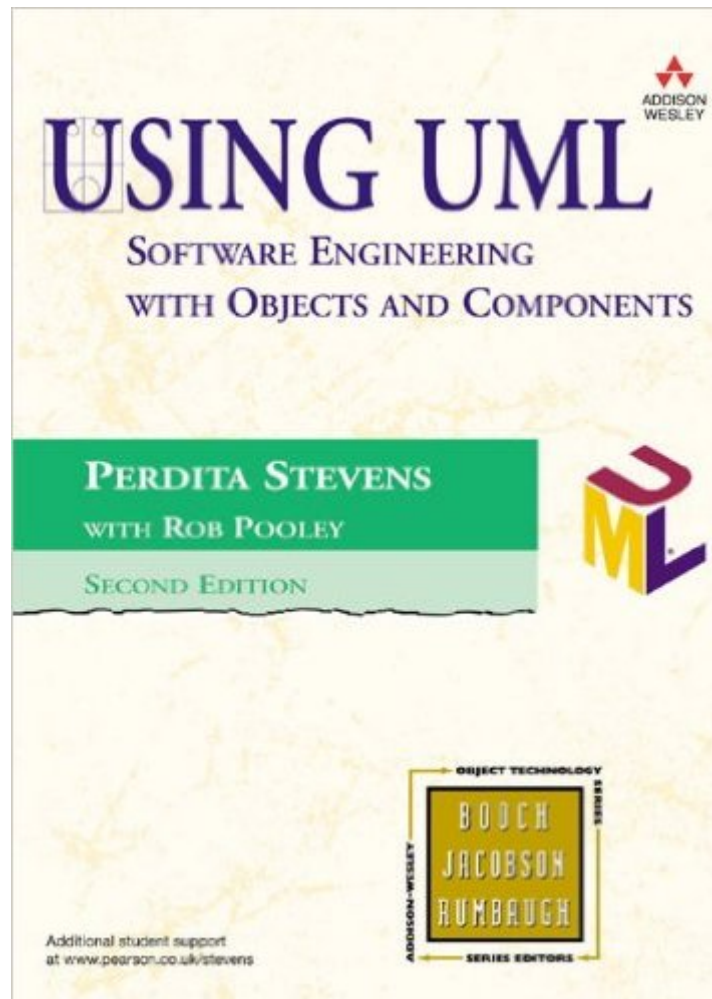# Using UML: Software Engineering With Objects And Components (2nd Edition)

Synopsis

The essentials of UML 2.0 and how to use it in one concise volume.

Book Information

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Customer Reviews

This book touches on all the right subjects but does not go -in my opinion- deep into any. I like the sequence in which the information is organised and presented. It is nice to include case studies, but I am not sure about the completeness of the case studies or if, in fact, these can be implemented from the design provided. It is a novelty to provide discussion topics very often throughout the text, but it would have been better, if not essential, to discuss the issues in the text or direct us to some other resource where the discussions take place. All in all, there are other books that do the job better of introducing UML or discussing advanced issues, but this text is probably the best to be used on an undergraduate course. Its value to software engineers in the industry, though, is questionable.

Using UML was a decent book for learning UML, but after reading others it is only decent. The book gives good examples and cases of making UML diagrams which help a lot. The first section goes through the different types of diagrams, and the second section sets out different examples for you. Overall it is a good book for a beginner trying to learn UML.

The book is written in an Question/Answer format (i.e., FAQ). Very different from the rest of the UML

topics, narrative or reference styles provided in most UML books. Unfortunately, the price seems a little steep, until you consider that there are some valuable bits of information in this book that seem to be missing from most UML books. Mostly the "why?" of UML. That makes the book worth every penny. If you are deep into UML and want answers to some of the more obscure issues, this is a good book to read through.

I found this book very hard to read at times, and tedious at other times. If you can stick with it long enough, it starts to make sense, and there as a ton of very good information to be found. It is well written and logically organised, I just wish it were a bit more enjoyable to read.

Using UML: Software Engineering with Objects and Components (2nd Edition) Object-Oriented Software Engineering: Practical Software Development Using UML and Java Object-Oriented Software Engineering: Using UML, Patterns and Java (2nd Edition) Visual Developer Developing Custom Delphi 3 Components: Master the Art of Creating Powerful Delphi 3 Software Components Developing Custom Delphi Components: Master the Art of Creating Powerful Delphi Software Components Software Components With Ada: Structures, Tools, and Subsystems (The Benjamin/Cummings Series in Ada and Software Engineering) Object-Oriented Software Engineering Using UML, Patterns, and Java (3rd Edition) [Economy Edition] Software Engineering with Reusable Components Non-Functional Requirements in Software Engineering (International Series in Software Engineering) Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) Software Modeling and Design: UML, Use Cases, Patterns, and Software Architectures Real Time UML: Advances in the UML for Real-Time Systems (3rd Edition) Requirements Engineering: From System Goals to UML Models to Software Specifications UML 2.0 in Action: A project-based tutorial: A detailed and practical walk-through showing how to apply UML to real world development projects Large-Scale Software Architecture: A Practical Guide using UML Software Components Ada Reuse of Off-the-Shelf Components: 9th International Conference on Software Reuse, ICSR 2006, Torino, Italy, June 12-15, 2006, Proceedings (Lecture Notes in Computer Science) Software Architecture in Practice (3rd Edition) (SEI Series in Software Engineering) Software Reuse: Guidelines and Methods (Software Science and Engineering) Software Failure: Management Failure: Amazing Stories and Cautionary Tales (Wiley Series in Software Engineering Practice)