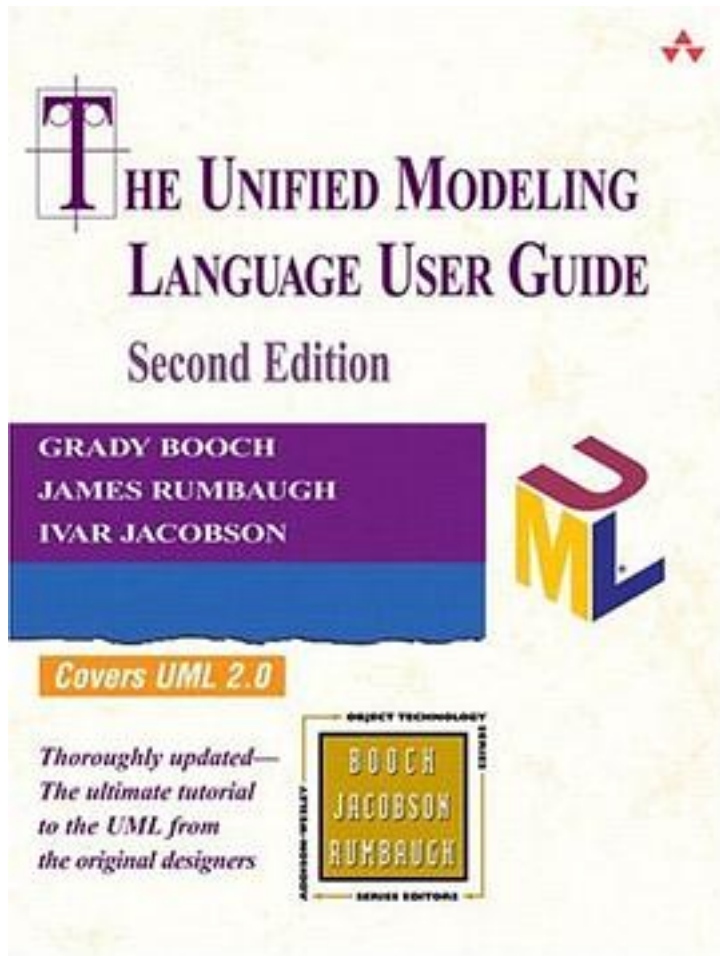


Unified Modeling Language User Guide, The (2nd Edition)



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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.

作者介绍:

Grady Booch、James Rumbaugh和Ivar

Jacobson是UML的创始人，均为软件工程界的权威，除了著有多部软件工程方面的著作之外，在对象技术发展上也有诸多杰出贡献，其中包括Booch方法、对象建模技术（OMT）和Objectory（OOSE）过程。目前Booch和Rumbaugh在IBM工作，Jacobson是独立咨询师。

邵维忠北京大学信息科学技术学院教授、博士生导师，中国计算机学会理事。1970年毕业于北京大学数学力学系，1979~1983年在计算机科学技术系任教并攻读硕士学位。早期主要从事操作系统和软件工程领域的研究。1987~1989年在新加坡国立大学参加科技合作。回国后在导师杨芙清院士主持的国家“八五”、“九五”重点科技攻关课题“大型软件开发环境青鸟系统”和“软件工程环境工业化生产技术及系统”中担任主要技术负责人。自1991年起注重于面向对象建模方法的研究，并开设了研究生课程和本科生课程。写作和翻译了多部关于面向对象方法的学术著作。最近几年在面向对象技术、软件复用与构件技术、中间件技术等领域承担了多项国家高技术研究发展计划(863)项目、国家重大基础研究(973)项目和国家自然科学基金项目。曾获国家科技进步二等奖及国家部委级奖励多项。..

麻志毅北京大学信息科学技术学院副教授。1999年在东北大学获博士学位，同年到北京大学从事博士后研究，出站后留校工作。近年来发表学术论文40余篇，出版学术专著2部，译著4部。主要研究方向为软件工程与软件工程环境、面向对象技术、构件技术和面向服务技术。

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刘辉北京大学信息科学与技术学院博士生。主要研究领域为面向对象建模、软件重构、

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评论

UML distilled 简练实用。 这本书全面。

介绍使用UML建模的过程，言语、内容抽象羞涩，适合有建模基础，寻求统一标准方法论的阅读。本人只阅读到第六张，书评难免挂一漏万、以偏概全。

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