Developing Software with UML: Bernd Oestereich 2002 Practical guidance to help you get to grips with the Unified Modeling Language (UML) and software development process.

Object-Oriented Development with UML and Java: Richard C. Lee 2002. This book isn't about how to construct an application, but rather how to structure an entire process of creating applications. The authors are the creators of popkin software and bring their experience to bear on the development of software using the Unified Modeling Language (UML). The book provides a thorough grounding in UML, the Unified Modeling Language, and uses a case-based approach to present the material clearly and accessibly. It harmonises the UML notation with the best practices from the real world to help developers of all levels to understand UML and to use it effectively.

Understanding UML 2.0: The Complete Reference: Bernd Bruegge 2013-08-29. For courses in Software Engineering, Software Development, or Object-Oriented Programming. This book provides a thorough grounding in UML 2.0, the latest version of the Unified Modeling Language (UML). It is intended for developers who need a comprehensive introduction to UML 2.0, for managers who need to understand the UML notation, and for educators who need a textbook to use in teaching UML.

Object-Oriented Development: Michael A. Feathers 1995-10-06: This book is written for software developers who need to understand the principles of object-oriented development in order to design and develop complex software systems. It provides an introduction to object-oriented development, including object-oriented analysis, object-oriented design, and object-oriented programming. The book is structured in a way that allows readers to progress from simple examples to more complex case studies, and includes exercises and case studies at the end of each chapter to reinforce the concepts covered.
Fundamentals of Object-oriented Design in UML

Charles F. Conway 2000 Fundamentals of Object-oriented Design in UML shows aspiring and experienced programmers alike how to apply design concepts, the UML, and object-oriented practices to OOD to develop more complete and robust systems. The book begins by introducing the concepts and terminology of OOD and the UML in a clear and concise manner. It then goes on to describe the UML in detail, including its notation, diagrams, and semantics. Finally, the book provides numerous examples and case studies to help readers apply the concepts they have learned. The book is a must-read for anyone interested in learning the UML and mastering the art of object-oriented design.

Object-oriented Software Engineering with UML

Roger Y. Lee 2019 The Object-oriented paradigm emphasizes the development of computer systems that are composed of interacting objects. This book provides a comprehensive introduction to object-oriented software engineering (OOSE). It covers the fundamentals of UML and object-oriented design, building on the reader's knowledge of programming concepts. This book is the perfect choice for anyone looking to learn more about OOSE.

Java the Way It's Meant to Be

Riley 2002 Java the Way It's Meant to Be is a comprehensive guide to the Java programming language. It covers everything from basic syntax to advanced topics such as concurrency and networking. The book is written in an easy-to-read, conversational style that makes learning Java a pleasure. It is a must-read for anyone interested in learning Java or improving their skills.

Designing Flexible Object-oriented Systems with UML

Charles Richter 1999 This book covers the design and development of object-oriented systems using the UML. It provides a comprehensive and practical guide to object-oriented design, with numerous examples and case studies to help readers understand and apply the concepts. The book is suitable for developers of all levels, from beginners to experienced professionals.

Advanced Object-oriented Analysis and Design Using UML

J. Oriol 1998-2012 Comprehensive coverage of UML and object-oriented software engineering. This book is an essential reference for anyone involved in designing or building object-oriented systems. It covers everything from the basics of UML to advanced topics such as design patterns and software architecture.
the UML 2.0. If you are like most developers, you don't have time to keep up with all the new innovations in software engineering. This new edition of Fowler's classic work gets you acquainted with some of the best thinking about efficient object-oriented software design using the UML—in a convenient format that will be essential to anyone who designs software professionally.