

UML Pocket Reference

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UML for the It Business Analyst - Howard Podeswa 2014-05-14
Annotation The IT Business Analyst is one of the fastest growing roles in the IT industry. Business Analysts are found in almost all large organizations and are important members of any IT team whether in the private or public sector. "UML for the IT Business Analyst" provides a clear, step-by-step guide to how the Business

Analyst can perform his or her role using state-of-the-art object-oriented technology. Business analysts are required to understand object-oriented technology although there are currently no other books that address their unique needs as non-programmers using this technology. Assuming no prior knowledge of business analysis, IT, or object-orientation, material is presented in a narrative, chronological, hands-on

style using a real-world case study. Upon completion of "UML for the IT Business Analyst" the reader will have created an actual business requirements document using all of the techniques of object-orientation required of a Business Analyst. "UML for the IT Business Analyst" puts together all of the technology pieces needed to proficiently perform the Business Analyst role.

[NUnit Pocket Reference](#) - Bill Hamilton
2004-08-25

Few .NET developers have the luxury of unlimited code testing once their application is complete, and rushing through the testing process is both problematic and stressful. The open source NUnit framework provides an excellent and efficient way to test and improve .NET code as it's written, saving hundreds of QA hours and headaches. NUnit is one of the most mature and widely-used .NET open source projects even Microsoft uses it internally. NUnit is a unit-testing framework for all .Net

languages. Written entirely in C#, NUnit takes advantage of many .NET language features, such as custom attributes and other reflection related capabilities. It automates unit testing and reduces the effort required to frequently test code while developing it. NUnit is invaluable for .NET developers in test-driven development under agile methodologies such as Extreme Programming (XP) as well as for developers who use for unit testing for software quality assurance. Unfortunately, some of those valuable hours saved by using NUnit can be wasted trying to master this powerful but under-documented framework. Proof that good things come in small packages, the NUnit Pocket Reference is a complete reference to NUnit, filling in the blanks left by the existing documentation and online discussion. It offers developers everything they need to know to install, configure, and use NUnit; the NUnit user interface; and a reference to the NUnit framework classes in a slim but well-organized

package. This handy little book even offers practical, real world NUnit examples. And with the NUnit Pocket Reference, IT managers will know to expect when they implement unit testing in their projects. It is the only book you'll need on this popular and practical new open source framework.

The Elements of UML(TM) 2.0 Style - Scott W. Ambler 2005-05-09

Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams.

UML 2.0 Pocket Reference - Dan Pilone 2006-03-14

Globe-trotting travelers have long resorted to handy, pocket-size dictionaries as an aid to communicating across the language barrier. Dan Pilone's UML 2.0 Pocket Reference is just such an aid for on-the-go developers who need to converse in the Unified Modeling Language (UML). Use this book to decipher the many UML diagrams you'll encounter on the path to delivering a modern software system. Updated

to cover the very latest in UML, you'll find coverage of the following UML 2.0 diagram types: Class diagrams Component diagrams* Sequence diagrams* Communication diagrams* Timing diagrams* Interaction Overview diagrams* Package diagrams* Deployment diagrams* Use case diagrams Composite structure diagrams* Activity diagrams* Statechart diagrams* * New or expanded coverage in this edition Also new in this edition is coverage of UML's Object Constraint Language (OCL). Using OCL, you can specify more narrowly the functionality described in a given diagram by recording limits that are the result of business rules and other factors. The UML 2.0 Pocket Reference travels well to meetings and fits nicely into your laptop bag. It's near impossible to memorize all aspects of UML, and with this book along, you won't have to.

UML 2.0 Pocket Reference - Dan Pilone 2006-03-14

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handy, pocket-size dictionaries as an aid to communicating across the language barrier. Dan Pilone's UML 2.0 Pocket Reference is just such an aid for on-the-go developers who need to converse in the Unified Modeling Language (UML). Use this book to decipher the many UML diagrams you'll encounter on the path to delivering a modern software system. Updated to cover the very latest in UML, you'll find coverage of the following UML 2.0 diagram types: Class diagrams Component diagrams* Sequence diagrams* Communication diagrams* Timing diagrams* Interaction Overview diagrams* Package diagrams* Deployment diagrams* Use case diagrams Composite structure diagrams* Activity diagrams* Statechart diagrams* * New or expanded coverage in this edition Also new in this edition is coverage of UML's Object Constraint Language (OCL). Using OCL, you can specify more narrowly the functionality described in a given diagram by recording limits that are the

result of business rules and other factors. The UML 2.0 Pocket Reference travels well to meetings and fits nicely into your laptop bag. It's near impossible to memorize all aspects of UML, and with this book along, you won't have to.

Java 8 Pocket Guide - Robert Liguori
2014-04-08

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE

platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

Killer Game Programming in Java - Andrew Davison 2005-05-20

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers.Java developers new to graphics and game programming, as well as game developers new

to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly cover Java's 3D capabilities for all types of graphics and game development projects.Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

XML Pocket Reference - Simon St. Laurent

2005-08-08

XML, the Extensible Markup Language, is everywhere: the syntax of choice for newly designed document formats across almost all computer applications. Now used daily by developers, XML is living up to its reputation as one of the most important developments in document interchange in the history of computing. A perennial bestseller, the handy XML Pocket Reference from O'Reilly has been revised once again to give you quick access to the latest goods. In addition to its comprehensive look at XML, this third edition has been updated with new material on Namespaces and XML Schema--considered among the most important elements in current XML use--along with RELAX NG and Schematron, additional powerful tools for describing XML document structures. Like other titles in O'Reilly's Pocket Reference series, the XML Pocket Reference, 3rd Edition features a well-organized format that gets right to the

point. As a result, it's already won over the allegiance of developers everywhere. If you need XML answers quick and on the fly, this compact book is most definitely the book for you.

Java 7 Pocket Guide - Robert Liguori 2013-07-09

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management,

concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam [Java Pocket Guide: Instant Help for Java Programmers](#) - Liguori 2017-02-25

This concise guide presents Java stripped down to its bare essentials, possibly the only book on Java that you can actually fit in your pocket. If you've ever been stuck while writing code because you can't remember how something works, "Java Pocket Guide, Fourth Edition" is an indispensable aid. This latest edition focuses on Java 9, including sections on modular source code and the new Money and Currency API. Practical help for practicing developers. *Rails Pocket Reference* - Eric Berry 2008-09-29 Rails 2.1 brings a new level of stability and

power to this acclaimed web development framework, but keeping track of its numerous moving parts is still a chore. Rails Pocket Reference offers you a painless alternative to hunting for resources online, with brief yet thorough explanations of the most frequently used methods and structures supported by Rails 2.1, along with key concepts you need to work through the framework's most tangled corners. Organized to help you quickly find what you need, this book will not only get you up to speed on how Rails works, it also provides a handy reference you can use anywhere, anytime. Inside, you'll find essential information on how to: Install Rails with RubyGems Build, compile, and process files with Rake Test Rails applications using assertions and fixtures Use Rails with Ajax Connect objects to a database using ActiveRecord Make web requests with the Action Controller framework Use REST web service APIs And much more. Save yourself hours of frustration: If you use Rails daily and

just want the facts -- fast -- this is your book.

UML 2 For Dummies - Michael Jesse Chonoles

2011-04-27

Uses friendly, easy-to-understand For Dummies style to help readers learn to model systems with the latest version of UML, the modeling language used by companies throughout the world to develop blueprints for complex computer systems. Guides programmers, architects, and business analysts through applying UML to design large, complex enterprise applications that enable scalability, security, and robust execution. Illustrates concepts with mini-cases from different business domains and provides practical advice and examples. Covers critical topics for users of UML, including object modeling, case modeling, advanced dynamic and functional modeling, and component and deployment modeling.

Java in a Nutshell - David Flanagan 2005-03-15

With more than 700,000 copies sold to date, *Java in a Nutshell* from O'Reilly is clearly the favorite

resource amongst the legion of developers and programmers using Java technology. And now, with the release of the 5.0 version of Java, O'Reilly has given the book that defined the "in a Nutshell" category another impressive tune-up. In this latest revision, readers will find *Java in a Nutshell*, 5th Edition, does more than just cover the extensive changes implicit in 5.0, the newest version of Java. It's undergone a complete makeover--in scope, size, and type of coverage--in order to more closely meet the needs of the modern Java programmer. To wit, *Java in a Nutshell*, 5th Edition now places less emphasis on coming to Java from C and C++, and adds more discussion on tools and frameworks. It also offers new code examples to illustrate the working of APIs, and, of course, extensive coverage of Java 5.0. But faithful readers take comfort: it still hasn't lost any of its core elements that made it such a classic to begin with. This handy reference gets right to the heart of the program with an accelerated

introduction to the Java programming language and its key APIs—ideal for developers wishing to start writing code right away. And, as was the case in previous editions, *Java in a Nutshell*, 5th Edition is once again chock-full of poignant tips, techniques, examples, and practical advice. For as long as Java has existed, *Java in a Nutshell* has helped developers maximize the capabilities of the program's newest versions. And this latest edition is no different.

UML 2.0 in a Nutshell - Dan Pilone 2005

This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

Understanding Machine Learning - Shai

Shalev-Shwartz 2014-05-19

Introduces machine learning and its algorithmic

paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

Linux Device Drivers - Jonathan Corbet

2005-02-07

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

ActionScript for Flash MX - Colin Mook 2003

Thoroughly updated to cover the new version of Macromedia Flash - Flash MX - this second edition builds on the strengths of the original book while incorporating changes from this major revision of the software.

Learning UML 2.0 - Russ Miles 2006-04-25

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

GDB Pocket Reference - Arnold Robbins

2005-05-02

Many Linux and Unix developers are familiar with the GNU debugger (GDB), the invaluable open source tool for testing, fixing, and retesting software. And since GDB can be ported to Windows, Microsoft developers and others who use this platform can also take advantage of this amazing free software that allows you to see exactly what's going on inside of a program as it's executing. This new pocket guide gives you a convenient quick reference for using the debugger with several different programming languages, including C, C++, Java, Fortran and Assembly. The GNU debugger is the most useful tool during the testing phase of the software development cycle because it helps you catch bugs in the act. You can see what a program was doing at the moment it crashed, and then readily pinpoint and correct problem code. With the GDB Pocket Reference on hand, the process is quick and painless. The book covers the

essentials of using GDB in a testing environment, including how to specify a target for debugging and how to make a program stop on specified conditions. This handy guide also provides details on using the debugger to examine the stack, source files and data to find the cause of program failure-and then explains ways to use GDB to make quick changes to the program for further testing and debugging. The ability to spot a bug in real time with GDB can save you hours of frustration, and having a quick way to refer to GDB's essential functions is key to making the process work. Once you get your hands on the GDB Pocket Reference, you'll never let go!

OCUP 2 Certification Guide - Michael Jesse Chonoles 2017-08-24

OCUP 2 Certification Guide: Preparing for the OMG Certified UML 2.5 Professional 2 Foundation Exam both teaches UML® 2.5 and prepares candidates to become certified. UML® (Unified Modeling Language) is the most

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popular graphical language used by software analysts, designers, and developers to model, visualize, communicate, test, and document systems under development. UML® 2.5 has recently been released, and with it a new certification program for practitioners to enhance their current or future career opportunities. There are three exam levels: Foundation, Intermediate, and Advanced. The exam covered in this book, Foundation, is a prerequisite for the higher levels. Author Michael Jesse Chonoles is a lead participant in the current OCUP 2 program—not only in writing and reviewing all the questions, but also in designing the goals of the program. This book distills his experience in modeling, mentoring, and training. Because UML® is a sophisticated language, with 13 diagram types, capable of modeling any type of modern software system, it takes users some time to become proficient. This effective resource will explain the material in the Foundation exam and includes many practice

questions for the candidate, including sample problems similar to those found in the exam, and detailed explanations of why correct answers are correct and why wrong answers are wrong. Written to prepare candidates for the OCUP 2 Foundation level exam while they learn UML® Illustrated with UML® diagrams to clarify every concept and technique Offers hints for studying and test-taking based on the specific nature and structure of the Foundation Level exam Includes practice exam material, sample questions and exercises, warnings, tips, and points to remember throughout

Principles of Health Interoperability HL7 and SNOMED - Tim Benson 2010-05-06

Joined-up healthcare makes information available when and where it is needed to improve safety, efficiency and effectiveness. Politicians may take interoperability between healthcare computer systems for granted, but it is non-trivial. Healthcare integration projects are notoriously under-estimated and come in over-

budget and over-time. Joined-up healthcare depends on standards. The two leading standards are the SNOMED CT, which is a clinical terminology (semantics) and HL7 Version 3, which is a specialised healthcare interoperability language (syntax). Both are new, complex and fit for purpose. Tim Benson believes there is an unmet need for a book on Healthcare Integration. Some health informatics textbooks include chapters on HL7 and/or SNOMED, but these are usually quite short and cannot provide even an adequate introduction. There is little of much value on the Internet, or in journals or conference proceedings.

Head First iPhone and iPad Development -

Dan Pilone 2013-12-18

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad.

Java 7 Pocket Guide - Robert Liguori

2013-07-09

When you need quick answers for developing or debugging Java programs, this pocket guide

provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified

Associate Java SE 7 Programmer I exam
Learning Visual Basic .NET - Jesse Liberty
2002-10-25

Most Visual Basic .NET books are written for experienced object-oriented programmers, but many programmers jumping on the .NET bandwagon are coming from non-object-oriented languages, such as Visual Basic 6.0 or from script programming, such as JavaScript. These programmers, and those who are adopting VB.NET as their first programming language, have been out of luck when it comes to finding a high-quality introduction to the language that helps them get started. That's why Jesse Liberty, author of the best-selling books Programming C# and Programming ASP.NET, has written an entry-level guide to Visual Basic .NET. Written in a warm and friendly manner, this book assumes no prior programming experience, and provides an easy introduction to Microsoft's most popular .NET language. Learning Visual Basic .NET is a complete introduction to VB.NET and object-

oriented programming. This book will help you build a solid foundation in .NET, and show how to apply your skills by using hundreds of examples to help you become productive quickly. Learning Visual Basic .NET introduces fundamentals like Visual Studio .NET, a tool set for building Windows and Web applications. You'll learn about the syntax and structure of the Visual Basic .NET language, including operators, classes and interfaces, structs, arrays, and strings. Liberty then demonstrates how to develop various kinds of applications--including those that work with databases--and web services. By the time you've finished Learning Visual Basic .NET, you'll be ready to move on to a more advanced programming guide that will help you create large-scale web and Windows applications. Whether you have a little object-oriented programming experience or you are new to programming altogether, Visual Basic .NET will set you firmly on your way to mastering the essentials of the VB.NET

language.

Learning UML - Sinan Si Alhir 2003

This new book is the definitive primer for UML, and starts with the foundational concepts of object-orientation in order to provide the proper context for explaining UML.

Applied Discrete Structures - Ken Levasseur
2012-02-25

Applied Discrete Structures, is a two semester undergraduate text in discrete mathematics, focusing on the structural properties of mathematical objects. These include matrices, functions, graphs, trees, lattices and algebraic structures. The algebraic structures that are discussed are monoids, groups, rings, fields and vector spaces. Website: <http://discretemath.org>
Applied Discrete Structures has been approved by the American Institute of Mathematics as part of their Open Textbook Initiative. For more information on open textbooks, visit <http://www.aimath.org/textbooks/>. This version was created using Mathbook XML (<https://mathbook.pugetsound.edu/>)

<https://mathbook.pugetsound.edu/>) Al Doerr is Emeritus Professor of Mathematical Sciences at UMass Lowell. His interests include abstract algebra and discrete mathematics. Ken Levasseur is a Professor of Mathematical Sciences at UMass Lowell. His interests include discrete mathematics and abstract algebra, and their implementation using computer algebra systems.

The Unified Modeling Language Reference Manual - James Rumbaugh 2010

"If you are a serious user of UML, there is no other book quite like this one. I have been involved with the UML specification process for some time, but I still found myself learning things while reading through this book- especially on the changes and new capabilities that have come with UML." -Ed Seidewitz, Chief Architect, IntelliData Technologies Corporation
The latest version of the Unified Modeling Language-UML 2.0-has increased its capabilities as the standard notation for modeling software-

intensive systems. Like most standards documents, however, the official UML specification is difficult to read and navigate. In addition, UML 2.0 is far more complex than previous versions, making a thorough reference book more essential than ever. In this significantly updated and expanded edition of the definitive reference to the standard, James Rumbaugh, Ivar Jacobson, and Grady Booch—the UML's creators—clearly and completely describe UML concepts, including major revisions to sequence diagrams, activity models, state machines, components, internal structure of classes and components, and profiles. Whether you are capturing requirements, developing software architectures, designing implementations, or trying to understand existing systems, this is the book for you. Highlights include: Alphabetical dictionary of articles covering every UML concept Integrated summary of UML concepts by diagram type Two-color diagrams with extensive annotations in

blue Thorough coverage of both semantics and notation, separated in each article for easy reference Further explanations of concepts whose meaning or purpose is obscure in the original specifications Discussion sections offering usage advice and additional insight into tricky concepts Notation summary, with references to individual articles An enhanced online index available on the book's web site allowing readers to quickly and easily search the entire text for specific topics The result is an indispensable resource for anyone who needs to understand the inner workings of the industry standard modeling language.

[Object Oriented Programming using Java](#) - Simon Kendal 2009

[Learning MySQL](#) - Saied M.M. Tahaghoghi 2007-11-28

Presents instructions on using MySQL, covering such topics as installation, querying, user management, security, and backups and

recovery.

**Business Analysis Based on BABOK® Guide
Version 2 - A Pocket Guide** - Jarett Hailes
1970-01-01

A Guide to the Business Analysis Body of Knowledge® (BABOK® Guide) is the collection of knowledge within the profession of business analysis and reflects current generally accepted practices. As with other professions, the body of knowledge is defined and enhanced by the business analysis professionals who apply it in their daily work role. The purpose of this pocket guide to the BABOK® Guide is to help understand the key knowledge found within the BABOK Guide and how it can be applied to a particular situation. Primary target groups for this pocket guide are: Individuals interested in how business analysis works or who may want to become Business Analysts; Business Analysts as a quick reference during the course of their day-to-day work; Team members working on projects or within normal organizational operations

where business analysis is performed; Managers and executives who need to understand how business analysis can help improve their organizations. This pocket guide is based upon the content found in Version 2 of the BABOK Guide. The BABOK Guide was first published by the International Institute of Business Analysis (IIBA) in 2005. Version 2.0 was released in March 2009. The BABOK® Guide describes business analysis areas of knowledge, their associated activities and the tasks and skills necessary to be effective in their execution. The BABOK® Guide is a reference for professional knowledge for business analysis and provides the basis for the Certified Business Analysis Professional (CBAP®) and the Certification of Competency in Business Analysis (CCBA®) certifications.

Sams Teach Yourself UML in 24 Hours - Joseph Schmuller 2004

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects

and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

SysML Distilled - Lenny Delligatti 2014

SysML Distilled is a go-to reference for everyone who wants to start creating accurate and useful system models with SysML. Drawing on his

pioneering experience creating models for Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components, and shows how to use them even under tight deadlines and other constraints. The reader needn't know all of SysML to create effective models: SysML Distilled quickly teaches what does need to be known, and helps deepen the reader's knowledge incrementally as the need arises.

UML Distilled - Martin Fowler 2018-08-30

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.

Mobile Computing Principles - Reza B'Far

2004-11-01

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application

development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

The Hip Pocket Guide to HTML 3.2 - Ed Tittel 1997

A handbook to the most frequently used HTML tags lists entries alphabetically by subject and includes an introduction to HTML structure and syntax

Head First Software Development - Dan Pilone 2008-12-26

Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

UML Pocket Reference - Dan Pilone 2003

The Unified Modeling Language (UML) is one of the most important languages for anyone in the software industry to know. The UML is a visual language enabling architects, designers, and

developers to communicate about design.

Seemingly simple on the surface, the UML is a rich and expressive language, with many visual syntactical elements. It's next to impossible to memorize all aspects of the UML. Just as a writer might require a dictionary to work with the spoken word, so too do UML practitioners require a dictionary of sorts. In this book, you'll find information on UML usage, and also on the symbols, line-endings, and syntax used for the following diagram types: Class diagrams
Component diagrams Behavioral diagrams
Sequence diagrams Statechart diagrams Object diagrams
Deployment diagrams Use case diagrams
Collaboration diagrams Activity diagrams
Let this book be your UML dictionary. It's clear, concise, and small. Keep this book at hand, and never again be stymied by an unfamiliar UML symbol, a line-ending you don't recognize, or the use of an unfamiliar diagram type. O'Reilly's Pocket References have become a favorite among programmers everywhere. By

providing a wealth of important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you need to get to a solution quickly, the new UML Pocket Reference is the book you'll want to have.

Pocket Reference - 2011

Java Pocket Guide - Robert Liguori 2017-08-28

Any time you need quick answers for developing or debugging Java programs, this pocket guide is the ideal reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists fast—including Java 9 features such as modular source code and the new JShell interactive command-line REPL. It's a handy companion, whether you're in the office,

in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Use new features in Java 9, including modular source code and JShell Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

Make Design Matter - David Carlson 2012-12-25

A pocket guide to meaningful design in seven steps.