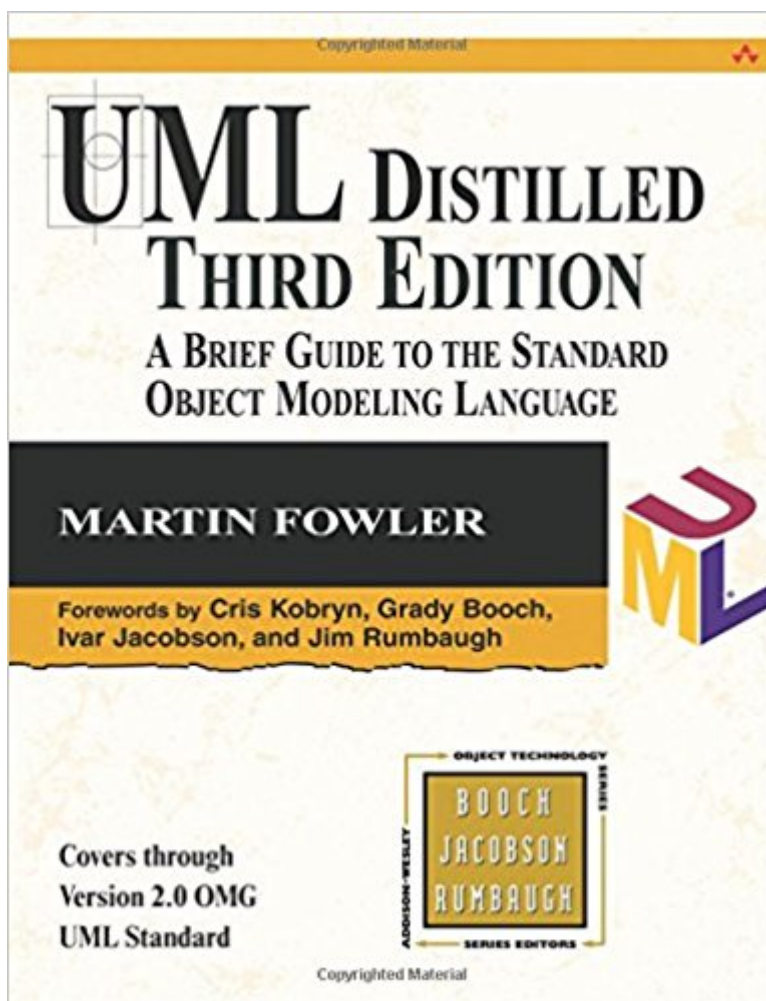


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UML Distilled: A Brief Guide To The Standard Object Modeling Language (3rd Edition)



Synopsis

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. 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.

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Customer Reviews

Would you like to understand the most important elements of Class diagrams? (See page 35.) Do you want to see the new UML 2.0 interaction frame notation for adding control flow to sequence diagrams (see page 58) and the unofficial notation that many prefer? (See page 60.) Do you want to

know what changes have been made to all versions of the UML? (See page 151.) Do you want a quick reference to the most useful parts of the UML notation? (See the inside covers.) Do you want to find out what diagram types were added to the UML 2.0 without wading through the spec? (See page 11.) 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. 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.

Martin Fowler is an independent consultant who has applied objects to pressing business problems for more than a decade. He has consulted on systems in fields such as health care, financial trading, and corporate finance. His clients include Chrysler, Citibank, UK National Health Service, Andersen Consulting, and Netscape Communications. In addition, Fowler is a regular speaker on objects, the Unified Modeling Language, and patterns.

If you would like to get a better grasp on doing some high-level software design, *UML Distilled* turns out to be a much better book than I had anticipated. I expected a dry tutorial of the UML notation, but it is thankfully much more than this. *UML Distilled* (3rd Ed.) does indeed cover the UML 2.0 notation, but while you are learning one of the most flexible and widely accepted ways to represent a design graphically, you will learn something far more important: the types of things you **MIGHT WANT** to represent and design. This aspect of how to design is far more of a sticking point than learning a notation, and we can be grateful that Fowler has managed to get the more important issues regarding how to go about designing a project while simultaneously telling us all we **NEED** to know (but not everything) about the UML 2.0 specification. With Fowler making comments such as,

"Fortunately, if you get it wrong, only serious UML weenies will notice -- or care", we get the feeling that while Fowler knows his subject and appreciates the UML notation, he also realizes that there are more important things than perfect diagrams to worry about when designing and building software. Fowler skips long-winded explanations by telling you where you can get more detailed explanations of certain topics and replaces sections that would normally be filled with unnecessary justifications for the notation with alternative approaches and personal experience. Quite often, these sections result in Fowler admitting that he finds certain aspects of the notation unnecessary or cumbersome, and almost always lightens the text, making it very readable. This book is great for anyone needing a solid introduction to UML or basic software engineering principles. It is also short, which is a relief to anyone used to trudging through most technical tomes. Most people could easily get through this book in a weekend, and confidently put "familiar with UML" on their resume. My only complaint with this book is that some parts of the notation are discussed without providing much of a hint on exactly *where* on a diagram you would place it. This information is available elsewhere (and most likely not particularly important in Fowler's opinion), and it aids in the book's brevity and the readability of the diagrams, so I can't really fault the author for not including it. These omissions and the occasional requirement for the reader to fill in the blanks don't quite warrant the loss of a star. The book provides exactly what it claims -- "a brief guide" to UML -- and also manages to act as an excellent quick reference for basic concepts. In short, UML Distilled is an excellent addition to any software developer's library, and a must have for anyone involved in a serious software design process. Definitely pick up the 3rd edition if you have a choice, and check out the author's recommendations for finding more specific and detailed information when you need it.

I had to purchase this book for a program design course I was taking. Since I knew very little about UML I was looking forward to reading it, especially since I knew that this book was the 'bible' of UML. About half-way through I quit reading the book because I wasn't learning very much. Here is the main problem. Fowler presents concepts using high-level, theoretical and sometimes incomplete terminology and doesn't illustrate with good examples. I frequently read and re-read passages but still left scratching my head uncertain what he was talking about. If he could have just included some concrete code examples, the book would have been much better. I also detect a little of the purist and elitist mentality in Fowler's writing. Purist in the sense that he is a true believer in UML and elitist in the sense that he doesn't think it necessary to explain some of the things he is talking about. Finally, there is some of the artificially-inflated complexity that comes with certain fields in CSci. If you really want to have a practical understanding of UML to use in your coding or

programming, this is not the book for you. All IMHO.

This book is fabulous, succinct, and has the best practices for UML...If I'm a fan of anyone, Fowler would be the one. Don't let the \$40.00 price stop you for a second. It is a really great reference.

Intelligently written and quite readable so far after reading the first chapters and skimming others. I like the practical advice of using only those bits that help your own productivity and dropping those that don't. I am new to UML and so are my colleagues. For a new project I want to improve our mutual understanding of how activities will be distributed across our product's subsystems. I think sequence diagrams are key and with this book I am becoming much more comfortable creating and explaining them. He mentions using UML primarily for sketching and that matches my needs.

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