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Ebook: Object-Oriented Systems Analysis and Design Using UML Object-oriented Systems Analysis and Design Using UML Advanced Object-Oriented Analysis and Design Using UML UML 2 and the Unified Process Object-Oriented Analysis and Design Using UML Object Oriented Modeling and Design Using UML Using UML Object-Oriented Design with UML and Java UML and Object-Oriented Design Foundations Systems Analysis and Design with UML Version 2.0 Prac O-O Dsign Wth Uml, 2/E Practical Object-oriented Design with UML Developing Software with UML O-O Sys Anys N Dsign Usg Uml, Object-Oriented Analysis and Design Modeling and Verification Using UML Statecharts Large-Scale Software Architecture The Unified Process for Practitioners Understanding UML Object Oriented Analysis and Design Using UML Systems Analysis and Design Object-oriented Software Engineering Applying UML and Patterns UML and the Unified Process UML for SOC Design Object-oriented Technology Object-Oriented Analysis and Design with Applications UML 2 and the Unified Process Building Web Applications with UML Software Modeling and Design Advanced Systems Design with Java, UML and MDA Designing Concurrent, Distributed, and Real-time Applications with UML Object-Oriented Analysis, Design and Implementation UML Components Object Oriented Modeling And Design With UML Object-oriented Software Engineering UML Distilled Professional UML Using Visual Studio .Net Real-Time Object Uniform Design Methodology with UML UML: A Beginner's Guide

Ebook: Object-Oriented Systems Analysis and Design Using UML

2010-04-16

ebook object oriented systems analysis and design using uml

Object-oriented Systems Analysis and Design Using UML

2006

this book introduces students to the overall process of systems analysis and design and specifically shows how o o techniques can be used it also addresses transferable skills such as those used in fact finding and project management

Advanced Object-Oriented Analysis and Design Using UML

1998-02-13

this 1998 book conveys the essence of object oriented programming and software building through the unified modeling language

UML 2 and the Unified Process

2005-06-27

this book manages to convey the practical use of uml 2 in clear and understandable terms with many examples and guidelines even for people not working with the unified process the book is still of great use uml 2 and the unified process second edition is a must read for every uml 2 beginner and a helpful guide and reference for the experienced practitioner roland leibundgut technical director zuehlke engineering ltd this book is a good starting point for organizations and individuals who are adopting up and need to understand how to provide visualization of the different aspects needed to satisfy it eric naiburg market manager desktop products ibm rational software this thoroughly revised edition provides an indispensable and practical guide to the complex process of object oriented analysis and design using uml 2 it describes how the process of oo analysis and design fits into the software development lifecycle as defined by the unified process up uml 2 and the unified process contains a wealth of practical powerful and useful techniques that you can apply immediately as you progress through the text you will learn oo analysis and design techniques uml syntax and semantics and the relevant aspects of the up the book provides you with an accurate and succinct summary of both uml and up from the point of view of the oo analyst and designer this book provides chapter roadmaps detailed diagrams and margin notes allowing you to focus on your needs outline summaries for each chapter making it ideal for revision and a comprehensive index that can be used as a reference new to this edition completely revised and updated for uml 2 syntax easy to understand explanations of the new uml 2 semantics more real world examples a new section on the object constraint language ocl introductory material on the omg s model driven architecture mda the accompanying website provides a complete example of a simple e commerce system open source tools for requirements engineering and use case modeling industrial strength uml course materials based on the book

Object-Oriented Analysis and Design Using UML

2008-04-09

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

Object Oriented Modeling and Design Using UML

2022-08-13

this book starts with requirements gathering ends with implementation in the process you ll learn how to analyze and design classes their relationships to each other in order to build a model of the problem domain you ll also use common uml diagrams throughout this process such as use case class activity other diagrams this book is also suitable for use in postgraduate and graduate courses as well as in professional seminars and individual study because it deals primarily with a method of software development it is most appropriate for courses in software engineering and as a supplement to courses involving specific object oriented programming languages to understand and use uml as intended by its authors software architects and developers should be familiar with general concepts and methods of object oriented modeling and design and or of the object oriented development ood and how those were applied to uml itself there is one problem with this requirement though oomd ood is being used for several decades there is still no concensus on what is oomd and even what are the fundamental concepts quarks of the oomd ok so we are really in trouble uml specifications use oomd concepts which have no clear and generally accepted definitions without providing own interpretations or definitions of those concepts ajit anamika

Using UML

2006

updated to cover uml 2 0 this student textbook provides a practical understanding of software design and development using uml case studies are used to illustrate good practice

Object-Oriented Design with UML and Java

2003-12-17

object oriented design with uml and java provides an integrated introduction to object oriented design with the unified modelling language uml and the java programming language the book demonstrates how java applications no matter how small can benefit from some design during their construction fully road tested by students on the authors own courses the book shows how these complementary technologies can be used effectively to create quality software it requires no prior knowledge of object orientation though readers must have some experience of java or other high level programming language this book covers object technology object oriented analysis and design and implementation of objects with java it includes two case studies dealing with library applications the uml has been incorporated into a graphical design tool called rome which can be downloaded from the book s website this object modelling environment allows readers to prepare and edit various uml diagrams rome can be used alongside a java compiler to generate java code from a uml class diagram then compile and run the resulting application for hands on learning this text would be a valuable resource for undergraduate students taking courses on o o analysis and design o o modelling java programming and modelling with uml integrates design and implementation using java and uml includes case studies and exercises bridges the gap between programming texts and high level analysis books on design

UML and Object-Oriented Design Foundations

2018-04-27

explore the fundamental concepts behind modern object oriented software design best practices learn how to work with uml to approach software development more efficiently in this comprehensive book instructor károly nyisztor helps to familiarize you with the fundamentals of object oriented design and analysis he introduces each concept using simple terms avoiding confusing jargon he focuses on the practical application using hands on examples you can use for reference and practice throughout the book károly walks you through several examples to familiarize yourself with software design and uml plus he walks you through a case study to review all the steps of designing a real software system from start to finish topics include understanding software development methodologies choosing the right methodology waterfall vs agile fundamental object orientation concepts abstraction polymorphism and more collecting requirements mapping requirements to technical descriptions unified modeling language uml use case class sequence activity and state diagrams designing a note taking app from scratch you will acquire professional and technical skills together with an understanding of object orientation principles and concepts after completing this book you will be able to understand the inner workings of object oriented software systems you will communicate easily and effectively with other developers using object orientation terms and uml diagrams about the author károly nyisztor is a veteran mobile developer and instructor he has built several successful ios apps and games most of which were featured by apple and is the founder at leakka a software development and tech consulting company he has worked with companies such as apple siemens sap and zen studios currently he spends most of his days as a professional software engineer and it architect in addition he teaches object oriented software design ios swift objective c and uml as an instructor he aims to share his 20 years of software development expertise and change the lives of students throughout the world he is passionate about helping people reveal hidden talents and guide them into the world of startups and programming you can find his courses and books on all major platforms including amazon lynda linkedin learning pluralsight udemy and itunes

Systems Analysis and Design with UML Version 2.0

2005

a modern hands on approach to doing sad in uml get the core skills you need to actually do systems analysis and design with this highly practical hands on approach to sad using uml authors alan dennis barbara haley wixom and david tegarden guide you through each part of the sad process with clear explanations of what it is and how to implement it along with detailed examples and exercises that allow you to practice what you ve learned now updated to include uml version 2.0 and revised this second edition features a new chapter on the unified process increased coverage of project management and more examples highlights written in uml the text takes a contemporary object oriented approach using uml focus on doing sad after presenting the how and what of each major technique the text guides you through practice problems and then invites you to use the technique in a project rich examples of both success and failure concepts in action boxes describe how real companies succeeded and failed in performing the activities in the chapters project approach each chapter focuses on a different step in the systems development life cycle sdlc process topics are presented in the order in which they are encountered in a typical project a running case this case threaded throughout the text allows you to apply each concept you have learned

Prac O-O Dsign Wth Uml, 2/E

2005-12

this book shows us how to use uml and apply it in object oriented software development part 1 of the book guides the reader step by step through the development process while part 2 explains the basics of uml in detail

Practical Object-oriented Design with UML

2004

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

Developing Software with UML

2002

as systems being developed by industry and government grow larger and more complex the need for superior specification and verification approaches and tools becomes increasingly vital the developer and customer must have complete confidence that the design produced is correct and that it meets forma development and verification standards in this text uml expert author dr doron drusinsky compiles all the latest information on the application of uml universal modeling language statecharts temporal logic automata and other advanced tools for run time monitoring and verification this is the first book that deals specifically with uml verification techniques this important information is introduced within the context of real life examples and solutions particularly focusing on national defense applications a practical text as opposed to a high level theoretical one it emphasizes getting the system developer up to speed on using the tools necessary for daily practice a practical tutorial style text other books on this topic discuss the tools and formalisms only theoretically includes an unclassified case study example from the u s missile defense project

O-O Sys Anys N Dsign Usg Uml,

2004-10

the purpose of large scale software architecture is to capture and describe practical representations to make development teams more effective in this book the authors show how to utilise software architecture as a tool to guide the development instead of capturing the architectural details after all the design decisions have been made offers a concise description of uml usage for large scale architecture discusses software architecture and design principles technology and vendor independent

Object-Oriented Analysis and Design

2010-12-06

the unified process for practitioners guides the reader through the use of the unified modeling language uml and the unified process and their application to java systems the first part provides a practical introduction to object oriented analysis and design using the unified process the uml is introduced and a complete listing of the uml is provided as an appendix the second part focuses on the real world use of uml and the unified process including a detailed case study taking a system from initial inception to java implementation

Modeling and Verification Using UML Statecharts

2011-04-01

an exceptionally balanced and informative text rich dragan the unified modeling language uml is a third generation method for specifying visualizing and documenting an object oriented system under development it unifies the three leading object oriented methods and others to serve as the basis for a common stable and expressive object oriented development notation as the complexity of software applications increases so does the developer s need to design and analyze applications before developing them this practical introduction to uml provides software developers with an overview of this powerful new design notation and teaches java programmers to analyse and design object oriented applications using the uml notation apply the basics of uml to your applications immediately without having to wade through voluminous documentation use the simple internet example as a prototype for developing object oriented applications of your own follow a real example of an intranet sales reporting system written in java that is used to drive explanations throughout the book learn from an example application modeled both by hand and with the use of popkin software s sa object architect o o visual modeling tool

Large-Scale Software Architecture

2003-07-25

building on their classroom teaching experiences over the years dr jeya mala and dr geetha have deployed an innovative approach and student friendly style to explain object oriented analysis and design concepts thereby ensuring that the interest of the readers is maintained the textbook covers case studies activity models and diagrams using the latest version of uml 2 the book contains adequate span to cover the curriculum requisites and rich pedagogical features to cater to the needs of undergraduate students back cover

The Unified Process for Practitioners

2013-03-14

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

Understanding UML

1998

this thoroughly updated text teaches students or industry r d practitioners to successfully negotiate the terrain for building and maintaining large complex software systems the authors introduce the basic skills needed for a developer to apply software engineering techniques next they focus on methods and technologies that enable developers to specify design and implement complex systems finally the authors show how to support the system changes throughout the software life cycle book jacket title summary field provided by blackwell north america inc all rights reserved

Object Oriented Analysis and Design Using UML

2013

craig larman again delivers a clear path for students to learn object oriented analysis and design through his clear and precise writing style larman teaches newcomers to ooa d learn how to think in objects by presenting three iterations of a single cohesive case study incrementally introducing the requirements and ooa d activities principles and patterns that are most critical to success

Systems Analysis and Design

2020-11-17

a practical guide to the essentials of both uml unified modelling language and the unified process aimed at the objected oriented oo designer or analyst it provides a quick focused tour through the early stages of the oo software development process analysis and design the text introduces and explains the need to know concepts and key elements of both uml and the unified process it seeks to get the reader up to speed on successful techniques that can be immediately applied and used the emphasis is on information that is useful from the point of view of the oo analyst and designer and that can be applied straight away

Object-oriented Software Engineering

2004

a tutorial approach to using the uml modeling language in system on chip design based on the dac 2004 tutorial applicable for students and professionals contributions by top level international researchers the best work at the first uml for soc workshop unique combination of both uml capabilities and soc design issues condenses research and development ideas that are only found in multiple conference proceedings and many other books into one place will be the seminal reference work for this area for years to come

Applying UML and Patterns

2005

this book is written for students and developers whowish to master the essential skills and techniques in applying the uml forsoftware development the reader will learn object oriented analysis design andimplementation using appropriate uml models process techniques and tool accompanying the book is the community edition of visual paradigm for uml vp uml an award winning case tool which allows the reader to put the theories learnedinto practice immediately the authors propose a novel framework for modeling and analysis called the viewalignment techniques vat that helps software developers create developmentmethods the activity analysis approach a3 which is particularlysuited for the development of interaction intensive systems is described theseconcepts have been well proven as they were followed closely in the developmentof the vp uml case tool three chapters in this book describe structural use case and dynamic modelingand analysis techniques together with practical tricks and tips that have beengained by the authors from many years of experience each of these threechapters includes a mini case study which illustrates the unique fromdiagram to code concept in software development in the final chapter amajor case study is included to help the reader reinforce the theories learnedin previous chapters using vp uml the key areas in object oriented technology covered in the book include requirements modeling using cases identifying capturing and elaborating requirements domain analysis for object identification building structural models for objects and their attributes andrelationships dynamic analysis and design building dynamicmodels refining structural models and making design decisions implementation translating uml models intocodes and implementations method creation and the framework of viewalignment techniques choosing the right uml models and customizing theanalysis and design process a case study showing how the activityanalysis approach is put into practice using vp uml additional material can be found at mcgraw hill com sg olc tsang instructors will benefit from useful tools such as powerpoint slides passwordprotected and answers

to exercises password protected while students can obtain source code and additional exercises and test questions visual paradigm for uml the case tool used extensively in this book was honored in the 15th annual software development magazine jolt productivity award in the design and analysis tools category in march 2004 it has also recently won two more accolades oracle jdeveloper extensions developer of the year 2004 and hong kong computer society 6th it excellence silver award 2004 the community edition of this case tool is included in this book to enable the reader to use its powerful and easy to use features for system modeling analysis and implementation

UML and the Unified Process

2002

object oriented design with applications has long been the essential reference to object oriented technology which in turn has evolved to join the mainstream of industrial strength software development in this third edition the first revision in 13 years readers can learn to apply object oriented methods using new paradigms such as java the unified modeling language uml 2.0 and net the authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers including systems architecture data acquisition cryptanalysis control systems and development they illustrate essential concepts explain the method and show successful applications in a variety of fields you will also find pragmatic advice on a host of issues including classification implementation strategies and cost effective project management new to this new edition are an introduction to the new uml 2.0 from the notation's most fundamental and advanced elements with an emphasis on key changes new domains and contexts a greatly enhanced focus on modeling as eagerly requested by readers with five chapters that each delve into one phase of the overall development lifecycle fresh approaches to reasoning about complex systems an examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model such as abstraction encapsulation modularity and hierarchy how to allocate the resources of a team of developers and manage the risks associated with developing complex software systems an appendix on object oriented programming languages this is the seminal text for anyone who wishes to use object oriented technology to manage the complexity inherent in many kinds of systems sidebars preface acknowledgments about the authors section i concepts chapter 1 complexity chapter 2 the object model chapter 3 classes and objects chapter 4 classification section ii method chapter 5 notation chapter 6 process chapter 7 pragmatics chapter 8 system architecture satellite based navigation chapter 9 control system traffic management chapter 10 artificial intelligence cryptanalysis chapter 11 data acquisition weather monitoring station chapter 12 application vacation tracking system appendix a object oriented programming languages appendix b further reading notes glossary classified bibliography index

UML for SOC Design

2006-07-01

this thoroughly revised edition provides an indispensable and practical guide to the complex process of object oriented analysis and design using uml 2 it describes how the process of oo analysis and design fits into the software development lifecycle as defined by the unified process up

Object-oriented Technology

2005

conallen introduces architects and designers and client server systems to issues and techniques of developing software for the he expects readers to be familiar with object oriented principles and concepts particularly with uml unified modeling language and at least one 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

Object-Oriented Analysis and Design with Applications

2007-04-30

the model driven architecture defines an approach where the specification of the functionality of a system can be separated from its implementation on a particular technology platform the idea being that the architecture will be able to easily be adapted for different situations whether they be legacy systems different languages or yet to be invented platforms mda is therefore a significant evolution of the object oriented approach to system development advanced system design with java uml and mda describes the factors involved in designing and constructing large systems illustrating the design process through a series of examples including a scrabble player a jukebox using web streaming a security system and others the book first considers the challenges of software design before introducing the unified modelling language and object constraint language the book then moves on to discuss systems design as a whole covering internet systems design web services flash xml xslt soap servlets javascript and jsp in the final section of the book the concepts and terminology of the model driven architecture are discussed to get the most from this book readers will need introductory knowledge of software engineering programming in java and basic knowledge of html examines issues raised by the model driven architecture approach to development uses easy to grasp case studies to illustrate complex concepts focused on the internet applications and technologies that are essential for students in the online age

UML 2 and the Unified Process

2005

suitable for real world systems that deal with complex issues such as concurrency and real time constraints providing detailed guidelines this book is useful for software engineers

Building Web Applications with UML

2003

the second edition of this textbook includes revisions based on the feedback on the first edition in a new chapter the authors provide a concise introduction to the remainder of uml diagrams adopting the same holistic approach as the first edition using a case study based approach for providing a comprehensive introduction to the principles of object oriented design it includes 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 the focus of the book is on implementation aspects without which the learning is incomplete this is achieved through the use of case studies for introducing the various concepts of analysis and design ensuring that the theory is never separate from the implementation aspects all the main case studies used in this book have been implemented by the authors using java an appendix on java provides a useful short tutorial on the language

Software Modeling and Design

2011

the uml was conceived and first implemented as a language for describing the design of object oriented programs its widespread adoption and inherent flexibility has inevitably led to its use in other areas including the design of component based systems while it is not a perfect fit for component based development this book describes how best to use uml 1 3 in the specification and design of medium to large systems that utilize server side component technologies

Advanced Systems Design with Java, UML and MDA

2005-04-21

the unified modeling language uml is inherently object oriented modeling language and was designed for use in object oriented software applications the applications could be based on the object oriented technologies recommended by the object management group omg which owns the uml the initial versions of uml uml 1 x were based on three leading object oriented methods booch omt and oose to represent the culmination of best practices in practical object oriented modeling uml 2 x is still object oriented in its core though there were some apparently unsuccessful attempts to extend uml to support other development methods this book provides practical guidance on the modeling and design of object oriented systems its specific goals are the following to provide a sound understanding of the fundamental concepts and historical evolution of the object model to facilitate a mastery of the notation and process of object oriented modelling and design to teach the realistic application of object oriented modelling and design within a variety of problem domains the concepts presented all stand on a solid theoretical foundation but this is primarily a pragmatic book that addresses the practical needs and concerns of software engineering practitioners from the architect to the software developer

Designing Concurrent, Distributed, and Real-time Applications with UML

2000

this textbook develops a long term single project and explores both the theoretical foundations of software engineering as well as the principles and practices of various tools processes and products it emphasizes practical experience whereby participants can apply the techniques learned in class to a realistic problem

Object-Oriented Analysis, Design and Implementation

2015

more than 300 000 developers have benefited from past editions of uml distilled this third edition is the best resource for quick no nonsense insights into understanding and using uml 2 0 and prior versions of the uml some readers will want to quickly get up to speed with the uml 2 0 and learn the essentials of the uml others will use this book as a handy quick reference to the most common parts of the uml the author delivers on both of these promises in a short concise and focused presentation this book describes all the major uml diagram types what they re used for and the basic notation involved in creating and deciphering them these diagrams include class sequence object package deployment use case state machine activity communication composite structure component interaction overview and timing diagrams the examples are clear and the explanations cut to the fundamental design logic includes a quick reference to the most useful parts of the uml notation and a useful summary of diagram types that were added to the uml 2 0 if you are like most developers you don t have time to keep up with all the new innovations in software engineering this new edition of fowler s classic work gets you acquainted with some of the best thinking about efficient object oriented software design using the uml in a convenient format that will be essential to anyone who designs software professionally

UML Components

2001

what is this book about if you want to use visio to create enterprise software this is the book for you the integration of visual studio net enterprise architect and visio for enterprise architects provides a formidable tool visio offers powerful diagramming capabilities including such things as creating uml models mapping out databases with entity relationship diagrams and aiding the development of distributed systems its integration with visual studio net enterprise architect means that c or visual basic net code can be generated from the uml diagrams and visual studio net projects can be reverse engineered to uml models for the developer already familiar with uml and looking to get the best out of visio the visual studio net and visio for enterprise architects combination is weakly documented and the quality information needed to realize

the time saving features of visio just does not seem to be available until now this book presumes that you are already familiar with the basic concepts of uml notation this book will not teach you uml instead this book will take you forward into the visio environment showing you how to make the most of its software related features what does this book cover in this book you ll learn how to diagram business components in visio generate code from a uml model reverse engineer visual studio net projects into a uml model reverse engineer into a uml model without source code document the project with uml and visio design distributed applications with visio s diagrams work with entity relationship database modeling and round trip engineering for database design

Object Oriented Modeling And Design With UML

2019-05-16

this multi function volume starts off as an ideal basic textbook for teaching object modeling fundamental concepts learning and system designing with thirteen uml diagrams but it also contains a whole section devoted to advanced research topics samples and case studies it is an essential work for any system developer or graduate student in a discipline that requires the power of object modeling as part of a development methodology

Object-oriented Software Engineering

2010

essential skills for first time programmers this easy to use book explains the fundamentals of uml you ll learn to read draw and use this visual modeling language to create clear and effective blueprints for software development projects the modular approach of this series including drills sample projects and mastery checks makes it easy to learn to use this powerful programming language at your own pace

UML Distilled

2018-08-30

Professional UML Using Visual Studio .Net

2002-12-17

Real-Time Object Uniform Design Methodology with UML

2007-07-16

UML: A Beginner's Guide

2003-01-09

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