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UML Distilled: A Brief Guide To The Standard Object Modeling Language (3rd Edition)

UML DISTILLED THIRD EDITION

A BRIEF GUIDE TO THE STANDARD OBJECT MODELING LANGUAGE

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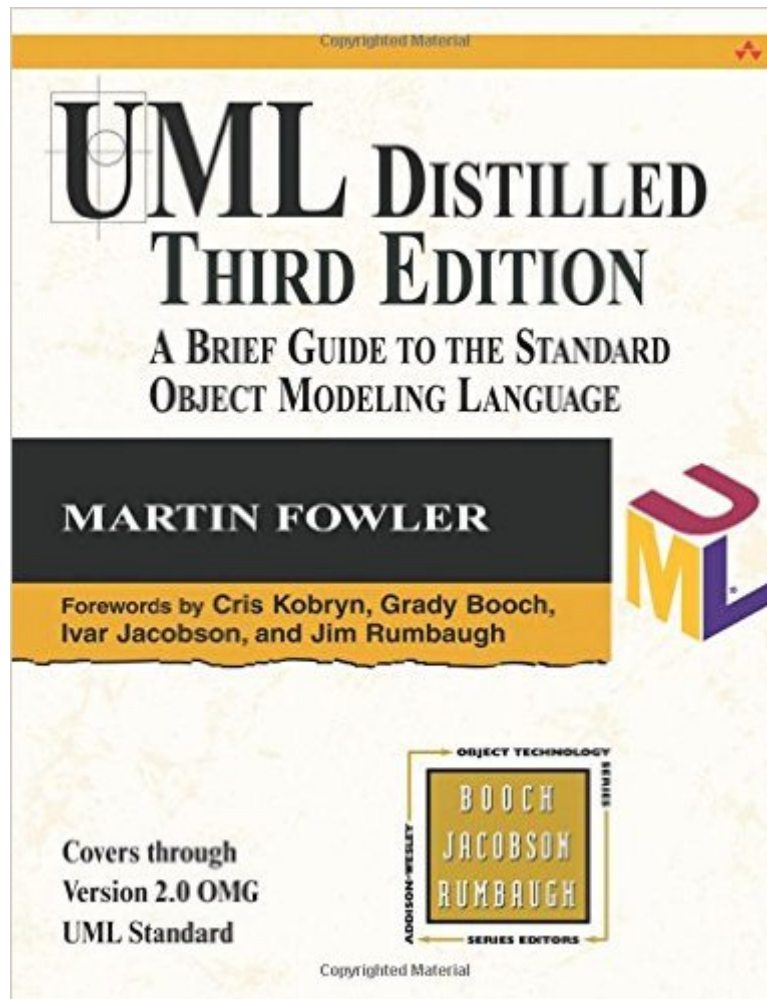
Synopsis

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. 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.

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Customer Reviews

I disappointed by this, the third edition of UML Distilled. The first edition of this book was clearly rushed out to meet the release of the UML specification and so contained many inaccuracies. However, this is now the third edition and it still has many problems.The biggest issue is that the

author has too many non-standard diagrams. These are helpfully labelled "non-normative", and are an odd mix of UML 1, UML 2 and some other bits and pieces that the author likes. Now what is the point of this? These diagrams won't be supported by UML 1 tools, or by UML 2 tools, so how is one to draw them? Also, the non-normative diagrams do not have a metamodel or any well-defined semantics, so even if one were to build a tool to support their syntax, their semantics would still be open to debate.The next issue is that many of the UML 2 diagrams are syntactically incorrect (e.g. the use of dependencies rather than connectors in composite structures). Perhaps this is because the author was writing the book while the UML 2 specification was still being developed. Personally, I would rather he had waited a bit rather than give us something only partially baked.The discussion of UML syntax implies that UML as a visual language is much less powerful and complete than it actually is. For example the very brief discussion of sequence diagrams misses out most of their important new features. You don't learn about combined fragments, references, gates or parameters (although some of these are mentioned in passing). Yet these are the things that make UML 2 sequence diagrams so much more powerful and useable than they were in UML 1. In fact, the sequence diagrams in this book look like they have been translated directly from UML 1 sequence diagrams without applying any of the new features.

This review also appears in comp.object.I must confess that I didn't know UML at all when I picked up this book. I just had this simple question in mind: What the heck is UML anyway? Now that I have finished reading it, I feel like to give the book a score of 90 out of 100 for the answer it provides.Numbered in 180 or so pages, the book really is a feather-weight compared with its peers in the same series such as _The Unified Software Development Process_. With wide margins on both sides, texts are printed in bigger fonts than what we normally see in technical books. Adding the neatly drawn diagrams, and we have a book with tremendous visual appeal to a busy professional who, after a day's hard work with the computer, just wants to read something less intimidating and demanding than a reference manual while still catching up with the trend in technology. I am talking about myself here. In this regard, the book suits my need perfectly.I particularly enjoy the author's sense of humor, notably in the light-hearted presentation of the brief history of UML, which is part of Chapter 1. Chapter 2, titled 'An Outline Development Process', serves as a road map to the chapters that follow. By outlining the development process in four major phases (inception, elaboration, construction and transition), the author not only brings up important components in UML such as 'use cases' and class diagram, but also offers a good deal of sound advices on software engineering based on his own experience, which I find invaluable.One thing I

am not completely satisfied with is the example used in Chapter 3 ('Use Cases'.

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