Uml 2 0 Pocket Reference Uml Syntax And Usage Pocket Reference Oreilly

Data Structures and Algorithms in JavaThe Elements of UML(TM) 2.0 StyleUML Pocket ReferenceUML 2.0 in a NutshellUML 2 Certification GuideLean Six Sigma For DummiesLinux Device DriversHead First GoUML 2.0 in a NutshellBPMN: the Business Process Modeling Notation Pocket HandbookDesign PatternsWeb 2.0 ArchitecturesThe Elements of Java(TM) StyleProfessional C++The Unified Modeling Language User GuideApplied Discrete StructuresLearning UML 2.0Mobile Computing PrinciplesClean CodeHead First IPhone and IPad DevelopmentPython 3 Object Oriented ProgrammingLearning UMLHead First IPhone and IPad DevelopmentObject-Oriented Analysis and DesignNUnit Pocket ReferenceFundamentals of Computer Programming with C#Journal of Object-oriented ProgrammingRuby in a NutshellJava 8 Pocket GuideBPMN Modeling and Reference GuideHead First AlgebraAll God's ChildrenPocket ReferenceUML 2.0 Pocket ReferenceModeling Enterprise Architecture with TOGAFLearning UML 2.0The Object PrimerSams Teach Yourself UML in 24 HoursDesign Patterns ExplainedHead First Software Development

Data Structures and Algorithms in Java

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

The Elements of UML(TM) 2.0 Style

Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, the book uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.--Publisher's note.

UML Pocket Reference

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.

UML 2.0 in a Nutshell

Data Structures and Algorithms in Java, Second Edition is designed to be easy to read and understand although the topic itself is complicated. Algorithms are the procedures that software programs use to manipulate data structures. Besides clear and simple example programs, the author includes a workshop as a small demonstration program executable on a Web browser. The programs demonstrate in graphical form what data structures look like and how they operate. In the second edition, the program is rewritten to improve operation and clarify the algorithms, the example programs are revised to work with the latest version of the Java JDK, and questions and exercises will be added at the end of each chapter making the book even more useful. Educational Supplement Suggested solutions to the programming projects found at the end of each chapter are made available to instructors at recognized educational institutions. This educational supplement can be found at www.prenhall.com, in the Instructor Resource Center.

UML 2 Certification Guide

This new book is the definitive primer for UML, and starts with the foundational concepts of object-orientation in order to provide the proper context for explaining UML.

Lean Six Sigma For Dummies

Linux Device Drivers

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. Andthis book makes it easy for programmers like you to get started. Googledesigned Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With thispractical hands-on guide, you'll learn how to write Go code using clearexamples that demonstrate the language in action. Best of all, you'll understandthe conventions and techniques that employers want entry-level Godevelopers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format

to engage your mind rather than a textheavyapproach that puts you to sleep. Why waste your time struggling withnew concepts? This multisensory learning experience is designed for theway your brain really works.

Head First Go

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

UML 2.0 in a Nutshell

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

BPMN: the Business Process Modeling Notation Pocket Handbook

Introduces Ruby's object-oriented programming capabilities, detailing command-line options, syntax, built-in variables, functions, commonly used classes and modules, environment variables, operators, methods, and security.

Design Patterns

For nearly ten years, the Unified Modeling Language (UML) has been the industry standard for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system. As the de facto standard modeling language, the UML facilitates communication and reduces confusion among project stakeholders. The recent standardization of UML 2.0 has further extended the language's scope and viability. Its inherent expressiveness allows users to model everything from enterprise information systems and distributed Web-based applications to real-time embedded systems. In this eagerly anticipated revision of the best-selling and definitive guide to the use of the UML, the creators of the language

provide a tutorial to its core aspects in a two-color format designed to facilitate learning. Starting with an overview of the UML, the book explains the language gradually by introducing a few concepts and notations in each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of The Unified Modeling Language User Guide an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs New details and updated coverage of provided and required interfaces, collaborations, and UML profiles Additions and changes to discussions of sequence diagrams, activity diagrams, and more Coverage of many other changes introduced by the UML 2.0 specification With this essential guide, you will quickly get up to speed on the latest features of the industry standard modeling language and be able to apply them to your next software project.

Web 2.0 Architectures

Provides information on using iOS SDK tools to create applications for the iPhone and the iPad.

The Elements of Java(TM) Style

The acclaimed beginner's book on object technology now presents UML 2.0, Agile Modeling, and the latest in object development techniques.

Professional C++

The Unified Modeling Language (UML) is one of the most important languages for anyone in the software industry to know. The UML is a visual language enabling architects, designers, and developers to communicate about design. Seemingly simple on the surface, the UML is a rich and expressive language, with many visual syntactical elements. It's next to impossible to memorize all aspects of the UML. Just as a writer might require a dictionary to work with the spoken word, so too do UML practitioners require a dictionary of sorts. In this book, you'll find information on UML usage, and also on the symbols, line-endings, and syntax used for the following diagram types: Class diagrams Component diagrams Behavioral diagrams Sequence diagrams Statechart diagrams Object diagrams Deployment diagrams Use case diagrams Collaboration diagrams Activity diagrams Let this book be your UML dictionary. It's clear, concise, and small. Keep this book at hand, and never again be stymied by an unfamiliar UML symbol, a line-ending you don't recognize, or the use of an unfamiliar diagram type. O'Reilly's Pocket References have become a favorite among programmers everywhere. By providing a wealth of

important details in a concise, well-organized format, these handy books deliver just what you need to complete the task at hand. When you need to get to a solution quickly, the new UML Pocket Reference is the book you'll want to have.

The Unified Modeling Language User Guide

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Applied Discrete Structures

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

Learning UML 2.0

"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples–this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." –Bruce Eckel "I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." –James Noble Leverage the quality and productivity benefits of patterns–without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern–a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet

thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns–or if you've struggled to make them work for you–read this book.

Mobile Computing Principles

Business Process Modeling Notation (BPMN) is a standard, graphical modeling representation for business processes. It provides an easy to use, flow-charting notation that is independent of the implementation environment. An underlying rigor supports the notation-facilitating the translation of business level models into executable models that BPM Suites and workflow engines can understand. Over recent years, BPMN has been widely adopted by Business Process Management (BPM) related products-both the Business Process Analysis and Modeling tool vendors and the BPM Suites. This book is for business users and process modeling practitioners alike. Part I provides an easily understood introduction to the key components of BPMN (put forward in a user-friendly fashion). Starting off with simple models, it progresses into more sophisticated patterns. Exercises help cement comprehension and understanding (with answers available online). Part II provides a detailed and authoritative reference on the precise semantics and capabilities of the standard.

Clean Code

With the growing business industry there is a large demand for greater speed and quality, for projects of all natures in both small and large businesses. Lean Six Sigma is the result of the combination of the two best-known improvement methods: Six Sigma (making work better, of higher quality) and Lean (making work faster, more efficient). Lean Six Sigma For Dummies outlines they key concepts in plain English, and shows you how to use the right tools, in the right place, and in the right way, not just in improvement and design projects, but also in your day-to-day activities. It shows you how to ensure the key principles and concepts of Lean Six Sigma become a natural part of how you do things so you can get the best out of your business and accomplish your goals better, faster and cheaper. About the author John Morgan has been a Director of Catalyst Consulting, Europe's leading provider of lean Six Sigma solutions for 10 years. Martin Brenig-Jones is also a Director at Catalyst Consulting. He is an expert in Quality and Change Management and has worked in the field for 16 years.

Head First IPhone and IPad Development

Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

Python 3 Object Oriented Programming

Describes what Web 2.0 is, looks at its core patterns and architecture, and offers information on developing applications and software for it.

Learning UML

"Since its original introduction in 1997, the Unified Modeling Language has revolutionized software development. Every integrated software development environment in the world--open-source, standards-based, and proprietary--now supports UML and, more importantly, the model-driven approach to software development. 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. Whether you're creating a desktop application or an enterprise system, complexity is the big hairy monster you must manage. The Unified Modeling Language (UML) helps you manage this complexity. Whether you're looking to use UML as a blueprint language, a sketch tool, or as a programming language, this book will give you the need-to-know information on how to apply UML to your project. While there are plenty of books available that describe UML, Learning UML 2.0 will show you how to use it. Topics covered include: Capturing your system's requirements in your model to help you ensure that your designs meet your users' needs Modeling the parts of your system and their relationships Modeling how the parts of your system work together to meet your system's requirements Modeling how your system moves into the real world, capturing how your system will be deployed Engaging and accessible, this book shows you how to use UML to craft and communicate your project's design. Russ Miles and Kim Hamilton have written a pragmatic introduction to UML based on hard-earned practice, not theory. Regardless of the software process or methodology you use, this book is the one source you need to get up and running with UML 2.0. Additional information including exercises can be found at www.learninguml2.com. Russ Miles is a software engineer for General Dynamics UK, where he works with Java and Distributed Systems, although his passion at the moment is Aspect Orientation and, in particular, AspectJ. Kim Hamilton is a senior software engineer at Northrop Grumman, where she's designed and implemented a variety of systems including web applications and distributed systems, with frequent detours into algorithms development.

Head First IPhone and IPad Development

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns

allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and catalog recurring designs in object-oriented systems. With Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

Object-Oriented Analysis and Design

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.

NUnit Pocket Reference

This book provides a thorough grounding in object-oriented analysis and design, providing authoritative and accessible coverage of object-oriented concepts, the software development process, UML and multi-tier technologies. Using only the most common technologies and methodologies, aligned with a single case study which runs throughout the text, the book provides a broad understanding of the processes used in object-oriented software development, the production of computer programs using object-oriented techniques. Beginning with the basic groundwork underpinning object-oriented software projects, before focusing on practical development issues, this book uses a methodology based on the widely used Rational Unified Process (RUP), and test-driven development using JUnit. The book follows the steps of a typical development project, incorporating requirements capture, design, specification and testing; the running case study shows with remarkable clarity how an abstract problem is taken through to a concrete solution. Regular exercises and online material available on the accompanying website make the book exceptionally useful for self-study. Object-Oriented Analysis and Design is programming language agnostic, ensuring that code is kept to a minimum to avoid detail and deviation into implementation minutiae. Whether you are a student at a university or on a commercial training course, or an experienced software developer moving into object orientation, this book is for you. It provides an easy to understand, practical and motivational description of object-oriented analysis and design.

Fundamentals of Computer Programming with C#

Journal of Object-oriented Programming

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

Ruby in a Nutshell

Globe-trotting travelers have long resorted to handy, pocket-size dictionaries as an aid to communicating across the language barrier. Dan Pilone's UML 2.0 Pocket Reference is just such an aid for on-the-go developers who need to converse in the Unified Modeling Language (UML). Use this book to decipher the many UML diagrams you'll encounter on the path to delivering a modern software system. Updated to cover the very latest in UML, you'll find coverage of the following UML 2.0 diagram types: Class diagrams Component diagrams* Sequence diagrams* Communication diagrams* Timing diagrams* Interaction Overview diagrams* Package diagrams* Deployment diagrams* Use case diagrams Composite structure diagrams* Activity diagrams* Statechart diagrams* * New or expanded coverage in this edition Also new in this edition is coverage of UML's Object Constraint Language (OCL). Using OCL, you can specify more narrowly the functionality described in a given diagram by recording limits that are the result of business rules and other factors. The UML 2.0 Pocket Reference travels well to meetings and fits nicely into your laptop bag. It's near impossible to memorize all aspects of UML, and with this book along, you won't have to.

Java 8 Pocket Guide

Concise and easy-to-understand guidelines and standards for creating UML 2.0 diagrams.

BPMN Modeling and Reference Guide

The BPMN Business Process Modeling Notation, Pocket Handbook is addressed to the individuals involved in a Business Process Management initiative. This handbook can be used both by the analyst and the IT developer in a design or improve of the enterprise business processes. Based on the BPMN specification 1.0 and 1.1, it describes clearly all elements of the notation in addition of some samples.

Head First Algebra

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

All God's Children

Few .NET developers have the luxury of unlimited code testing once their application is complete, and rushing through the testing process is both problematic and stressful. The open source NUnit framework provides an excellent and efficient way to test and improve .NET code as it's written, saving hundreds of QA hours and headaches.NUnit is one of the most mature and widely-used .NET open source projects even Microsoft uses it internally. NUnit is a unit-testing framework for all .Net

languages. Written entirely in C#, NUnit takes advantage of many .NET language features, such as custom attributes and other reflection related capabilities. It automates unit testing and reduces the effort required to frequently test code while developing it. NUint is invaluable for .NET developers in test-driven development under agile methodologies such as Extreme Programming (XP) as well as for developers who use for unit testing for software quality assurance. Unfortunately, some of those valuable hours saved by using NUnit can be wasted trying to master this powerful but under-documented frameworkProof that good things come in small packages, the NUnit Pocket Reference is a complete reference to NUnit, filling in the blanks left by the existing documentation and online discussion. It offers developers everything they need to know to install, configure, and use NUnit; the NUnit user interface; and a reference to the NUnit framework classes in a slim but well-organized package. This handy little book even offers practical, real world NUnit examples. And with the NUnit Pocket Reference, IT managers will know to expect when they implement unit testing in their projects. It is the only book you'll need on this popular and practical new open source framework.

Pocket Reference

UML 2.0 Pocket Reference

Harness the power of Python 3 objects.

Modeling Enterprise Architecture with TOGAF

Pilone delivers a learner's guide to creating Objective-C applications for the iPhone and iPad.

Learning UML 2.0

The Elements of Java Style, written by renowned author Scott Ambler, Rogue Wave Software Vice President Alan Vermeulen, and a team of programmers from Rogue Wave, is for anyone who writes Java code. While there are many books that explain the syntax and basic use of Java, this book, first published in 2000, explains not just what you can do with the syntax, but what you ought to do. Just as Strunk and White's The Elements of Style provides rules of usage for the English language, this book provides a set of rules for Java practitioners to follow. While illustrating these rules with parallel examples of correct and incorrect usage, the book provides a collection of standards, conventions, and guidelines for writing solid Java code which will be easy to understand, maintain, and enhance. Anyone who writes Java code or plans to should have this book next to their computer.

The Object Primer

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.

Sams Teach Yourself UML in 24 Hours

System developers have used modeling languages for decades to specify, visualize, construct, and document systems. The Unified Modeling Language (UML) is one of those languages. UML makes it possible for team members to collaborate by providing a common language that applies to a multitude of different systems. Essentially, it enables you to communicate solutions in a consistent, tool-supported language.Today, UML has become the standard method for modeling software systems, which means you're probably confronting this rich and expressive language more than ever before. And even though you may not write UML diagrams yourself, you'll still need to interpret diagrams written by others.UML 2.0 in a Nutshell from O'Reilly feels your pain. It's been crafted for professionals like you who must read, create, and understand system artifacts expressed using UML. Furthermore, it's been fully revised to cover version 2.0 of the language.This comprehensive new edition not only provides a quick-reference to all UML 2.0 diagram types, it also explains key concepts in a way that appeals to readers already familiar with UML or object-oriented programming concepts.Topics include: The role and value of UML in projects The object-oriented paradigm and its relation to the UML An integrated approach to UML diagrams Class and Object, Use Case, Sequence, Collaboration, Statechart, Activity, Component, and Deployment Diagrams Extension Mechanisms The Object Constraint Language (OCL) If you're new to UML, a tutorial with realistic examples has even been included to help you quickly familiarize yourself with the system.

Design Patterns Explained

A profile of Willie Bosket chronicles his first criminal activities at the age of five, his murderous acts that led to the passage of a law allowing teenagers to be tried as a adults, and the legacy of the violent Bosket family. Reprint. 10,000 first printing.

Head First Software Development

Master complex C++ programming with this helpful, in-depthresource From game programming to major commercial software applications,C++ is the language of choice. It is also one of the most difficultprogramming languages to master. While most competing books aregeared toward beginners, Professional C++, Third Edition,shows experienced developers how to master the latest release ofC++, explaining little known features with detailed code examplesusers can plug into their own codes. More advanced languagefeatures and programming techniques are presented in this newestedition of the book, whose earlier editions have helped thousandsof coders get up to speed with C++. Become familiar with the fullcapabilities offered by C++, and learn the best ways to design andbuild applications to solve real-world problems. Professional C++, Third Edition has been substantiallyrevised and revamped from previous editions, and fully covers thelatest (2014) C++ standard. Discover how to navigate thesignificant changes to the core language features and syntax, andextensions to the C++ Standard Library and its templates. Thispractical guide details many poorly understood elements of C++ andhighlights pitfalls to avoid. Best practices for programming style, testing, anddebugging Working code that readers can plug into their own apps In-depth case studies with working code Tips, tricks, and workarounds with an emphasis on goodprogramming style Move forward with this comprehensive, revamped guide toprofessional coding with C++.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION