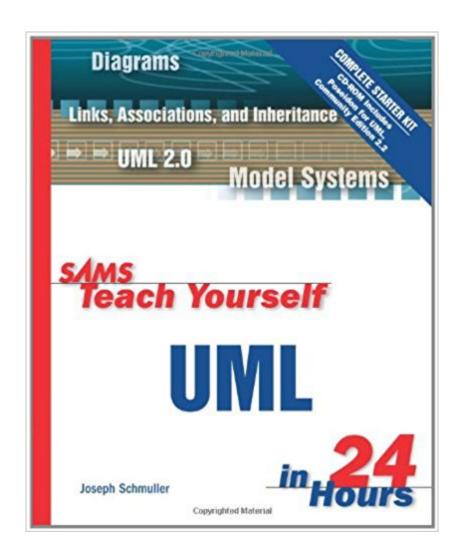The book was found

Sams Teach Yourself UML In 24 Hours, Complete Starter Kit (3rd Edition)

Synopsis

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.

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Customer Reviews

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Joseph Schmuller, a veteran of over 20 years in Information Technology, is a Technical Architect with Blue Cross-Blue Shield of Florida. From 1991 through 1997, he was Editor in Chief of PC AI Magazine. He has written numerous articles and reviews on advanced computing technology and is the author of ActiveX No experience required and Dynamic HTML Master the Essentials. Holder of a Ph.D. from the University of Wisconsin, he is an Adjunct Professor at the University of North Florida.

I have been a programmer for seven years, but I only recently starting working on projects large enough to warrant detailed design. Although I know quite a lot about object-oriented programming, I didn't know anything about drawing pictures to represent a software system. I read this book in just over six hours--the chapters really only take about 15 minutes to read--and found it to be exactly what I was looking for. It is clear, has excellent examples, and was written at exactly the right level for me.

Joseph Schmuller has crafted an excellent book with which to start learning UML. His explanations are generally clear and succinct, his examples and case studies engaging and comprehensible. Not only can you get the hang of UML syntax and methods from this book, he walks you through a useful development methodology which he calls GRAPPLE - Guidelines for Rapid Application Engineering. I am enthusiastic about sharing this book with everyone at work and am eager to consolidate my learning on a real project with UML. I don't think I learned everything I need from this book and have ordered UML Distilled, Second Edition as a follow up. The reason I did not give this book five stars is because I thought the last two chapters (on embedded systems, GUI, expert systems AND UML) were more filler than an education in UML. The book needed to be 24 chapters but I can't help but believe that something more on topic could have been covered. But don't get me wrong, these chapters were interesting, they just didn't teach as much UML as other chapters.

Part I and 200 pages take the reader step by step through an introduction to object-oriented software design concepts and then through each of the UML diagram types. Part II and 110 pages

provide a case study in chronological sequence with the UIML diagrams shown for each step. The case study ends with a brief intro to design patterns, a hot interview topic for developers. Part III and 68 pages provide an interesting chapter on UML in embedded systems and a look at where the UML is heading as far as the GUI and expert systems.The book is clearly written by a PhD who is a former PC technical journal editor. The writer is now an analyst and UML practitioner, and his working experience in the field makes the book a very practical guide. The UML diagrams are clear and simple.UML is pretty much for computer professionals, so this book is most useful for professionals who need to quickly get up to date with the UML, the worldwide language for modeling software systems. For those planning to use UML on a project for the first time, the book's organization makes it a useful reference for the vocabulary and notation of the UML.Since the UML is not yet a language that can be used to generate code with commonly available tools, the book has plenty of diagrams and Q&A at the end of each chapter but not the sample code that many Teach Yourself readers are accustomed to finding. So this one can be read in a comfortable chair with your computer turned off.Read this first and then if necessary dig into the more technical Addison Wesley Object Technology Series where each title is blessed by the three creators of the UML - Booch, Jacobson, and Rumbaugh.Any fear about this still new thing will be gone. You will be able to use the UML when you complete this book!

I found this book to be a clear presentation of UML. Of the 24 "hour long" chapters, the first 16 were useful. The remaining chapters were, from my point of view, added to make the book reach the page quota the publisher had because people don't like to buy short books. The first 16 chapters clearly present the material in a way that most programmers and non-programmers should be able to understand. If you are a professional developer and like a very rigorous and logically laid out presentation of a language, you will probably find this book able to explain what UML is but you won't feel like you have a very deep grasp of the material. This was the case for me. At the end of the day, I gave the book 4 starts for its clarity. I will now probably look for a language guide or soemthing along those lines.On occasion, the author gave endorsements for Microsoft products. I personally did not like this.

I'm a graduate student in a Systems Engineering class, and I was having problems following the instructor's lectures and homework because the instructor was throwing in a lot of UML-based work without introducing UML in class first. I had downloaded a community version of a UML diagramming tool (Astah) from which I hoped to pick up enough of the syntax and semantics to get

up to speed, but I found the lack of "help" files and the foreignness of the UML prevented that approach from being successful for me. I spoke with the instructor, who recommended the Sam's "Teach Yourself UML in 24 Hours" as a good starter text. He also recommended "UML Distilled..." by Martin Fowler et al. (now in its third edition). I skimmed the Fowler book first, and found it useful but heavily focused on software. When I read through the Sam's "Teach Yourself" book, I found it both more approachable as a novice and more general in terms of the application of the UML to things other than software. I still had some learning to do, as not every UML tool implements every UML concept in the same way, and my instructor kept using a "context diagram" that was nowhere to be found in the UML! I later discovered he was using the IDEF0 context diagram without labeling it as such. However, the Sam's book was instrumental in my quickly grasping basic UML diagramming.I can't comment on the included CD, because I haven't used it.

If you want to learn the Unified Modeling Language, this is probably the best book you can get. The book is well organized. In the first section, you learn the various diagrams which are used. Each lesson takes about an hour, the short exercises at the end of each chapter help reinforce your knowledge. The second section has a case study, I found that each lesson took more than an hour. Overall, I'm quite happy with the book, and I think you will be too if you want to learn UML.

Reasonably clear introduction to UML. I've tried others (O'Reilly for instance). This is best.

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