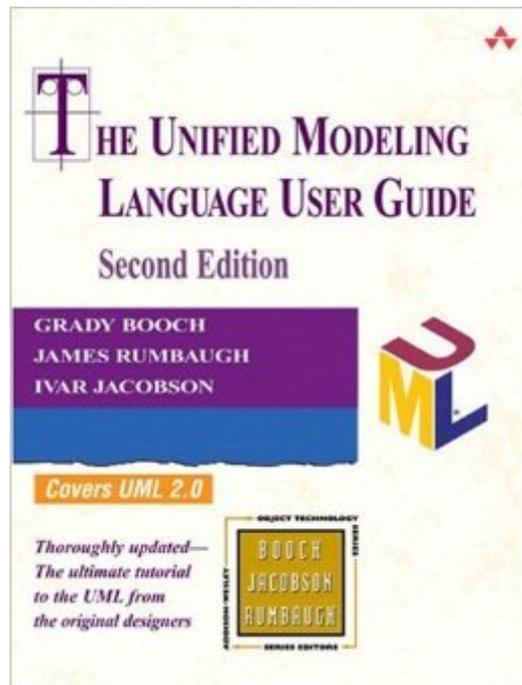


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# The Unified Modeling Language User Guide (2nd Edition)



## Synopsis

For nearly ten years, the Unified Modeling Language (UML) has been the industry standard for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system. As the de facto standard modeling language, the UML facilitates communication and reduces confusion among project stakeholders. The recent standardization of UML 2.0 has further extended the language's scope and viability. Its inherent expressiveness allows users to model everything from enterprise information systems and distributed Web-based applications to real-time embedded systems. In this eagerly anticipated revision of the best-selling and definitive guide to the use of the UML, the creators of the language provide a tutorial to its core aspects in a two-color format designed to facilitate learning. Starting with an overview of the UML, the book explains the language gradually by introducing a few concepts and notations in each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of *The Unified Modeling Language User Guide* an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs New details and updated coverage of provided and required interfaces, collaborations, and UML profiles Additions and changes to discussions of sequence diagrams, activity diagrams, and more Coverage of many other changes introduced by the UML 2.0 specification With this essential guide, you will quickly get up to speed on the latest features of the industry standard modeling language and be able to apply them to your next software project.

## Book Information

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## Customer Reviews

"The Unified Modeling Language User Guide" really starts from the beginning. Apparently the reader is assumed to be totally unfamiliar with object oriented design. The book starts with the very basics, and explains a reasonably complete set of UML. The really advanced and esoteric features are not explained. Each chapter is written like a good lecture. It starts from the very beginning assuming no previous knowledge of OO. Then one aspect of UML is carefully explained. Every chapter ends with some concluding remarks and "hints and tips". This organization is mostly good, but it adds a lot of repetition to the book. The language is smooth and easy to read. It might still be a struggle to get read the book simply because of the amount of text (and repetition). I would recommend this book to the interested novice. However, if you are reasonably familiar with UML, or if you have a solid foundation in object oriented programming, then I would recommend you the combination of "UML Distilled" by Martin Fowler and "The Unified Modeling Language Reference Manual" by James Rumbaugh et.al.

If this were the only UML book in existence, it would deserve 5 stars. It contains a lot of information and a nearly comprehensive list of language features without the dry tone of a reference. But there are better books on the market and this is not the one to spend your \$45 on. If you want a comprehensive reference, get the UML reference. If you want an introduction, get UML Distilled. I purchased this text because the introduction to UML Distilled said that this book would be better if you wanted a really in depth understanding of the UML. Unfortunately, it does not fulfill this role. While it succeeds in cataloging nearly all the features of UML, it has no unified examples. Indeed, all the examples are next to trivial. The book is not worthless. I read it and worked through some examples from my own experience, and I'm pretty comfortable with UML now. But good examples are something a text like this should provide. To really see the UML in action, I'm going to have to buy another book. I'll keep this one as a reference, but that isn't the purpose it was designed for.

I am an UML trainer and have used all three books by the amigos. I shall relate what my students have to say ... The reactions from my students is that the Booch book lacks depth (my students work in embedded systems, workflow, CAD ...), repeats itself and is unsuitable for serious work.

Booch's earlier books did have some real applications (for example, the Home Heating System). In particular, his use of state machines was good. Today, they have been scaled down somewhat (they are mostly of the so-called anthroposophic kind and thus useless). Concluding, it is a pity that someone with the wealth of knowledge and background that the author has has not taken the effort to produce something of more value. After all, novice developers look up to the 3 amigos as being the 'gurus' of UML.

This book is by far one of the best textbooks I have ever read. It has a clear, consistent organization of each chapter throughout the book. I really enjoyed the book's iterative format in which concepts and terminology were briefly introduced, and then brought up time and again to build on earlier lessons. It is a great way to learn because the overall picture is given from the beginning and then expanded upon throughout the book. Another plus to this book is the many mini-tutorials on how to apply the UML to real world problems. I would definitely recommend this book to anyone who is serious about becoming a better software developer.

Who other than the inventors of the Unified Modeling Language to write the definitive guide to it? Booch, Jacobson, and Rumbaugh have answered the call with this book describing UML syntax, semantics, and diagrams with great detail. Throughout the book, the authors draw parallels to building architecture for corresponding UML elements for software architecture. There's effective use of two-color printing to distinguish metadiscourse and metadiagrams from actual UML diagrams. And it's deep: VERY deep. The authors explore nearly every use of every UML element, covering things that most users of UML will never use. In that regard, this book makes a better reference manual than a user's guide. I'd recommend getting this book to sit on the shelf when you have questions or want to solve an ambiguity, but stick with Martin Fowler's "UML Distilled" for the core UML that you'll use day-to-day.

This is a great book on UML written by three leading methodologists at Rational Rose (Jacobson, Booch, and Rumbaugh) who solicited input from the major software players in the industry during the development of UML. I read most of the UML Toolkit book that was published before the UML Users Guide, but it was rather dry reading and didn't cover UML comprehensively like the UML Users Guide does. After reading the UML Users guide, and maybe the Unified Process by the same authors, you can apply this knowledge to manage the complexity and architecture of large systems, assuming that not only do you understand all of the UML notation, but know how to apply it through

education, training and expertise. The UML Users guide is well written and has very short granular chapters that cover one self-contained concept of the UML. It is a must read for any serious software engineer who wants to speak a common modeling language and get beyond a code and fix type approach to development.

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