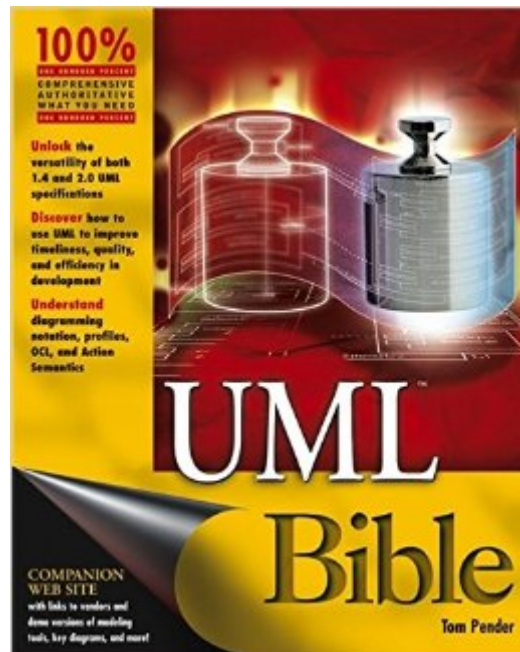**The book was found**

UML Bible

Synopsis

* Comprehensive coverage of all aspects of UML (Unified Modeling Language), including use, diagramming notation, the object constraint language, and profiles * UML is the industry standard specification for modeling, visualizing, and documenting software projects * Includes up-to-date coverage of both UML 1.4 and the new 2.0 UML specifications * Thoroughly covers executable UML and testing UML diagrams, making coding more efficient * Companion Web site provides additional code samples and updates

Book Information

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Customer Reviews

If you are at all involved with the use of UML in your programming or analysis activities, you'll most likely be interested in seeing the UML Bible by Tom Pender (Wiley). Like all 'Bible' titles from Wiley, this book covers a wide range of topics that should give you most any answer you need to find.The chapter breakout is in seven parts:Part 1 - An Introduction to UML - What Is UML?; UML Architecture; UML Diagrams and Extension Mechanisms; Object-Oriented ConceptsPart 2 - Modeling Object Structure - Capturing Rules about Objects in a Class Diagram; How to Capture Rules about Object Relationships; Testing With ObjectsPart 3 - Modeling Object Interactions - Modeling Interactions in UML 1.4; Modeling Interactions in UML 2.0; Modeling an Object's Lifecycle in UML 1.4; Modeling an Object's Lifecycle in UML 2.0Part 4 - Modeling Object Behavior - Modeling the Use of a System with the Use Case Diagram; Modeling Behavior Using an Activity DiagramPart 5 - Modeling the Application Architecture - Using Packages; Modeling Software Using the

Component Diagram; Using Deployment Diagrams in UML 1.4; Using Deployment Diagrams in UML 2.0Part 6 - Bringing Rigor to the Model - Applying Constraints to the UML Diagrams; Action SemanticsPart 7 - Automating the UML Modeling Process - Using a Modeling Tool; Customizing UML Using Profiles; XML Metadata InterchangeAppendices - UML 1.4 Notation Guide; UML 2.0 Notation Guide; Standard Elements; Glossary; IndexNow, I'm not a UML expert by any stretch of the imagination. But based on what I have read and studied to date, this book covers everything. Taking the Use Case chapter as an example, I can see that there is an abundance of technical detail and diagramming to explain the topic completely.

Real Time UML: Advances in the UML for Real-Time Systems (3rd Edition) UML 2.0 in Action: A project-based tutorial: A detailed and practical walk-through showing how to apply UML to real world development projects The Bible Study for Beginners Series: Learn the Bible in the Least Amount of Time: The Bible, Bible Study, Christian, Catholic, Holy Bible, Book 4 The Bible: How to Read, Study, and Understand the Bible (The Bible, Bible Study, Christian, Catholic, Holy Bible) UML Bible Bible Dictionary Collection - Deluxe Study Edition (KJV Bible, Smith's Bible Dictionary, Easton's Bible Dictionary, over 40,000 Links) Enterprise Java with UML UML Distilled: A Brief Guide to the Standard Object Modeling Language (3rd Edition) Systems Analysis and Design: An Object-Oriented Approach with UML Patterns in Java: A Catalog of Reusable Design Patterns Illustrated with UML, 2nd Edition, Volume 1 Patterns in Java, Volume 1, A Catalog of Reusable Design Patterns Illustrated with UML Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition) Object-Oriented Software Engineering: Practical Software Development Using UML and Java Requirements Engineering: From System Goals to UML Models to Software Specifications UML For The IT Business Analyst Object-Oriented Modeling and Design with UML (2nd Edition) Software Modeling and Design: UML, Use Cases, Patterns, and Software Architectures Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and the Unified Process (2nd Edition) UML y Patrones (Spanish Edition) Designing Concurrent, Distributed, and Real-Time Applications with UML