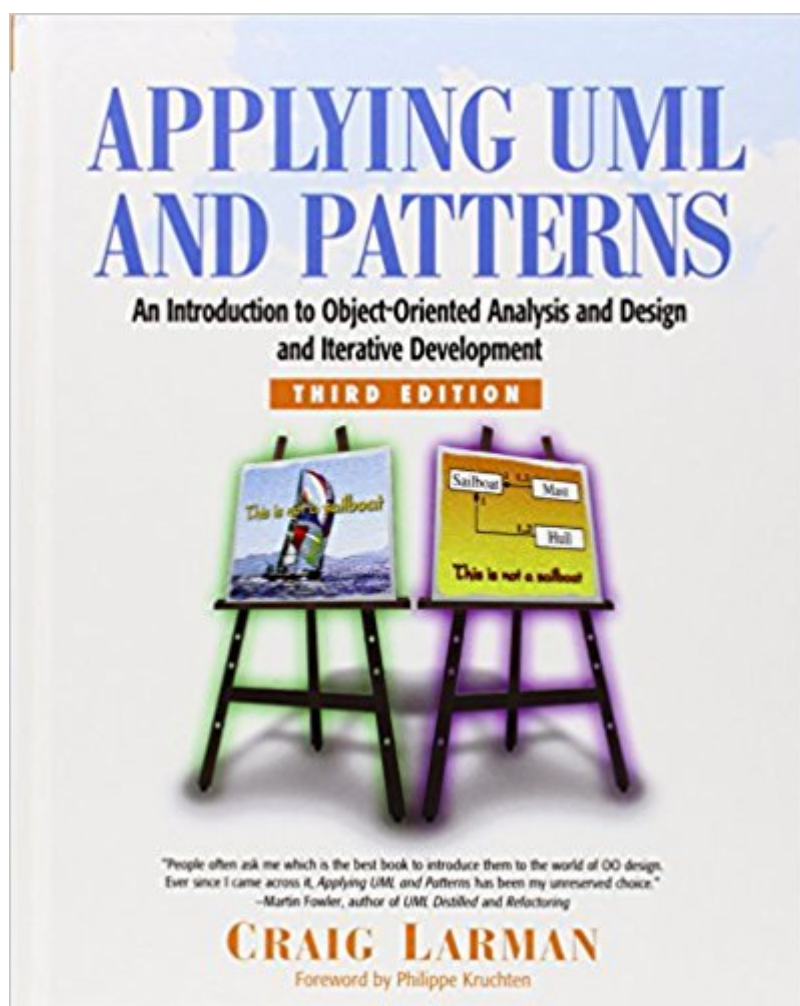The book was found

Applying UML And Patterns: An Introduction To Object-Oriented Analysis And Design And Iterative Development (3rd Edition)

Synopsis

"This edition contains Larman's usual accurate and thoughtful writing. It is a very good book made even better."–Alistair Cockburn, author, Writing Effective Use Cases and Surviving OO Projects "Too few people have a knack for explaining things. Fewer still have a handle on software analysis and design. Craig Larman has both."–John Vlissides, author, Design Patterns and Pattern Hatching "People often ask me which is the best book to introduce them to the world of OO design. Ever since I came across it Applying UML and Patterns has been my unreserved choice."–Martin Fowler, author, UML Distilled and Refactoring "This book makes learning UML enjoyable and pragmatic by incrementally introducing it as an intuitive language for specifying the artifacts of object analysis and design. It is a well written introduction to UML and object methods by an expert practitioner."–Cris Kobryn, Chair of the UML Revision Task Force and UML 2.0 Working Group A brand new edition of the world's most admired introduction to object-oriented analysis and design with UML Fully updated for UML 2 and the latest iterative/agile practices Includes an all-new case study illustrating many of the book's key points Applying UML and Patterns is the world's #1 business and college introduction to "thinking in objects"–and using that insight in real-world object-oriented analysis and design. Building on two widely acclaimed previous editions, Craig Larman has updated this book to fully reflect the new UML 2 standard, to help you master the art of object design, and to promote high-impact, iterative, and skillful agile modeling practices. Developers and students will learn object-oriented analysis and design (OOA/D) through three iterations of two cohesive, start-to-finish case studies. These case studies incrementally introduce key skills, essential OO principles and patterns, UML notation, and best practices. You won't just learn UML diagrams–you'll learn how to apply UML in the context of OO software development. Drawing on his unsurpassed experience as a mentor and consultant, Larman helps you understand evolutionary requirements and use cases, domain object modeling, responsibility-driven design, essential OO design, layered architectures, "Gang of Four" design patterns, GRASP, iterative methods, an agile approach to the Unified Process (UP), and much more. This edition's extensive improvements include A stronger focus on helping you master OOA/D through case studies that demonstrate key OO principles and patterns, while also applying the UML New coverage of UML 2, Agile Modeling, Test-Driven Development, and refactoring Many new tips on combining iterative and evolutionary development with OOA/D Updates for easier study, including new learning aids and graphics New college educator teaching

resources Guidance on applying the UP in a light, agile spirit, complementary with other iterative methods such as XP and Scrum Techniques for applying the UML to documenting architectures A new chapter on evolutionary requirements, and much more   Applying UML and Patterns, Third Edition, is a lucid and practical introduction to thinking and designing with objectsÃ¢â ¬â •and creating systems that are well crafted, robust, and maintainable.

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Customer Reviews

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most admired introduction to object-oriented analysis and design with UML   Fully updated for UML 2 and the latest iterative/agile practices   Includes an all-new case study illustrating many of the bookÃ¢â¬â„¢s key points   Applying UML and Patterns is the worldÃ¢â¬â„¢s #1 business and college introduction to Ã¢â¬Å"thinking in objectsÃ¢â¬Å•Ã¢â¬â€¢and using that insight in real-world object-oriented analysis and design. Building on two widely acclaimed previous editions, Craig Larman has updated this book to fully reflect the new UML 2 standard, to help you master the art of object design, and to promote high-impact, iterative, and skillful agile modeling practices. Developers and students will learn object-oriented analysis and design (OOA/D) through three iterations of two cohesive, start-to-finish case studies. These case studies incrementally introduce key skills, essential OO principles and patterns, UML notation, and best practices. You wonÃ¢â¬â„¢t just learn UML diagramsÃ¢â¬â€¢youÃ¢â¬â„¢ll learn how to apply UML in the context of OO software development. Drawing on his unsurpassed experience as a mentor and consultant, Larman helps you understand evolutionary requirements and use cases, domain object modeling, responsibility-driven design, essential OO design, layered architectures, Ã¢â¬Å"Gang of FourÃ¢â¬Å• design patterns, GRASP, iterative methods, an agile approach to the Unified Process (UP), and much more. This editionÃ¢â¬â„¢s extensive improvements include   A stronger focus on helping you master OOA/D through case studies that demonstrate key OO principles and patterns, while also applying the UML New coverage of UML 2, Agile Modeling, Test-Driven Development, and refactoring Many new tips on combining iterative and evolutionary development with OOA/D Updates for easier study, including new learning aids and graphics New college educator teaching resources Guidance on applying the UP in a light, agile spirit, complementary with other iterative methods such as XP and Scrum Techniques for applying the UML to documenting architectures A new chapter on evolutionary requirements, and much more   Applying UML and Patterns, Third Edition, is a lucid and practical introduction to thinking and designing with objectsÃ¢â¬â€¢and creating systems that are well crafted, robust, and maintainable.

Craig Larman serves as chief scientist at Valtech, a leading technology consultancy with offices throughout the United States, Europe, and Asia. He is known throughout the worldwide software community as an expert and coach in OOA/D and design patterns, agile/iterative methods, an agile approach to the Unified Process (UP), and modeling with the UML. He holds a B.S. and M.S. in computer science from Simon Fraser University in Vancouver, British Columbia.

I read the first edition of this book years ago when I was making the transition to objects. It was

about the tenth book on the subject that I had read, but it was the first one that consistently anticipated the questions that came up when I was actually trying to build something using UML, long after the hype and "objects will save us" party atmosphere had died down. Craig Larman has carefully remembered, or has taught this enough to have been reminded of, the kinds of questions software practitioners actually encounter on the way to building systems using UML. This 3rd edition is twice as big as the first, and it is twice as good only because it is twice as much of Larman's excellent teaching.This book is so good that even developers experienced with UML, the GRASP patterns, and agile development methods will gain from it, reminding us once again to balance the best practices that we apply perhaps a little unevenly at times. It is clearly a book by someone who has been there, and has remembered what it was like during the learning process. But perhaps its greatest strength is its application of very good theory in a very pragmatic way, in short, its balance. This is one of a very few books that I recommend to everyone I know in software.

This is a good book for learning UML and design patterns. I'm in a masters program for software development and this was one of the text books. It really helped understand the method behind the madness of programming. I tired to teach myself to program, this book lays the foundation. Well worth the price.

Read this book as part of an analysis and design class I recently took at the University of St. Thomas, Saint Paul. I have had the previous edition of this book, but it took taking a class to actually get me to read it entirely. Enough good things have already been said about this book by others, and I don't have a different opinion here either. What I especially enjoyed when reading this book is it's description and demonstration using effective UML diagrams of simple examples and case studies - of the application of the GRASP (General Responsibility Assignment Software Patterns or Principles) and the GOF (Gang-Of-Four) patterns for doing object-oriented software design and development.

This book of the type of books that are very interesting. i feel that i dont read it.i feel i take training directly from the trainer(Author).it is written with full of passion to the subject of the book.other advantage it is focus in best practices.i hate reading in general,but this book added value to me every page and day !.Thanks a lot for the author to introduce this book in this way.it is similar to Head first series but with serious speech inside.

I am currently using this book for a continuing education class. It's a good reference for UML as the front and back covers can be quick referenced for the standards. I'm by no means a UML expert (yet) but the book gives good insights as to when certain items should and should not be used. That being said it's better in a classroom environment then for a quick crash course. If you were going to learn UML on your own I think using it as a compliment to other material will give you deeper understanding.

As pointed out by many, this book is a very nice introduction to Object Oriented Analysis and Design. The author's explanations were very clear. This book covers agile practices, UML, many patterns including Gang of Four (GoF), and software architecture. Overall I really enjoyed reading this book. From an industry standpoint as well as an academic standpoint, I believe this book does an excellent job. This book will be part of my library for a long time to come. Highly recommended.

Seems to be a good book. Will be using it for the upcoming semester

I've been trying to find a competent writer on this subject for years. Everyone seems to want to make this harder than it is (although it's not all that simple). Larman does a fabulous job of making sense to someone who is familiar with the idea, but not the implementation.Anyone wanting to get some background on UML and OOAD should *definitely* get this book. Worth every penny. Actually comes in hardback, too.

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