One of the most important recent developments in software engineering is the Unified Modeling Language (UML) standard for documenting software designs. Written by UMLs inventors (the so-called Three Amigos of software engineering), The Unified Modeling Language User Guide provides a very appealing guide to all the fundamentals of using UML effectively. The book opens with a basic tour of the essential concepts and modeling diagrams used in UML, including class diagrams, use case diagrams, and basic modeling principles. The authors pay close attention to modeling classes (and documenting the relationships between classes) as well as use case diagrams (which show how software will be used by various actors in a system). This book mixes in a little software-engineering theory, too, but it makes use of clear examples and actual UML diagrams to illustrate key concepts. Later in the book, the authors discuss more difficult notational diagrams (such as state diagrams and activity diagrams, which can be used to model behavior in a system). Whatever your background in software engineering, you'll no doubt appreciate the authors' clear explanations of basic (and advanced) modeling concepts, as well as the nuts-and-bolts details of today's powerful UML. With its combination of expert modeling advice and excellent detail on the specifics of UML, this book will be absolutely essential reading for anyone who wants to use UML for real-world software design. --Richard Dragan

My Personal Review:
The Unified Modeling Language User Guide really starts from the beginning. Apparently the reader is assumed to be totally unfamiliar with object oriented design. The book starts with the very basics, and explains a reasonably complete set of UML. The really advanced and esoteric features are not explained.
Each chapter is written like a good lecture. It starts from the very beginning assuming no previous knowledge of OO. Then one aspect of UML is carefully explained. Every chapter ends with some concluding remarks and hints and tips. This organization is mostly good, but it adds a lot of repetition to the book.

The language is smooth and easy to read. It might still be a struggle to get read the book simply because of the amount of text (and repetition).

I would recommend this book to the interested novice. However, if you are reasonably familiar with UML, or if you have a solid foundation in object oriented programming, then I would recommend you the combination of UML Distilled by Martin Fowler and The Unified Modeling Language Reference Manual by James Rumbaugh et.al.

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