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## **KEY=UNIFIED - TRISTIAN EWING**

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### **THE UNIFIED MODELING LANGUAGE USER GUIDE**

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**Addison-Wesley Professional** *The first of two UML works written by the creators of UML, this book introduces the core 80 percent of UML, approaching it in a layered fashion and providing numerous examples of its application.*

### **THE UNIFIED MODELING LANGUAGE USER GUIDE**

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**Addison-Wesley Professional** *UML is the industry standard notational language. Updated to include coverage of UML 2.0, this text helps the reader master the vocabulary, rules and idioms of the UML, as well as understand what the UML is and what it is not.*

### **THE OBJECT CONSTRAINT LANGUAGE**

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### **GETTING YOUR MODELS READY FOR MDA**

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**Addison-Wesley Professional** *bull; Learn to better leverage the significant power of UML 2.0 and the Model-Driven Architecture standard bull; The OCL helps developers produce better software by adding vital definition to their designs bull; Updated to reflect the latest version of the standard - OCL 2.0*

### **VISUAL MODELING WITH RATIONAL ROSE 2000 AND UML**

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**Addison-Wesley Professional** *The first UML book to cover Rational Rose 2000, this brand-new edition reviews the three key interrelated components of state-of-the-art software system design: the Rational Unified process, the Unified Modeling Language, and Rational Rose 2000. Then, through a simplified case study, it walks developers through a real-world business system. Includes screen shots demonstrating UML at work in the Rational Rose 2000 modeling tool.*

### **THE RATIONAL UNIFIED PROCESS**

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### **AN INTRODUCTION**

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**Addison-Wesley Professional** *bull; Reflects all of the changes that were integrated into RUP v2003-the latest version of the very popular product bull; Learn the key concepts, fundamentals of structure, integral content, and motivation behind the RUP bull; Covers all phases of the software development lifecycle -from concept, to delivery, to revision*

### **THE UNIFIED MODELING LANGUAGE USER GUIDE**

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### **COVERS UML 2.0**

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## FOUNDATIONS OF COMPUTER SOFTWARE: FUTURE TRENDS AND TECHNIQUES FOR DEVELOPMENT

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### 15TH MONTEREY WORKSHOP 2008, BUDAPEST, HUNGARY, SEPTEMBER 24-26, 2008, REVISED SELECTED PAPERS

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**Springer Science & Business Media** *This book presents the thoroughly refereed and revised proceedings of the 15th Monterey Workshop, held in Budapest, Hungary, September 24-26, 2008. The theme of the workshop was Foundations of Computer Software, Future Trends and Techniques for Development. The 13 revised full papers presented at the workshop explore, how the foundations and development techniques of computer software could be adapted to address such a challenge. Material presented in the papers spans the whole software life cycle, starting from specification and analysis, design and the choice of architectures, large scale, real-world software development, code generation and configuration, deployment, and evolution.*

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## REFACTORING

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### IMPROVING THE DESIGN OF EXISTING CODE

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**Addison-Wesley Professional** *Refactoring is gaining momentum amongst the object oriented programming community. It can transform the internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring.*

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## REFACTORING

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### IMPROVING THE DESIGN OF EXISTING CODE

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**Addison-Wesley** *As the application of object technology--particularly the Java programming language--has become commonplace, a new problem has emerged to confront the software development community. Significant numbers of poorly designed programs have been created by less-experienced developers, resulting in applications that are inefficient and hard to maintain and extend. Increasingly, software system professionals are discovering just how difficult it is to work with these inherited, "non-optimal" applications. For several years, expert-level object programmers have employed a growing collection of techniques to improve the structural integrity and performance of such existing software programs. Referred to as "refactoring," these practices have remained in the domain of experts because no attempt has been made to transcribe the lore into a form that all developers could use. . .until now. In Refactoring: Improving the Design of Existing Code, renowned object technology mentor Martin Fowler breaks new ground, demystifying these master practices and demonstrating how software practitioners can realize the significant benefits of this new process. With proper training a skilled system designer can take a bad design and rework it into well-designed, robust code. In this book, Martin Fowler shows you where opportunities for refactoring typically can be found, and how to go about reworking a bad design into a good one. Each refactoring step is simple--seemingly too simple to be worth doing. Refactoring may involve moving a field from one class to another, or pulling some code out of a method to turn it into its own method, or even pushing some code up or down a hierarchy. While these individual steps may seem elementary, the cumulative effect of such small changes can radically improve the design. Refactoring is a proven way to prevent software decay. In addition to discussing the various techniques of refactoring, the author provides a detailed catalog of more than seventy proven refactorings with helpful pointers that teach you when to apply them; step-by-step instructions for applying each refactoring; and an example illustrating how the refactoring works. The illustrative examples are written in Java, but the ideas are applicable to any object-oriented programming language.*

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## A PRACTICAL GUIDE TO TESTING OBJECT-ORIENTED SOFTWARE

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**Addison-Wesley Professional** *David A. Sykes is a member of Wofford College's faculty.*

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## USE CASES

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### REQUIREMENTS IN CONTEXT

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**Addison-Wesley** *This book describes how to gather and define software requirements using a process based on use cases. It shows systems analysts and designers how use cases can provide solutions to the most challenging requirements issues, resulting in effective, quality systems that meet the needs of users. Use Cases, Second Edition: Requirements in Context describes a three-step method for establishing requirements—an iterative process that produces increasingly refined requirements. Drawing on their extensive, real-world experience, the authors offer a wealth of advice on use-case driven lifecycles, planning for change, and keeping on track. In addition, they include numerous detailed examples to illustrate practical applications. This second edition incorporates the many advancements in*

use case methodology that have occurred over the past few years. Specifically, this new edition features major changes to the methodology's iterations, and the section on management reflects the faster-paced, more "chaordic" software lifecycles prominent today. In addition, the authors have included a new chapter on use case traceability issues and have revised the appendixes to show more clearly how use cases evolve. The book opens with a brief introduction to use cases and the Unified Modeling Language (UML). It explains how use cases reduce the incidence of duplicate and inconsistent requirements, and how they facilitate the documentation process and communication among stakeholders. The book shows you how to: Describe the context of relationships and interactions between actors and applications using use case diagrams and scenarios Specify functional and nonfunctional requirements Create the candidate use case list Break out detailed use cases and add detail to use case diagrams Add triggers, preconditions, basic course of events, and exceptions to use cases Manage the iterative/incremental use case driven project lifecycle Trace back to use cases, nonfunctionals, and business rules Avoid classic mistakes and pitfalls The book also highlights numerous currently available tools, including use case name filters, the context matrix, user interface requirements, and the authors' own "hierarchy killer."

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## EXECUTABLE UML

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### A FOUNDATION FOR MODEL-DRIVEN ARCHITECTURE

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**Addison-Wesley Professional** *Overviews the process of building and compiling executable UML models for software development. The book focuses on the BridgePoint tool suite and object action language developed by Project Technology. The authors discuss identifying system requirements, diagramming classes and attributes, constraints on the class diagram, ways of building sets of communicating statechart diagrams, and model verification. Annotation copyrighted by Book News, Inc., Portland, OR.*

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### SOFTWARE DEVELOPMENT FOR SMALL TEAMS

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#### A RUP-CENTRIC APPROACH

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**Addison-Wesley Professional** *I highly recommend this book for anyone who's ever tried to implement RUP on a small project. Pollice and company have demystified and effectively scaled the process while ensuring that its essence hasn't been compromised. A must-have for any RUPster's library! Chris Soskin, Process Engineering Consultant, Toyota Motor Sales Do you want to improve the process on your next project? Perhaps you'd like to combine the best practices from the Rational Unified Process (RUP) and from agile methodologies (such as Extreme Programming). If so, buy this book! Software Development for Small Teams describes an entire software development project, from the initial customer contact through delivery of the software. Through a case study, it describes how one small, distributed team designed and applied a successful process. But this is not a perfect case study. The story includes what worked and what didn't, and describes how the team might change its process for the next project. The authors encourage you to assess their results and to use the lessons learned on your next project. Key topics covered include: Achieving a balance between people, process, and tools; recognizing that software develo*

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### THE UML PROFILE FOR FRAMEWORK ARCHITECTURES

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**Addison-Wesley Professional** *This book presents a set of principles for designing frameworks and practical techniques for adapting them efficiently. It also describes how UML may be used to model frameworks and their applications and proposes a set of extensions to the UML which apply specifically to framework design.*

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### REAL-TIME DESIGN PATTERNS

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### ROBUST SCALABLE ARCHITECTURE FOR REAL-TIME SYSTEMS

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**Addison-Wesley Professional** *This revised and enlarged edition of a classic in Old Testament scholarship reflects the most up-to-date research on the prophetic books and offers substantially expanded discussions of important new insight on Isaiah and the other prophets.*

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### INTERNATIONAL CONFERENCE ON COMPUTER APPLICATIONS 2012 :: VOLUME 05

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#### TECHNO FORUM R&D CENTRE

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## **BUILDING WEB APPLICATIONS WITH UML**

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**Addison-Wesley Professional** Conallen introduces architects and designers and client/server systems to issues and techniques of developing software for the Web. He expects readers to be familiar with object-oriented principles and concepts, particularly with UML (unified modeling language), and at least one Web application architecture or environment. The second edition incorporates both technical developments and his experience since 1999. He does not provide a bibliography. Annotation copyrighted by Book News, Inc., Portland, OR

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## **UML FOR DATABASE DESIGN**

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**Addison-Wesley Professional** Typically, analysis, development, and database teams work for different business units, and use different design notations. With UML and the Rational Unified Process (RUP), however, they can unify their efforts -- eliminating time-consuming, error-prone translations, and accelerating software to market. In this book, two data modeling specialists from Rational Software Corporation show exactly how to model data with UML and RUP, presenting proven processes and start-to-finish case studies. The book utilizes a running case study to bring together the entire process of data modeling with UML. Each chapter dissects a different stage of the data modeling process, from requirements through implementation. For each stage, the authors cover workflow and participants' roles, key concepts, proven approach, practical design techniques, and more. Along the way, the authors demonstrate how integrating data modeling into a unified software design process not only saves time and money, but gives all team members a far clearer understanding of the impact of potential changes. The book includes a detailed glossary, as well as appendices that present essential Use Case Models and descriptions. For all software team members: managers, team leaders, systems and data analysts, architects, developers, database designers, and others involved in building database applications for the enterprise.

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## **INNOVATIONS THROUGH INFORMATION TECHNOLOGY**

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### **2004 INFORMATION RESOURCES MANAGEMENT ASSOCIATION INTERNATIONAL CONFERENCE, NEW ORLEANS, LOUISIANA, USA, MAY 23-26, 2004**

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**IGI Global** Innovations Through Information Technology aims to provide a collection of unique perspectives on the issues surrounding the management of information technology in organizations around the world and the ways in which these issues are addressed. This valuable book is a compilation of features including the latest research in the area of IT utilization and management, in addition to being a valuable source in support of teaching and research agendas.

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## **UML DISTILLED**

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### **A BRIEF GUIDE TO THE STANDARD OBJECT MODELING LANGUAGE**

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**Addison-Wesley Professional** A guide to using UML describes major UML diagrams, their creation, and how to decipher them.

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## **DOING HARD TIME**

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### **DEVELOPING REAL-TIME SYSTEMS WITH UML, OBJECTS, FRAMEWORKS, AND PATTERNS**

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**Addison-Wesley Professional** Doing Hard Time is written to facilitate the daunting process of developing real-time systems. It presents an embedded systems programming methodology that has been proven successful in practice. The process outlined in this book allows application developers to apply practical techniques - garnered from the mainstream areas of object-oriented software development - to meet the demanding qualifications of real-time programming. Bruce Douglass offers ideas that are up-to-date with the latest concepts and trends in programming. By using the industry standard Unified Modeling Language (UML), as well as the best practices from object technology, he guides you through the intricacies and specifics of real-time systems development. Important topics such as schedulability, behavioral patterns, and real-time frameworks are demystified, empowering you to become a more effective real-time programmer.

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## **MDA DISTILLED**

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### **PRINCIPLES OF MODEL-DRIVEN ARCHITECTURE**

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**Addison-Wesley Professional** MDA Distilled is an accessible introduction to the MDA standard and its tools and technologies. The book describes the fundamental features of MDA, how they fit together,

and how you can use them in your organization today. You will also learn how to define a model-driven process for a project involving multiple platforms, implement that process, and then test the resulting system.

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## APPLYING USE CASE DRIVEN OBJECT MODELING WITH UML

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### AN ANOTATED E-COMMERCE EXAMPLE

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**Addison-Wesley Professional** "This is the fourth report on mothers and babies in NSW to combine the annual reports of the NSW Midwives Data Collection (MDC), the Neonatal Intensive Care Units' Data Collection and the NSW Birth Defects Register."--Page 9.

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## FUNDAMENTALS OF OBJECT-ORIENTED DESIGN IN UML

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**Addison-Wesley Professional** *Fundamentals of Object-Oriented Design in UML* shows aspiring and experienced programmers alike how to apply design concepts, the UML, and the best practices in OO development to improve both their code and their success rates with object-based projects.

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## USE CASE MODELING

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**Addison-Wesley Professional** Discusses how to define and organize use cases that model the user requirements of a software application. The approach focuses on identifying all the parties who will be using the system, then writing detailed use case descriptions and structuring the use case model. An ATM example runs throughout the book. The authors work at Rational Software. Annotation copyrighted by Book News, Inc., Portland, OR

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## APPLIED SOFTWARE ARCHITECTURE

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**Addison-Wesley Professional** "Designing a large software system is an extremely complicated undertaking that requires juggling differing perspectives and differing goals, and evaluating differing options. *Applied Software Architecture* is the best book yet that gives guidance as to how to sort out and organize the conflicting pressures and produce a successful design." -- Len Bass, author of *Software Architecture in Practice*. Quality software architecture design has always been important, but in today's fast-paced, rapidly changing, and complex development environment, it is essential. A solid, well-thought-out design helps to manage complexity, to resolve trade-offs among conflicting requirements, and, in general, to bring quality software to market in a more timely fashion. *Applied Software Architecture* provides practical guidelines and techniques for producing quality software designs. It gives an overview of software architecture basics and a detailed guide to architecture design tasks, focusing on four fundamental views of architecture--conceptual, module, execution, and code. Through four real-life case studies, this book reveals the insights and best practices of the most skilled software architects in designing software architecture. These case studies, written with the masters who created them, demonstrate how the book's concepts and techniques are embodied in state-of-the-art architecture design. You will learn how to: create designs flexible enough to incorporate tomorrow's technology; use architecture as the basis for meeting performance, modifiability, reliability, and safety requirements; determine priorities among conflicting requirements and arrive at a successful solution; and use software architecture to help integrate system components. Anyone involved in software architecture will find this book a valuable compendium of best practices and an insightful look at the critical role of architecture in software development. 0201325713B07092001

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## MDA EXPLAINED

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### THE MODEL DRIVEN ARCHITECTURE : PRACTICE AND PROMISE

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**Addison-Wesley Professional** "Highlights of this book include: the MDA framework, including the Platform Independent Model (PIM) and Platform Special Model (PSM); OMG standards and the use of UML; MDA and Agile, Extreme Programming, and Rational Unified Process (RUP) development; how to apply MDA, including PIM-to-PSM and PSM-to-code transformations for Relational, Enterprise JavaBean (EJB), and Web models; transformations, including controlling and tuning, traceability, incremental consistency, and their implications; metamodeling; and relationships between different standards, including Meta Object Facility (MOF), UML, and Object Constraint Language (OCL)."--Jacket.

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## TESTING OBJECT-ORIENTED SYSTEMS

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## MODELS, PATTERNS, AND TOOLS

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**Addison-Wesley Professional** More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37 patterns that explain how to design responsibility-based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing procedural code How to design responsibility-based tests for classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology. 0201809389B04062001

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## AN EXECUTIVE'S GUIDE TO INFORMATION TECHNOLOGY

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### PRINCIPLES, BUSINESS MODELS, AND TERMINOLOGY

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**Cambridge University Press** Assessing the most valuable technology for an organization is becoming a growing challenge for business professionals confronted with an expanding array of options. This 2007 book is an A-Z compendium of technological terms written for the non-technical executive, allowing quick identification of what the term is and why it is significant. This is more than a dictionary - it is a concise review of the most important aspects of information technology from a business perspective: the major advantages, disadvantages and business value propositions of each term are discussed, as well as sources for further reading, and cross-referencing with other terms where applicable. The essential elements of each concept are covered in a succinct manner so the reader can quickly obtain the required knowledge without wading through exhaustive descriptions. With over 200 terms, this is a valuable reference for non- and semi-technical managers, executives and graduate students in business and technology management.

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## VISUAL MODELING WITH RATIONAL ROSE 2002 AND UML

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**Addison-Wesley Professional** Thoroughly updated and fully compliant with Rational Rose 2002, the latest release of the industry's most popular software modeling tool, this edition contains simplified, useful case studies and helps the reader understand the core concepts of modeling and how to use UML effectively.

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## ENTERPRISE MODELING WITH UML

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### DESIGNING SUCCESSFUL SOFTWARE THROUGH BUSINESS ANALYSIS

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**Addison-Wesley Professional** CD-ROM contains: Java and XML implementations of ideas and models described in the appendix.

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## DEVELOPING APPLICATIONS WITH VISUAL BASIC AND UML

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**Addison-Wesley Professional** Reed's guide includes detailed coverage of architecting VB enterprise applications and features working examples and step-by-step instructions for planning and development of an order entry system, detailing do's and don't's for analysis, design and construction. CD-ROM contains several templates for applying UML, as well as complete Rational Rose models for the sample applications.

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**SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD**

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**Cengage Learning** *Refined and streamlined, SYSTEMS ANALYSIS AND DESIGN IN A CHANGING WORLD, 7E helps students develop the conceptual, technical, and managerial foundations for systems analysis design and implementation as well as project management principles for systems development. Using case driven techniques, the succinct 14-chapter text focuses on content that is key for success in today's market. The authors' highly effective presentation teaches both traditional (structured) and object-oriented (OO) approaches to systems analysis and design. The book highlights use cases, use diagrams, and use case descriptions required for a modeling approach, while demonstrating their application to traditional, web development, object-oriented, and service-oriented architecture approaches. The Seventh Edition's refined sequence of topics makes it easier to read and understand than ever. Regrouped analysis and design chapters provide more flexibility in course organization. Additionally, the text's running cases have been completely updated and now include a stronger focus on connectivity in applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.*

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**SYSTEMS ANALYSIS AND DESIGN**

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**John Wiley & Sons** *The 4th edition of Systems Analysis and Design continues to offer a hands-on approach to SA&D while focusing on the core set of skills that all analysts must possess. Building on their experience as professional systems analysts and award-winning teachers, authors Dennis, Wixom, and Roth capture the experience of developing and analyzing systems in a way that students can understand and apply. With Systems Analysis and Design, 4th edition, students will leave the course with experience that is a rich foundation for further work as a systems analyst.*

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**ENCYCLOPEDIA OF INFORMATION SCIENCE AND TECHNOLOGY, SECOND EDITION**

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**IGI Global** *"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.*

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**REAL TIME UML**

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**ADVANCES IN THE UML FOR REAL-TIME SYSTEMS**

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**Addison-Wesley Professional** *Covers UML 2.0.*

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**DEVELOPING CHEMICAL INFORMATION SYSTEMS**

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**AN OBJECT-ORIENTED APPROACH USING ENTERPRISE JAVA**

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**John Wiley & Sons** *Develop and manage chemical information systems This text provides a comprehensive overview of analyzing chemical problems using computer-aided methods for both newcomers and advanced computer scientists and chemists. In addition to practical how-to information and step-by-step descriptions, this resource includes case studies from Merck & Co., Inc., to further aid your understanding. This guide covers a wide range of cheminformatics topics, including: \* Software development principles \* Object-oriented approach \* Building and buying \* Agile and Iterative Development Process \* UML Modeling \* Deployment and Software Architecture \* Presentation, Business, and Data Persistence Layer \* Producing an entity dictionary \* Chemistry Intelligence API \* Plug and play--integrating with third-party tools Written by a former lead architect on the design of said systems at Merck & Co., Inc., this text not only lays out information, but also shares the author's experiences and advice on cheminformatics.*

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**ANALYSIS PATTERNS**

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**REUSABLE OBJECT MODELS**

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**Addison-Wesley Professional** *Martin Fowler is a consultant specializing in object-oriented analysis and design. This book presents and discusses a number of object models derived from various problem domains. All patterns and models presented have been derived from the author's own consulting work and are based on real business cases.*

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**ADVANCED INFORMATION SYSTEMS ENGINEERING**

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## 13TH INTERNATIONAL CONFERENCE, CAISE 2001, INTERLAKEN, SWITZERLAND, JUNE 4-8, 2001. PROCEEDINGS

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**Springer** Since the late 1980s, the CAISE conferences have provided a forum for the presentation and exchange of research results and practical experiences within the field of Information Systems Engineering. CAISE 2001 was the 13th conference in this series and was held from 4th to 8th June 2001 in the resort of Interlaken located near the three famous Swiss mountains – the Eiger, Mönch, and Jungfrau. The first two days consisted of pre-conference workshops and tutorials. The workshop themes included requirements engineering, evaluation of modeling methods, data integration over the Web, agent-oriented information systems, and the design and management of data warehouses. Continuing the tradition of recent CAISE conferences, there was also a doctoral consortium. The pre-conference tutorials were on the themes of e-business models and XML application development. The main conference program included three invited speakers, two tutorials, and a panel discussion in addition to presentations of the papers in these proceedings. We also included a special ‘practice and experience’ session to give presenters an opportunity to report on and discuss experiences and investigations on the use of methods and technologies in practice. We extend our thanks to the members of the program committee and all other referees without whom such conferences would not be possible. The program committee, whose members came from 20 different countries, selected 27 high-quality research papers and 3 experience reports from a total of 97 submissions. The topics of these papers span the wide-range of topics relevant to information systems engineering – from requirements and design through to implementation and operation of complex and dynamic systems.

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## DOCUMENTING SOFTWARE ARCHITECTURES

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### VIEWS AND BEYOND

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**Addison-Wesley Professional** Architecture is crucial to the success of any large software system -- but even a superb architecture will fail if it isn't communicated well. Now, there's a language- and notation-independent guide to capturing architecture so it can be used successfully by every analyst, software designer, and developer. The authors review the diverse goals and uses of software architecture documentation, providing documentation strategies for several common scenarios. They identify the basic unit of software architecture documentation: the viewtype, which specifies the type of information to be provided in an architectural view. For each viewtype -- Modules, Component-and-Connectors, and Allocation -- they offer detailed guidance on documenting what really matters. Next, they demonstrate how to package architecture documentation in coherent, usable form: augmenting architectural views with documentation of interfaces and behavior; accounting for architectural variability and dynamic systems; and more.