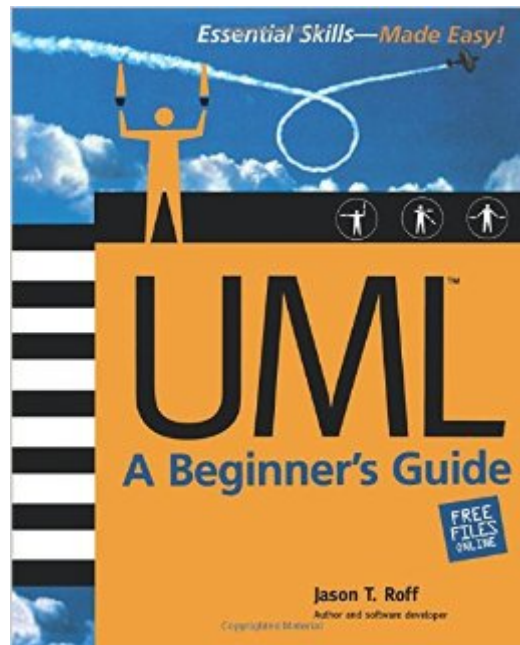The book was found

UML: A Beginner's Guide

Synopsis

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.

Book Information

Series: Beginner's Guide

Paperback: 336 pages

Publisher: McGraw-Hill Education; 1 edition (January 9, 2003)

Language: English

ISBN-10: 0072224606

ISBN-13: 978-0072224603

Product Dimensions: 7.3 x 0.7 x 9.1 inches

Shipping Weight: 1.3 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars See all reviews (21 customer reviews)

Best Sellers Rank: #846,268 in Books (See Top 100 in Books)   #63 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > UML   #296 in Books > Textbooks > Computer Science > Object-Oriented Software Design   #1069 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

I would like to have a higher opinion of this book. I had been looking for a book with exactly this title. The author makes a solid effort to keep the tone light, and the examples used should be familiar to the widest possible audience. The book does have good points.However, I disagree with the (many) reviewers who think that beginners are going to find this a clear path to understanding UML. I am making progress, but the pace is painful. There are several important problems with the presentation. First, the author is terribly casual about using technical terms that he has not yet defined. Second, the definitions, when they finally occur, are so light as to be unhelpful. Finally, in several places the author steps the reader through examples and carefully explains the sequence without ever specifying what determines the sequence. This is a common mistake by textbook authors, mistaking action for understanding.Let me give a few examples. In chapter five, on Sequence Diagrams, under the heading "Define Sequence Diagrams", the first paragraph begins:

"The sequence diagram is one of two types of interaction diagrams. The other is the collaboration diagram, which is covered in Module 7."Since "interaction diagrams" has not been defined, all we learn from the first two sentences is that "something we don't know about" is part of a category that we don't know about, which has one other component that we don't know about (but will learn about in two more chapters). This seems like a slow start to me, and is not untypical of the authors prose.My second complaint is that the author is too casual in formuating his definitions.

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 UML: A Beginner's Guide UML Distilled: A Brief Guide to the Standard Object Modeling Language (3rd Edition) UML Distilled: A Brief Guide to the Standard Object Modeling Language (2nd Edition) Modeling Enterprise Architecture with TOGAF: A Practical Guide Using UML and BPMN (The MK/OMG Press) Large-Scale Software Architecture: A Practical Guide using UML Bitcoin Mining: The Bitcoin Beginner's Guide (Proven, Step-By-Step Guide To Making Money With Bitcoins) (Bitcoin Mining, Online Business, Investing for ... Beginner, Bitcoin Guide, Bitcoin Trading) Enterprise Java with UML 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)