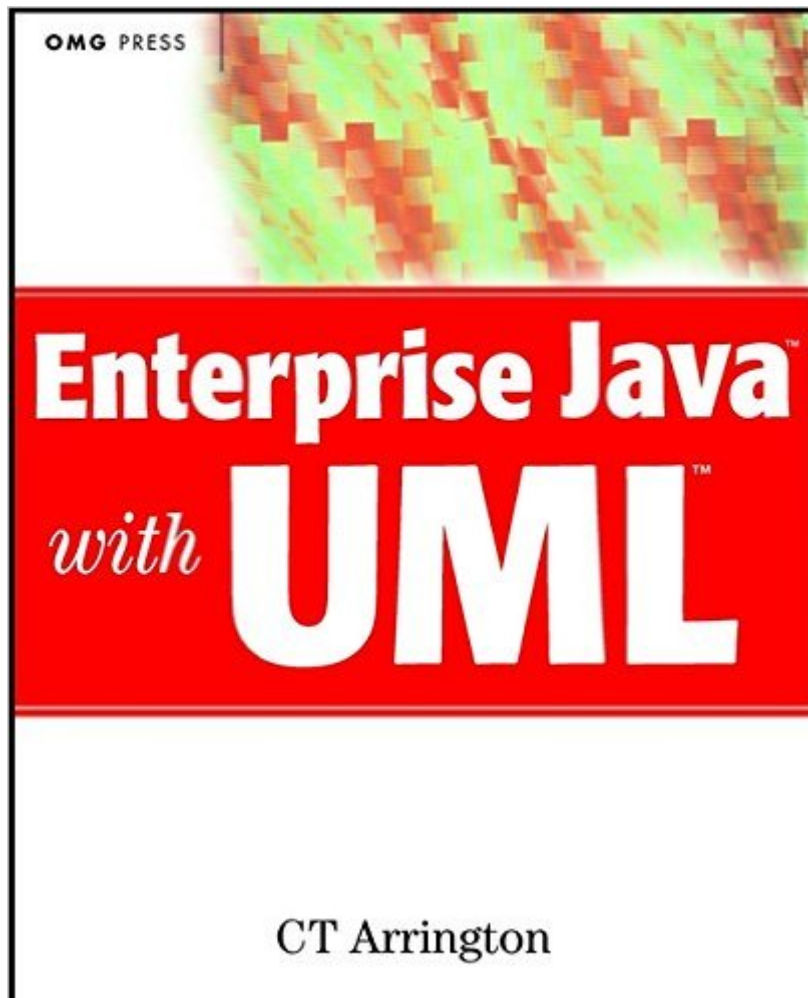# Enterprise Java With UML

Synopsis

How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other popular technologies Enterprise Java with UML is the first comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

Book Information

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Customer Reviews

"Enterprise Java with UML" (John Wiley & Sons, ISBN 0-471-38680-4)) by C.T. Arrington is an excellent book covering the topic of Software Development using UML.This book is about modeling all phases of the software lifecycle using the Unified Modeling Language (UML) to build the artifacts. The author describes the modeling process for requirements gathering, Object Oriented Analysis, technology selection, software architecture, software design and implementation. The author

demonstrated the advantage of participants utilizing a common language (UML notation) for communication. The author stressed viewing each phase from the proper perspective. For example, requirements gathering must emphasize viewing the model from the customer's perspective as the model is developed while Object Oriented analysis is a view from the developers perspective. The author also identified diagrams that are used for each phase. For requirements gathering the diagrams will include use case diagrams, text descriptions of each use case, and activity diagrams. During Object Oriented analysis, diagrams will include class diagrams, state charts, package diagrams, sequence diagrams, and collaboration diagrams. The author also provided useful steps and evaluation criteria to identify when a phase is successfully completed and when entry to the next phase was premature. The book is organized in pairs of chapters. One chapter discusses theory followed by a chapter that uses the theory to implement a sample project. The sample project is an example of a time recording system and demonstrates the phases of modeling as the book progresses through each phase. Experienced developers will want to focus on the chapters that model the sample. These chapters contain tips and evaluation criteria that are not found in the chapters on theory.

Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Enterprise Java with UML Enterprise Java Developer's Guide with CDROM (McGraw Hill Enterprise Computing) Real Time UML: Advances in the UML for Real-Time Systems (3rd Edition) 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 Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun! (Java for Beginners) Modeling Enterprise Architecture with TOGAF: A Practical Guide Using UML and BPMN (The MK/OMG Press) Enterprise Patterns and MDA: Building Better Software with Archetype Patterns and UML Enterprise Model Patterns: Describing the World (UML Version) Patterns in Java: A Catalog of Reusable Design Patterns Illustrated with UML, 2nd Edition, Volume 1 Patterns in Java, Volume 1, A Catalog of Reusable Design Patterns Illustrated with UML Object-Oriented Software Engineering: Practical Software Development Using

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