examples a powerful approach to building usable (and reusable!) assets and applications. Every enterprise developer needs this book. Richard Mark Soley, Ph.D., Chairman and CEO, Object Management Group

This book is a practical guide to applying Model Driven Architecture (MDA) and patterns in order to create business applications more easily. It provides you with a proven catalog of archetype patterns: high-value model components that can be easily incorporated into Unified Modeling Language (UML) models. Each archetype pattern allows you to understand and model a specific part of an enterprise system. Enterprise Patterns and MDA teaches you how to customize any archetype pattern such as Customer, Product, and Order to reflect the idiosyncrasies of your own business environment. Because all the patterns work harmoniously together and have clearly documented relationships to

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Customer Reviews

Nominally, this book presents "archetype patterns", using UML and an extended case study. The archetype idea, intermediate between a general design pattern and a specific application, is a valuable one. In the case study, it's a set of business meta-objects, operations, and organizing principles. In presenting the archetype abstraction, those objects are spelled out in enough detail to

create a useable framework for routine business needs. The archetype mechanism is also spelled out in great detail, almost wholly within the UML framework. By itself, this won't be enough to convince any UML doubters about UML's flexibility. Taken as one among many UML applications, however, it's very compelling. It's also the first reference I know that gets down to cases in applying MDA - an interesting view. I fault the technique for only two things. First is a slight dependence on a specific CASEproduct, ArcStyler. That reliance never turned all the way into an advertisement, so I'll let it pass. Second is a baffling section on "rules." The rules and rule mechanisms make sense, but inexplicably seem to re-create the features of the OCL. Two extras make this presentation very attractive. First is the mention of "literate programming," tying the UML tool suite to user documentation and design documentation. They specifically note XML and DocBook, existing standards, as the vehicle for integrating prose and technical parts of the model. Bravo! Even if their LP tools are weak, use of the idea is a real strength. The second extra is a pervasive awareness of standards. Money is phrased in terms of ISO 4217, nations in terms of ISO 3166, books in terms of ISBNs (ISO 2108), and on and on.

Over the last month or so, I've been reading *Enterprise Patterns And MDA - Building Better Software With Archetype Patterns And UML* by Jim Arlow and Ila Newstadt (Addison-Wesley). This is another one of those books that I thought would deliver one thing and instead produced much more than I expected. Chapter breakdown: Archetypes and Archetype Patterns; Model Driven Architecture with Archetype Patterns; Literate Modeling; Party Archtype Pattern; PartyRelationship Patter; Customer Relationship Management Pattern; Product Pattern; Inventory Pattern; Order Pattern; Quantity Pattern; Money Pattern; Rule Pattern; Summary; Archetype Glossary; Bibliography; IndexNow, when I requested this for review, I was expecting something in terms of programming patterns and technical material. What I got was a great business tool for modeling typical business objects and transactions. The authors take a business concept like Inventory, and they build a model around it. The model is an archetype, or a entity that exists in some shape in every business. Through UML diagrams, you'll see all the parts that make up the archetype and how to take the parts you need to build your own version of the entity. While the Inventory model is very comprehensive in the book, you can also pull the pieces you need to model the reality that exists in your own business. There's some very practical benefits you can gain from this book. If you're building an application and need to track a customer (for example), you can turn to the Party model and see all the parts that make up that type of entity. This will help you to understand all the data elements that make up a Party, such as address (web, email, telephone, geographic),

organization, person/gender/ethnicity, relationship, etc.

This book is unfortunately mistitled. It should have just been called 'Enterprise Patterns'. Perhaps the extra bumph in the title is attractive to some readers, but when I see big subtitles with 'MDA' and 'UML' in them, I immediately think of that most unfashionable of things in these Agile times: Process. Ugh! Dirty word! You may therefore be thinking this is a really tedious book full of bullet points and flow charts. But in fact it's a totally brilliant book, with a few flow charts and bullet points in, admittedly. There's hardly any MDA in this book at all. There's a chapter on using a specific software tool to convert the patterns in this book into code, but I've already forgotten what it was called. The meat of this book is a catalog of UML patterns associated with the enterprise domain. If you've read Martin Fowler's Analysis Patterns, you'll know what to expect: Customer, Party, Rule, Money, Quantity, Order etc. The authors mention Analysis Patterns, but call their patterns 'archetype' patterns. The difference between the two is that the archetype patterns are much more detailed. So do you need to read this if you've read Analysis Patterns? I say yes. This is in fact better than AP, simply because when they say their patterns are detailed, they aren't joking. Fortunately, the authors advocate a 'literate modeling' approach, that explains the interactions in plain English, and the authors' writing is clear and unstodgy, effectively highlighting the important parts of each pattern, and where variation can be introduced.

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