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**How to
Specify
Your
Software
Requirements**

**Milan Kratochvil &
Barry McGibbon**

Foreword by Staffan Ahlberg
and Tomas Brane, Inventors of
San Francisco/WebSphere



MANAGING OBJECT TECHNOLOGY SERIES

Uml Xtra Light How To Specify Your Software Requirements Sigs Managing Object Technology

Hedley Apperly



Uml Xtra Light How To Specify Your Software Requirements Sigs Managing Object Technology:

UML Xtra-Light Milan Kratochvil, Barry McGibbon, 2003 If you are a non technical person with a stake in the success of a software project this book is for you Business managers often find it impossible to communicate business objectives and specify their software requirements to technical members of staff This beginner s guide teaches readers to communicate with software developers in a more focused effective way It describes the basic diagrams of the UML modeling notation and shows how they are used to specify requirements in a unambiguous way When used on project the risk of failure through unclear requirements is removed Service- and Component-based Development Using Select Perspective and UML Hedley Apperly, 2003 Annotation The instruction put forth in this new book is all related to successfully using Select Perspective a process conceived and marketed by Select Business solutions a division of Aonix Select Perspective is a pragmatic component based software development process that can be implemented by all roles in software development and includes the business people that specify accept verify and use software solutions Every individual who is involved in the specification acceptance construction testing delivery or budgetary control of software solutions will benefit from this book The authors have helped organizations realize the benefit of component based development with Select Perspective and this book shows how it can be done taking into account varying team sizes uneven skill levels and different industries The book uses the UML for expression of designs and will allow the reader to meet the demands of web services *Subject Guide to Books in Print*, 2001 Forthcoming Books Rose Arny, 2002 *Developing Software with UML* Bernd Oestereich, 2002 This book shows us how to use UML and apply it in object oriented software development Part 1 of the book guides the reader step by step through the development process while part 2 explains the basics of UML in detail **UML by Example** Ghinwa Jalloul, 2004-01-19 This is a step by step introduction to object oriented software development It is suitable for teaching and for self study by practising software engineers seeking to add rigour to their techniques Seven complete case studies are included along with several smaller examples derived from small software projects developed for and delivered to real users These examples make use of a bridge process which presents a systematic approach for developing analysis models and unfolding these incrementally and iteratively through to design models and implementation The process could be viewed as one example of unified software development and has the potential of being scalable to large software problems It also provides a model for organising deliverables obtained throughout different phases of the software life cycle These case studies provide a medium for experimental use and act as templates that can be tailored by readers to fit their specific needs and circumstances **The Object Primer** Scott W. Ambler, 1995 Provides all a developer needs to know to start using object oriented technology immediately *Tried and True Object Development* Ari Jaaksi, 1999 Written by four experienced software developers this is a practical book about object based and component based software development **Object Primer** Scott W. Ambler, 2001-02-15 Scott Ambler author of Building Object Applications that Work Process Patterns and

More Process Patterns has revised his acclaimed first book *The Object Primer* Long prized in its original edition by both students and professionals as the best introduction to object oriented technology now this book is completely up to date with new material in every chapter There are also new chapters on good OO programming techniques and OO software testing All modeling notation has been rewritten in UML notation Review questions at the end of each chapter allow readers to test their newly acquired knowledge In addition the author takes time to reflect on the lessons learned over the past few years by discussing the proven benefits and drawbacks of the technology This is the perfect book for any software development professional or student seeking an introduction to the concepts and terminology of object technology

What Every Software Manager Must Know to Succeed with Object Technology John D. Williams, 1995 Object technology can provide software developers with the edge they need to bring robust products quickly to market This book presents a concise introduction to object oriented methodology and an in depth look at how to manage projects that use object oriented techniques

Object-Oriented Analysis and Design with Applications Grady Booch, Robert Maksimchuk, Michael Engle, Jim Conallen, Kelli Houston, Bobbi Young Ph.D., 2007-04-30 Object Oriented Design with Applications has long been the essential reference to object oriented technology which in turn has evolved to join the mainstream of industrial strength software development In this third edition the first revision in 13 years readers can learn to apply object oriented methods using new paradigms such as Java the Unified Modeling Language UML 2 0 and NET The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers including systems architecture data acquisition cryptanalysis control systems and Web development They illustrate essential concepts explain the method and show successful applications in a variety of fields You ll also find pragmatic advice on a host of issues including classification implementation strategies and cost effective project management New to this new edition are An introduction to the new UML 2 0 from the notation s most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling as eagerly requested by readers with five chapters that each delve into one phase of the overall development lifecycle Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model such as abstraction encapsulation modularity and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object oriented programming languages This is the seminal text for anyone who wishes to use object oriented technology to manage the complexity inherent in many kinds of systems

Sidebar Preface Acknowledgments About the Authors Section I Concepts Chapter 1 Complexity Chapter 2 The Object Model Chapter 3 Classes and Objects Chapter 4 Classification Section II Method Chapter 5 Notation Chapter 6 Process Chapter 7 Pragmatics Chapter 8 System Architecture Satellite Based Navigation Chapter 9 Control System Traffic Management Chapter 10 Artificial Intelligence Cryptanalysis Chapter 11 Data

Acquisition Weather Monitoring Station Chapter 12 Web Application Vacation Tracking System Appendix A Object Oriented Programming Languages Appendix B Further Reading Notes Glossary Classified Bibliography Index *Requirements Analysis and System Design:Developing Information Systems with Uml with Using Uml:Software Engineering with Objects and Components* Maciaszek,Stevens,2003-10 This Multi Pack is made up of the following components Maciaszek Requirements Analysis and System Design Developing Information Systems with UML 0201709449 Beck Extreme Programming Explained Embrace Change 020161641 *Guide to Applying the UML* Sinan Si Alhir,2006-05-02 Guide to Successfully Applying the UML offers a tool independent and process independent roadmap for successfully applying the Unified Modeling Language UML The UML is a modeling language for specifying visualizing constructing and documenting the artifacts of a system intensive process It was originally conceived by Rational Software Corporation and three of the most prominent methodologists in the information systems and technology industry Grady Booch James Rumbaugh and Ivar Jacobson The language has gained significant industry support from various organizations via the UML Partners Consortium and has been submitted to and approved by the Object Management Group as a standard This book works in concordance with references to offer a suite of practical real world examples to help novice and expert users of the UML to understand the whole language holistically and cohesively including rules of usage and principles of composition style guidelines and a roadmap for successfully applying the UML The examples are presented in a fairly intuitive evolutionary manner that demonstrate the key concepts of the UML and help readers explore the wide range of uses of the UML *Object-Oriented Technology from Diagram to Code with Visual Paradigm for UML* Curtis H. K. Tsang,2005-04-01 This book is written for students and developers who wish to master the essential skills and techniques in applying the UML for software development The reader will learn object oriented analysis design and implementation using appropriate UML models process techniques and tool Accompanying the book is the Community Edition of Visual Paradigm for UML VP UML an award winning CASE tool which allows the reader to put the theories learned into practice immediately The authors follow a framework for modeling and analysis called the View Alignment Techniques VAT that helps software developers create development methods The Activity Analysis Approach which is particularly suited for the development of interaction intensive systems is described These concepts have been well proven as they were followed closely in the development of the VP UML CASE tool The Visual Paradigm for UML is also available FREE on a CD Three chapters in this book describe structural use case and dynamic modeling and analysis techniques together with practical tricks and tips that have been gained by the authors from many years of experience Each of these three chapters includes a mini case study which illustrates the unique from diagram to code concept in software development In the final chapter a major case study is included to help the reader reinforce the theories learned in previous chapters using VP UML The key areas in object oriented technology covered in the book include Requirements modeling using use cases Domain analysis for object identification Dynamic analysis and design

Implementation Method creation and the framework of View Alignment Techniques A case study Using UML R. J. Pooley, Perdita Stevens, 1999 This textbook develops an understanding of the software development process and provides design practice using UML Focusing on design techniques it describes the software process and lifecycle and covers the main terms and concepts of object orientation and component based engineering Case studies illustrate the issues involved in real life design including real time systems data oriented and component based design Requirements Modeling with Uml Cynthia Phillips, 2009-04 The Unified Modeling Language UML provides an environment for modeling complex systems It supports a variety of diagrams for analyzing designing and implementing software systems During the requirements phase developers abstract concepts from the application domain and describe what the system is intended to do not how it will do it UML was adopted as a standard for OO modeling by the Object Management Group in 1997 and has found use in various software development projects However the continued success of any new technology depends a great deal on its usability To predict the future success of a language like UML it is important to address the issue of usability from the perspective of the users of the language the software developers This publication reports on the results of an empirical study aimed at assessing the usability of UML for developing software requirements It addresses the dimensions of ease of use usefulness and usefulness for communicating requirements to various project stakeholders *The Object Primer* Scott W. Ambler, 2004-03-22 Scott Ambler award winning author of Building Object Applications that Work Process Patterns and More Process Patterns has revised his acclaimed first book The Object Primer Long prized in its original edition by both students and professionals as the best introduction to object oriented technology this book has all modeling notation rewritten in UML 2.0 All chapters have been revised to take advantage of Agile Modeling AM which is presented in the new chapter 2 along with other important modeling techniques Review questions at the end of each chapter allow readers to test their newly acquired knowledge In addition the author takes time to reflect on the lessons learned over the past few years by discussing the proven benefits and drawbacks of the technology This is the perfect book for any software development professional or student seeking an introduction to the concepts and terminology of object technology UML Components John Cheesman, John Daniels, 2001 The UML was conceived and first implemented as a language for describing the design of object oriented programs Its widespread adoption and inherent flexibility has inevitably led to its use in other areas including the design of component based systems While it is not a perfect fit for component based development this book describes how best to use UML 1.3 in the specification and design of medium to large systems that utilize server side component technologies **UML 2 and the Unified Process** Jim Arlow, Ila Neustadt, 2005-06-27 This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines Even for people not working with the Unified Process the book is still of great use UML 2 and the Unified Process Second Edition is a must read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner Roland Leibundgut Technical Director

Zuehlke Engineering Ltd This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the different aspects needed to satisfy it Eric Naiburg Market Manager Desktop Products IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object oriented analysis and design using UML 2 It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process UP UML 2 and the Unified Process contains a wealth of practical powerful and useful techniques that you can apply immediately As you progress through the text you will learn OO analysis and design techniques UML syntax and semantics and the relevant aspects of the UP The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO analyst and designer This book provides Chapter roadmaps detailed diagrams and margin notes allowing you to focus on your needs Outline summaries for each chapter making it ideal for revision and a comprehensive index that can be used as a reference New to this edition Completely revised and updated for UML 2 syntax Easy to understand explanations of the new UML 2 semantics More real world examples A new section on the Object Constraint Language OCL Introductory material on the OMG s Model Driven Architecture MDA The accompanying website provides A complete example of a simple e commerce system Open source tools for requirements engineering and use case modeling Industrial strength UML course materials based on the book

Object-oriented Software Engineering with UML Roger Y. Lee, 2019 The object oriented paradigm supplements traditional software engineering by providing solutions to common problems such as modularity and reusability Objects can be written for a specific purpose acting as an encapsulated black box API that can work with other components by forming a complex system This book provides a comprehensive overview of the many facets of the object oriented paradigm and how it applies to software engineering Starting with an in depth look at objects the book naturally progresses through the software engineering life cycle and shows how object oriented concepts enhance each step Furthermore it is designed as a roadmap with each chapter preparing the reader with the skills necessary to advance the project This book should be used by anyone interested in learning about object oriented software engineering including students and seasoned developers Without overwhelming the reader this book hopes to provide enough information for the reader to understand the concepts and apply them in their everyday work After learning about the fundamentals of the object oriented paradigm and the software engineering life cycle the reader is introduced to more advanced topics such as web engineering cloud computing agile development and big data In recent years these fields have been rapidly growing as many are beginning to realize the benefits of developing on a highly scalable automated deployment system Combined with the speed and effectiveness of agile development legacy systems are beginning to make the transition to a more adaptive environment Core Features 1 Provides a thorough exploration of the object oriented paradigm 2 Provides a detailed look at each step of the software engineering life cycle 3 Provides supporting examples and documents 4 Provides a detailed look at emerging technology and standards in

object oriented software engineering

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