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[Learning UML 2.0 by Miles, Russ \(ebook\) - eBooks.com](#)

Introduction - Learning UML 2.0 [Book] Chapter 1. Introduction. The Unified Modeling Language (UML) is the standard modeling language for software and systems development. This statement alone is a pretty conclusive argument for making UML part of your software repertoire, however it leaves some questions unanswered.

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UML 2.0 adds the definition of formal and completely defined semantics. This new possibility can be utilized for the development of models and the corresponding systems can be generated from these models. However, to utilize this new dimension, a considerable effort has to be made to acquire knowledge.

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Both a learning guide as well as some good reference. And that's what I found in Learning UML from O'Reilly. What I like best about this book is that even though it covers the entire UML 2.0 spectrum it doesn't try to cover every little detail which doesn't add to the learning experience.

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This makes learning the newest UML standard UML 2.0, critical for all software developers - and there isn't a better choice than this clear, step-by-step guide to learning the language." - Richard Mark Soley, Chairman and CEO, OMG. If you're like most software developers you're building systems that are increasingly complex.

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UML (Unified Modeling Language) is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML was created by the Object Management Group (OMG) and UML 1.0 specification draft was proposed to the OMG in January 1997. It was initially started ...

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Learning UML 2.0, 2007, (ISBN 0596009828, EAN 0596009828), by Miles R., Hamilton K.

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