

Uml A Beginners Guide

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modelling software systems. Filled with concise information, it's been crafted to help IT professionals read, create, and understand system artefacts expressed using UML. Includes an example-rich tutorial for those who need familiarizing with the system.

Up-to-Date, Essential Java Programming Skills—Made Easy! Supplement for key JDK 10 new features available from book's Downloads & Resources page at OraclePressBooks.com. Fully updated for Java Platform, Standard Edition 9 (Java SE 9), Java: A Beginner's Guide, Seventh Edition, gets you started programming in Java right away. Bestselling programming author Herb Schildt begins with the basics, such as how to create, compile, and run a Java program. He then moves on to the keywords, syntax, and constructs that form the core of the Java language. The book also covers some of Java's more advanced features, including multithreaded programming, generics, lambda expressions, Swing, and JavaFX. This practical Oracle Press guide features details on Java SE 9's innovative new module system, and, as an added bonus, it includes an introduction to JShell, Java's new interactive programming tool. Designed for Easy Learning: • Key Skills and Concepts—Chapter-opening lists of specific skills covered in the chapter • Ask the Expert—Q&A sections filled with bonus information and helpful tips • Try This—Hands-on exercises that show you how to apply your skills • Self Tests—End-of-chapter quizzes to reinforce your skills • Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications. If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, HTML5 Web Application Development by Example will develop your knowledge and confidence in application development.

Essential Skills--Made Easy! Get started programming in XML right away with help from this hands-on tutorial. XML: A Beginner's Guide explains how to store data in and retrieve data from XML documents, format data with Cascading Style Sheets, display data in Web browsers, and use Java and JavaScript. The book covers the latest innovations in XML, including Ajax, XHTML, XPath 2.0, XSLT 2.0, and the new XQuery specification. Now it's easier than ever to learn how to create your own XML solutions! Designed for Easy Learning: Key Skills & Concepts--Lists of specific skills covered in the chapter Try This--Hands-on exercises that show how to apply your skills Numerous screenshots--Examples that illustrate real-world results Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Essential Skills--Made Easy! Learn how to create data models that allow complex data to be analyzed, manipulated, extracted, and reported upon accurately. Data Modeling: A Beginner's Guide teaches you techniques for gathering business requirements and using them to produce conceptual, logical, and physical database designs. You'll get details on Unified Modeling Language (UML), normalization, incorporating business rules, handling temporal data, and analytical database design. The methods presented in this fast-paced tutorial are applicable to any database management system, regardless of vendor. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Self Tests--Chapter-ending quizzes to test your knowledge Andy Oppel has taught database technology for the University of California Extension for more than 25

years. He is the author of *Databases Demystified*, *SQL Demystified*, and *Databases: A Beginner's Guide*, and the co-author of *SQL: A Beginner's Guide, Third Edition*, and *SQL: The Complete Reference, Third Edition*.

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. *SysML Distilled* is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling languages. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic *UML Distilled*, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage Includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

A complete introduction to building robust and reliable software *Beginning Software Engineering* demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Essential Database Skills--Made Easy! Learn standard database design and management techniques applicable to any type of database. Featuring clear examples using both Microsoft Access and Oracle, *Databases: A Beginner's Guide* begins by showing you how to use Structured Query Language (SQL) to create and access database objects. Then, you'll discover how to implement logical design using normalization, transform the logical design into a physical database, and handle data and process modeling. You'll also get details on database security, online analytical processing (OLAP), connecting databases to applications, and integrating XML and object content into databases. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Self Tests--Chapter-ending quizzes to test your knowledge

"If you are a serious user of UML, there is no other book quite like this one. I have been involved with the UML specification process for some time, but I still found myself learning things while reading through this book-especially on the changes and new capabilities that have come with UML." -Ed Seidewitz, Chief Architect, IntelliData Technologies Corporation

The latest version of the Unified Modeling Language-UML 2.0-has increased its capabilities as the standard notation for modeling software-intensive systems. Like most standards documents, however, the official UML specification is difficult to read and navigate. In addition, UML 2.0 is far more complex than previous versions, making a thorough reference book more essential than ever. In this significantly updated and expanded edition of the definitive reference to the standard, James Rumbaugh, Ivar Jacobson, and Grady Booch-the UML's creators-clearly and completely describe UML concepts, including major revisions to sequence diagrams, activity models, state machines, components, internal structure of classes and components, and profiles. Whether you are capturing requirements, developing software architectures, designing implementations, or trying to understand existing systems, this is the book for you. Highlights include: Alphabetical dictionary of articles covering every UML concept Integrated summary of UML concepts by diagram type Two-color diagrams with extensive annotations in blue Thorough coverage of both semantics and notation, separated in each article for easy reference Further explanations of concepts whose meaning or purpose is obscure in the original specifications Discussion sections offering usage advice and additional insight into tricky concepts Notation summary, with references to individual articles An enhanced online index available on the book's web site allowing readers to quickly and easily search the entire text for specific topics The result is an indispensable resource for anyone who needs to understand the inner workings of the industry standard modeling language.

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.

More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you:

- Avoid the 9 deadly sins that destroy startups' chances for success
- Use the Customer Development method to bring your business idea to life
- Incorporate the Business Model Canvas as the organizing principle for startup hypotheses
- Identify your customers and determine how to "get, keep and grow" customers profitably
- Compute how you'll drive your startup to repeatable, scalable profits.

The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product.

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java.

Engineering Software, the third volume in the landmark Write Great Code series by Randall Hyde, helps you create readable and maintainable code that will generate awe from fellow programmers. The field of software engineering may value team productivity over individual growth, but legendary computer scientist Randall Hyde wants to make promising programmers into masters of their craft. To that end, Engineering Software--the latest volume in Hyde's highly regarded Write Great Code series--offers his signature in-depth coverage of everything from development methodologies and strategic productivity to object-oriented design requirements and system documentation. You'll learn:

- Why following the software craftsmanship model can lead you to do your best work
- How to utilize traceability to enforce consistency within your documentation
- The steps for creating your own UML requirements with use-case analysis
- How to leverage the IEEE documentation standards to create better software

This advanced apprenticeship in the skills, attitudes, and ethics of quality software development reveals the right way to apply engineering principles to programming. Hyde will teach you the rules, and show you when to break them. Along the way, he

offers illuminating insights into best practices while empowering you to invent new ones. Brimming with resources and packed with examples, Engineering Software is your go-to guide for writing code that will set you apart from your peers.

Introduces the build tool for Java application development, covering both user defined and built-in tasks.

The popular Unified Modeling Language (UML) is both a language and notation developed by the Object Management Group (OMG) used to design and create specifications for software systems. With the recent release of version 2.0 UML, the OMG has started the OMG-Certified UML Professional Program to provide an objective measure of UML knowledge. As a certified UML professional a developer has an important credential to present to employers and clients. Certification also benefits companies looking for skilled UML practitioners by giving them a basis for making hiring and promotion decisions. UML 2 Certification Guide is the only official study guide to passing the new UML exams. This book systematically covers all of the topics covered in the exams, and has been carefully reviewed by the OMG. The book begins by assuming only a basic knowledge of UML and then progresses far enough to allow a reader to pass both the fundamental and the intermediate level exams. Along the way the book also covers topics that are not in introductory books on UML but that are necessary to pass the exams. Tim Weilkiens is considered one of the top ten experts on UML, and both authors have extensive experience training developers to successfully take the exams. The official certification resource Assumes a basic knowledge of UML so that you can focus immediately on the exams Written by two authors known for their skill as trainers, consultants, and developers Developed systematically to enable you to master all exam topics—without exception Covers the use of UML for applications, as required by the exams, both inside and outside of the realm of software development Includes a practice exam, glossary, list of books, and website information

This is an introduction to programming using Microsoft's Visual Basic.NET 2010, intended for novice programmers with little or no programming experience or no experience with Visual Basic. The text emphasizes programming logic and good programming techniques with generous explanations of programming concepts written from a non-technical point of view. It stresses input, processing, and output and sequence, selection, and repetition in code development. File I/O and arrays are included. Later chapters introduce objects, event programming, and databases. By taking a slow and steady approach to programming ideas, this book builds new concepts from what the reader has already learned. VB tips and quips inject both humor and insight. The book includes numerous programming examples and exercises, case studies, tutorials, and 'fixing a program' sections for an in-depth look at programming problems and tools. Quizzes and review questions throughout each chapter get students to think about the materials and how to use them. Each chapter has a summary and glossary for extra review. The accompanying website, www.cambridge.org/us/McKeown, has code downloads, I/O, and database files from small, simple files to large files with thousands of records, flowcharts, deskchecks and audits to aid with program design, coding, and debugging; PowerPoint files for every chapter; and hundreds of ideas for programs and projects.

Modeling Enterprise Architecture with TOGAF explains everything you need to know to

effectively model enterprise architecture with The Open Group Architecture Framework (TOGAF), the leading EA standard. This solution-focused reference presents key techniques and illustrative examples to help you model enterprise architecture. This book describes the TOGAF standard and its structure, from the architecture transformation method to governance, and presents enterprise architecture modeling practices with plenty of examples of TOGAF deliverables in the context of a case study. Although widespread and growing quickly, enterprise architecture is delicate to manage across all its dimensions. Focusing on the architecture transformation method, TOGAF provides a wide framework, which covers the repository, governance, and a set of recognized best practices. The examples featured in this book were realized using the open source Modelio tool, which includes extensions for TOGAF. Includes intuitive summaries of the complex TOGAF standard to let you effectively model enterprise architecture Uses practical examples to illustrate ways to adapt TOGAF to the needs of your enterprise Provides model examples with Modelio, a free modeling tool, letting you exercise TOGAF modeling immediately using a dedicated tool Combines existing modeling standards with TOGAF

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.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by

free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

UML: A Beginner's Guide McGraw Hill Professional

This pocket guide is the perfect on-the-job companion to Git, the distributed version control system. It provides a compact, readable introduction to Git for new users, as well as a reference to common commands and procedures for those of you with Git experience. Written for Git version 1.8.2, this handy task-oriented guide is organized around the basic version control functions you need, such as making commits, fixing mistakes, merging, and searching history. Examine the state of your project at earlier points in time Learn the basics of creating and making changes to a repository Create branches so many people can work on a project simultaneously Merge branches and reconcile the changes among them Clone an existing repository and share changes with push/pull commands Examine and change your repository's commit history Access remote repositories, using different network protocols Get recipes for accomplishing a variety of common tasks

Provides information on analyzing, designing, and writing object-oriented software.

Essential Skills--Made Easy! Create your own iPhone and Mac OS X applications with ease.

Objective-C for iPhone Developers: A Beginner's Guide shows you how to use the Objective-C programming language, Apple's Foundation framework, the iPhone SDK, and the Xcode development environment. The first stop for aspiring iPhone developers, this hands-on guide teaches you how to create versatile, innovative, and marketable apps in no time. Real-world examples throughout the book correspond with downloadable Xcode projects and video tutorials so you can get started with your first app right away. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Try This--Hands-on

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exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternative ways of doing things Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Ready-to-use code at www.mhprofessional.com/computingdownload and www.jamesabrannan.com

Essential skills for first-time programmers! This easy-to-use book explains the fundamentals of UML. You'll learn to read, draw, and use this visual modeling language to create clear and effective blueprints for software development projects. The modular approach of this series--including drills, sample projects, and mastery checks--makes it easy to learn to use this powerful programming language at your own pace.

This is the first book that addresses all three main activities in improving business and technology decisions: the planning, design and assessment of enterprise architectures (EAs). Emphasis is on medium and large-size organizations in the private sector (such as banks, airlines and auto industries) and the public sector (such as federal agencies, local government organizations and military services in the Department of Defense). The book addresses the challenges faced by EA builders through an organized presentation of the issues and a step-by-step approach. The material is based on real-life EA project experience and lessons learned over a decade working in multiple-contractor, multiple-discipline teams, and multiple-agency environments.

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML--in a convenient format that will be essential to anyone who designs software professionally.

Uses friendly, easy-to-understand For Dummies style to help readers learn to model systems with the latest version of UML, the modeling language used by companies throughout the world to develop blueprints for complex computer systems Guides programmers, architects, and business analysts through applying UML to design large, complex enterprise applications that enable scalability, security, and robust execution Illustrates concepts with mini-cases from different business domains and provides practical advice and examples Covers critical topics for users of UML, including object modeling, case modeling, advanced dynamic and functional modeling, and component and deployment modeling

Covers punctuation, special characters, accent marks, fonts, tabs, indentations, widows and orphans, hyphenations, line breaks, linespacing, justified text, and typeface combinations.

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 an unambiguous way. When used on project, the risk of failure through unclear requirements is removed.

A reference and instructional guide to Microsoft's ActiveX Data Objects introduces the updated form of database communication to developers and Web programmers.

Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML® that combines the formalism of the Topological Functioning Model (TFM) mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result – developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the Unified Modeling Language (UML®), an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be implemented in existing UML® modeling tools and toolsets

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects-a element lacking in the original XP design The XP community and its creator have embraced AM, which should give this book strong market acceptance Companion Web site at www.agilemodeling.com features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

This book addresses the web services arena with a specific agenda of providing information right from covering the fundamental aspects to its deployment and implementation issues. The content is introductory in nature, and covers not only the technology aspects, but also highlights the application scenarios across the industry. In order to illustrate the potential of web services, a case study exemplifying the Financial and Banking Services industry has been chosen for presentation the book.

Readers can take their PHP skills to the next level with this fully revised and updated PHP Advanced: Visual QuickPro Guide, Third Edition! Filled with fourteen chapters of step-by-step content and written by bestselling author and PHP programmer Larry Ullman, this guide teaches specific topics in direct, focused segments, shows how PHP is used in real-world applications. The book teaches developing web applications using advanced PHP techniques

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and advanced database concepts, and this edition offers several chapters devoted to object-oriented programming and all-new chapters on debugging, testing, and performance and using the Zend framework. Author hosts a popular companion website at www.larryullman.com, where readers can freely download code used in the book, access a user forum and book updates, and get advice directly from the author.

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