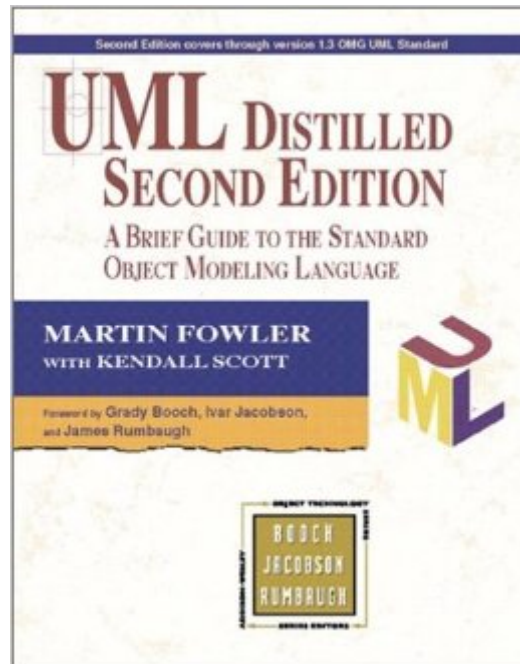


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# UML Distilled: A Brief Guide To The Standard Object Modeling Language (2nd Edition)



## Synopsis

The award-winning first edition of UML Distilled was widely praised for being a concise guide to the core parts of the UML and has proved extremely successful in helping developers identify the most important parts of the language. UML Distilled, Second Edition, maintains the concise format with significantly updated coverage of use cases and activity diagrams, and expanded coverage of collaborations. It also includes a new appendix detailing the changes between UML versions. Beginning with a summary of UML's history, development, and rationale the book moves into a discussion of how the UML can be integrated into the object-oriented development process. The primary author profiles the various modeling techniques in the UML--such as use cases, class diagrams, and interaction diagrams--and describes the notation and semantics clearly and succinctly. He also outlines useful non-UML techniques such as CRC cards and patterns.

## Book Information

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## Customer Reviews

This book is probably best served as a quick tour or "best of" UML for someone already versed in OOAD concepts. It introduces each major topic, establishes clear definitions and examples, and incorporates the author's personal experiences. To this end, it is concise and effective. However, it is not well suited for people trying to get up to speed with both OO and UML concepts, (which is my situation). I found "Fundamentals of Object-Oriented Design in UML" (Page-Jones) as a much more effective introduction OO and UML. As I become more educated on the topic, I find myself reaching

for Distilled more and more. It's great as a quick reference to clear up concepts. I think this book is a must-have for any UML user, but should not be your first experience with OOAD.

I was assigned a problem recently in a C++ Advanced course that required me to quickly obtain exposure to the UML. I used to find this book. A month later I have read four books on the UML and have two more books waiting on my office shelf! I am extremely fascinated by the UML and recommend all software engineers look into its use. I highly recommend Martin Fowler's UML Distilled for engineers who have no previous modeling exposure. It is a fast way to get your feet wet and obtain a high-level overview. After reading this book you might consider the path I forged for myself: 1) UML Distilled by Martin Fowler 2) UML Toolkit by Hans-Erik Eriksson & Magnus Penker (\* includes a CD-Rom with Rational Rose 4.0 demo). A great second book! You can also obtain a free UML Modeling tool by TogetherSoft. 3) The Unified Modeling Language User Guide by Booch, RumBaugh and Jacobson. A GREAT book and definite read, however I would not recommend it as your first if you are new to modeling (as I am). I was extremely impressed by Grady Booch's writing skill. He infused me with a love for modeling. (I also intend to read his other books.) As a parent I enjoyed his comments regarding teen age daughters in addition to the fine art of dog house construction. 4) Real-Time UML: Developing Efficient Objects for Embedded Systems by Bruce Powel Douglass. A SUPERB book! I am just finishing it. I was impressed with the author's extensive real-time knowledge and appreciative of his ability to communicate it so clearly to interested readers. I found his dry sense of humor entertaining and intend to look into the Dave Barry reference. I only wish I had time to immediately sit down and read his second real-time book "Doing Hard Time". It is however waiting on my office shelf. Thanks to all the authors cited. Good luck to you on your discovery of the UML.

I am 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. The discussion of UML semantics is generally disappointing. UML 2 has tied UML semantics down very tightly - it has had to do this because of MDA. However, in this book you get the impression that much of it is still quite vague and open to interpretation - hence the "non-normative" diagrams. On the whole, the level of detail is, in many cases, too low to be useful even in a "distilled presentation". For example, you get 2 pages on interaction overview diagrams, and in this you learn that the author hasn't really worked out how to use them effectively and doesn't really care for them anyway. Yet these diagrams are important. They give us, for the first time, the ability to string together isolated interactions into workflows in a precise way. On the whole, I can't recommend this book. Try "UML 2 for Dummies" instead.

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