

## The Object Primer Agile Model Driven Development With Uml 2 0

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The Object Primer: Agile Model-Driven Development with UML ...

Agile Model-Driven Development with UML 2.0. Scott W. Ambler. \$62.99. \$62.99. Publisher Description. Scott Ambler, award-winning author of Building Object Applications that Work, Process Patterns, and More Process Patterns, has revised his acclaimed first book, The Object Primer. Long prized in its original edition by both students and professionals as the best introduction to object-oriented technology, this book is now completely up-to-date, with all modeling notation rewritten in the ...

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

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

Scott Ambler, author of Building Object Applications that Work, Process Patterns, and More Process Patterns, has revised his acclaimed first book, The Object Primer. Long prized in its original edition by both students and professionals as the best introduction to object-oriented technology, now this book is completely up-to-date with new material in every chapter. There are also new chapters on good OO programming techniques and OO software testing. All modeling notation has been rewritten in UML notation. Review questions at the end of each chapter allow readers to test their newly acquired knowledge. In addition, the author takes time to reflect on the lessons learned over the past few years by discussing the proven benefits and drawbacks of the technology. This is the perfect book for any software development professional or student seeking an introduction to the concepts and terminology of object technology.

The first book to cover Agile Modeling, a new modeling technique created specifically for XP projects eXtreme Programming (XP) has created a buzz in the software development community-much like Design Patterns did several years ago. Although XP presents a methodology for faster software development, many developers find that XP does not allow for modeling time, which is critical to ensure that a project meets its proposed requirements. They have also found that standard modeling techniques that use the Unified Modeling Language (UML) often do not work with this methodology. In this innovative book, Software Development columnist Scott Ambler presents Agile Modeling (AM)-a technique that he created for modeling XP projects using pieces of the UML and Rational's Unified Process (RUP). Ambler clearly explains AM, and shows readers how to incorporate AM, UML, and RUP into their development projects with the help of numerous case studies integrated throughout the book. AM was created by the author for modeling XP projects-anelement lacking in the original XP design The XP community and its creator have embraced AM, which should give this book strong market acceptance Companion Web site at [www.agilemodeling.com](http://www.agilemodeling.com) features updates, links to XP and AM resources, and ongoing case studies about agile modeling.

The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site, [poodr.info](http://poodr.info). The first title to focus squarely on object-oriented Ruby application design, Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

Written by one of the best known object-oriented practitioners in the business, Process Patterns is based on proven, real-world techniques. Scott Ambler shows readers how to successfully deliver large-scale applications using object technology and carefully describes how one develops applications that are truly easy to maintain and to enhance. He shows how such projects can be supported and points out what is necessary to ensure that one's development efforts are of the best quality. His object-oriented software process (OOSP) is geared toward medium to large-size organizations that need to internally develop software to support their main line of business. Developers and project managers who have just taken their first OO development course will find this book essential. It describes the only OOSP to take the true needs of development into consideration, including cross-project, maintenance, operations, and support issues. This book uses the Unified Modeling Language (UML).

The Complete Guide to Writing Maintainable, Manageable, Pleasing, and Powerful Object-Oriented Applications Object-oriented programming languages exist to help you create beautiful, straightforward applications that are easy to change and simple to extend. Unfortunately, the world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world, object-oriented design techniques with simple and practical examples. Sandi Metz demonstrates how to build new applications that can "survive success" and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, [poodr.com](http://poodr.com). Fully updated for Ruby 2.5, this guide shows how to Decide what belongs in a single class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Whatever your previous object-oriented experience, this concise guide will help you achieve the superior outcomes you're looking for. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Master IBM's Breakthrough DAD Process Framework for Succeeding with Agile in Large, Complex, Mission-Critical IT Projects It is widely recognized that moving from traditional to agile approaches to build software solutions is a critical source of competitive advantage. Mainstream agile approaches that are indeed suitable for small projects require significant tailoring for larger, complex enterprise projects. In Disciplined Agile Delivery, Scott W. Ambler and Mark Lines introduce IBM's breakthrough Disciplined Agile Delivery (DAD) process framework, which describes how to do this tailoring. DAD applies a more disciplined approach to agile development by acknowledging and dealing with the realities and complexities of a portfolio of interdependent program initiatives. Ambler and Lines show how to extend Scrum with supplementary agile and lean strategies from Agile Modeling (AM), Extreme Programming (XP), Kanban, Unified Process (UP), and other proven methods to provide a hybrid approach that is adaptable to your organization's unique needs. They candidly describe what practices work best, why they work, what the trade-offs are, and when to consider alternatives, all within the context of your situation. Disciplined Agile Delivery addresses agile practices across the entire lifecycle, from requirements, architecture, and development to delivery and governance. The authors show how these best-practice techniques fit together in an end-to-end process for successfully delivering large, complex systems--from project initiation through delivery. Coverage includes Scaling agile for mission-critical enterprise endeavors Avoiding mistakes that drive poorly run agile projects to chaos Effectively initiating an agile project Transitioning as an individual to agile Incrementally building consumable solutions Deploying agile solutions into complex production environments Leveraging DevOps, architecture, and other enterprise disciplines Adapting your governance strategy for agile projects Based on facts, research, and extensive experience, this book will be an indispensable resource for every enterprise software leader and practitioner--whether they're seeking to optimize their existing agile/Scrum process or improve the agility of an iterative process.

Describes Agile Modeling Driven Design (AMDD) and Test-Driven Design (TDD) approaches, database refactoring, database encapsulation strategies, and tools that support evolutionary techniques Agile software developers often use object and relational database (RDB) technology together and as a result must overcome the impedance mismatch The author covers techniques for mapping objects to RDBs and for implementing concurrency control, referential integrity, shared business logic, security access control, reports, and XML An agile foundation describes fundamental skills that all agile software developers require, particularly Agile DBAs Includes object modeling, UML data modeling, data normalization, class normalization, and how to deal with legacy databases Scott W. Ambler is author of Agile Modeling (0471202827), a contributing editor with Software Development ([www.sdmagazine.com](http://www.sdmagazine.com)), and a featured speaker at software conferences worldwide

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

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