Uml Certification Guide

Covers basic terminology and concepts of object oriented programming. Contains programming exercises and illustrations.
OCUP 2 Certification Guide: Preparing for the OMG Certified UML 2.5 Professional 2 Foundation Exam both teaches UML® 2.5 and prepares candidates to become certified. UML® (Unified Modeling Language) is the most popular graphical language used by software analysts, designers, and developers to model, visualize, communicate, test, and document systems under development. UML® 2.5 has recently been released, and with it a new certification program for practitioners to enhance their current or future career opportunities. There are three exam levels: Foundation, Intermediate, and Advanced. The exam covered in this book, Foundation, is a prerequisite for the higher levels. Author Michael Jesse Chonoles is a lead participant in the current OCUP 2 program—not only in writing and reviewing all the questions, but also in designing the goals of the program. This book distills his experience in modeling, mentoring, and training. Because UML® is a sophisticated language, with 13 diagram types, capable of modeling any type of modern software system, it takes users some time to become proficient. This effective resource will explain the material in the Foundation exam and includes many practice questions for the candidate, including sample problems similar to those found in the exam, and detailed explanations of why correct answers are correct and why wrong answers are wrong. Written to prepare candidates for the OCUP 2 Foundation level exam while they learn UML® Illustrated with UML® diagrams to clarify every concept and technique Offers hints for studying and test-taking based on the specific nature and structure of the Foundation Level exam Includes practice exam material, sample questions and exercises, warnings, tips, and points to remember throughout
Provides information on analyzing, designing, and writing object-oriented software.
The ultimate CISA prep guide, with practice exams Sybex's CISA: Certified Information Systems Auditor Study Guide, Fourth Edition is the newest edition of industry-leading study guide for the Certified Information System Auditor exam, fully updated to align with the latest ISACA standards and changes in IS auditing. This new edition provides complete guidance toward all content areas, tasks, and knowledge areas of the exam and is illustrated with real-world examples. All CISA terminology has been revised to reflect the most recent interpretations, including 73 definition and nomenclature changes. Each chapter summary highlights the most important topics on which you'll be tested, and review questions help you gauge your understanding of the material. You also get access to electronic flashcards, practice exams, and the Sybex test engine for comprehensively thorough preparation. For those who audit, control, monitor, and assess enterprise IT and business systems, the CISA certification signals knowledge, skills, experience, and credibility that delivers value to a business. This study guide gives you the advantage of detailed explanations from a real-world perspective, so you can go into the exam fully prepared. Discover how much you already know by beginning with an assessment test Understand all content, knowledge, and tasks covered by the CISA exam Get more in-depths explanation and demonstrations with an all-new training video Test your knowledge with the electronic test engine, flashcards, review questions, and more The CISA certification has been a globally accepted standard of achievement among information systems audit, control, and security professionals since 1978. If you're looking to acquire one of the top IS security credentials, CISA is the comprehensive study guide you need.
Real-time and embedded systems must make the most of very limited processor and memory sources, and UML is an invaluable tool for achieving these goals. Key topics include information on tradeoffs associated with each object design approach, design patterns and identification strategies, detailed appendix on OMG, and more.
Summary OCP Java SE 7 Programmer II Certification Guide is a concise, focused study guide that prepares you to pass the OCP Java SE 7 Programmer II exam (1Z0-804) the first time you take it. The book systematically guides you through each exam objective, teaching and reinforcing the Java skills you need through examples, exercises, and cleverly constructed visual aids. In every chapter you'll find questions just like the ones you'll face in the real exam. Exam tips, diagrams, and review notes structure the learning process for easy retention. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The OCP Java 7 certification tells potential employers that you've mastered the language skills you need to design and build professional-quality Java software. Passing the OCP isn't just about knowing your Java, though. You have to also know what to expect on the exam and how to beat the built-in tricks and traps. OCP Java SE 7 Programmer II Certification Guide is a comprehensive, focused study guide that prepares you to pass the OCP exam the first time you take it. It systematically guides you through each exam objective, reinforcing the Java skills you need through examples, exercises, and cleverly constructed visual aids. In every chapter you'll find questions just like the ones you'll face on the real exam. Tips, diagrams, and review notes give structure to the learning process to improve your retention. Designed for readers with intermediate-level Java skills. What's Inside 100% coverage of the OCP Java SE 7 Programmer II exam (1Z0-804) Flowcharts, UML diagrams, and other visual aids Hands-on coding exercises Focuses on passing the exam, not the Java language itself About the Author Mala Gupta has been training programmers to pass Java certification exams since 2006. She holds the OCP Java SE 7 Programmer, SCWCD, and SCJP certifications and is the author of OCA Java SE 7 Programmer I Certification Guide (Manning 2013). Table of Contents Java class design Advanced class design Object-oriented design principles Generics and collections String processing Exceptions and assertions Java I/O fundamentals Java file I/O (NIO.2) Building database applications with JDBC Threads Concurrency Localization Bonus online chapter - Mock exam
Second Edition of the UML video course based on the book Applying UML and Patterns. This VTC will focus on object-oriented analysis and design, not just drawing UML.
For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).
The book describes a method for developing the testing of components in parallel with their functionality based on models. UML models are used to derive the testing architecture for an

application, the testing interfaces and the component testers. The method provides a process and guidelines for modeling and developing these artifacts. The book also discusses the implications of built-in contract testing with other component-based development technologies such as product-line engineering, middleware platforms, reuse principles etc. Still further, it describes a new method for specifying and checking real-time properties of object-oriented, component-based real-time systems that are based on dynamic execution time analysis with optimization algorithms.

Rational Software Architect and UML - a thorough tutorial with key insights from the leading trainer and customer consultant at IBM.

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.

Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML® that combines the formalism of the Topological Functioning Model (TFM) mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result – developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the Unified Modeling Language (UML®), an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be implemented in existing UML® modeling tools and toolsets

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illuminates SysML's core components and provides practical advice to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling languages. A case study running through the text demonstrates the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures, and tools you already use. Coverage Includes Why SysML was created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to define mappings among elements across a model SysML notation tables, version changes, and sources for more information

* Examples are easy to understand; diagrams aren’t overly busy. * Written in user-friendly style author is known for. * Condensed, distilled presentation of the UML Superstructure document will get you up to speed with UML 2.0.

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

A Practical Guide to SysML: The Systems Modeling Language is a comprehensive guide to SysML for systems and software engineers. It provides an advanced and practical resource for modeling systems with SysML. The source describes the modeling language and offers information about employing SysML in transitioning an organization or project to model-based systems engineering. The book also presents various examples to help readers understand the OMG Systems Modeling Professional (OCSMP) Certification Program. The text is organized into four parts. The first part provides an overview of systems engineering. It explains the model-based approach by comparing it with the document-based approach and providing the modeling principles. The overview of SYsML is also discussed. The second part of the book covers a comprehensive description of the language. It discusses the main concepts of model organization, parametrics, blocks, use cases, interactions, requirements, allocations, and profiles. The third part presents examples that illustrate how SysML supports different model-based procedures. The last part discusses how to transition and deploy SysML into an organization or project. It explains the integration of SysML into a systems development environment. Furthermore, it describes the category of data that are exchanged between a SysML tool and other types of tools, and the types of exchange mechanisms that can be used. It also covers the criteria that must be considered when selecting a SysML. Software and systems engineers, programmers, IT practitioners, experts, and non-experts will find this book useful. *The authoritative guide for understanding and applying SysML *Authored by the foremost experts on the language *Language description, examples, and quick reference guide included

Practical UML Statecharts in C/C++ Second Edition bridges the gap between high-level abstract concepts of the Unified Modeling Language (UML) and the actual programming aspects of modern hierarchical state machines (UML statecharts). The book describes a lightweight, open source, event-driven infrastructure, called QP that enables direct manual coding UML statecharts and concurrent event-driven applications in C or C++ without big tools. This book is presented in two parts. In Part I, you get a practical description of the relevant state machine concepts starting from traditional finite state automata to modern UML state machines followed by state machine coding techniques and state-machine design patterns, all illustrated with executable examples. In Part II, you find a detailed design study of a generic real-time framework indispensable for combining concurrent, event-driven state machines into robust applications. Part II begins with a clear explanation of the key event-driven programming concepts such as inversion of control (Hollywood Principle), blocking versus non-blocking code, run-to-completion (RTC) execution semantics, the importance of event queues, dealing with time, and the role of state machines to maintain the context from one event to the next. This background is designed to help software developers in making the transition from the traditional sequential to the modern event-driven programming, which can be one of the trickiest paradigm shifts. The lightweight QP event-driven infrastructure goes several steps beyond the traditional real-time operating system (RTOS). In the simplest configuration, QP runs on bare-metal microprocessor, microcontroller, or DSP completely replacing the RTOS. QP can also work with almost any OS/RTOS to take advantage of the existing device drivers, communication stacks, and other middleware. The accompanying website to this book contains complete open source code for QP, ports to popular processors and operating systems, including 80x86, ARM Cortex-M3, MSP430, and Linux, as well as all examples described in the book.

OCEB 2 Certification Guide, Second Edition has been updated to cover the new version 2 of the BPMN standard and delivers expert insight into BPM from one of the developers of the OCEB Fundamental exam, offering full coverage of the fundamental exam material for both the business and technical tracks to further certification. The first study guide prepares candidates to take—and pass—the OCEB Fundamental exam, explaining and building on basic concepts, focusing on key areas, and testing knowledge of all critical topics with sample questions and detailed answers. Suitable for practitioners, and those newer to the field, this book provides a solid grounding in business process management based on the authors' own extensive BPM consulting experiences. Completely updated, with the latest material needed to pass the OCEB-2 and BPMN Certification Includes sample test questions in each chapter, with answers in the appendix Expert authors provide a solid overview of business process management (BPM)

Use case analysis is a methodology for defining the outward features of a software system from the user's point of view. Applying Use Cases, Second Edition, offers a clear and practical introduction to this cutting-edge software development technique. Using numerous realistic examples and a detailed case study, you are guided through the application of use case analysis in the development of software systems. This new edition has been updated and expanded to reflect the Unified Modeling Language (UML) version 1.3. It also includes more complex and precise examples, descriptions of the pros and cons of various use case documentation techniques, and discussions on how other modeling approaches relate to use cases. Applying Use Cases, Second Edition, walks you through the software development process, demonstrating how use cases apply to project inception, requirements and risk analysis, system architecture, scheduling, review and testing, and documentation. Key topics include: Identifying use cases and describing actors Writing the flow of events, including basic and alternative paths Reviewing use cases for completeness and correctness Diagramming use cases with activity diagrams and sequence diagrams Incorporating user interface description and data description documents Testing architectural patterns and designs with use cases Applying use cases to project planning, prototyping, and estimating Identifying and diagramming analysis classes from use cases Applying use cases to user guides, test cases, and training material An entire section of the book is devoted to identifying common mistakes and describing their solutions. Also featured is a handy collection of documentation templates and an abbreviated guide to UML notation. You will come away from this book with a solid understanding of use cases, along with the skills you need to put use case analysis to work.

UML, the Universal Modeling Language, was the first programming language designed to fulfill the requirement for "universality." However, it is a software-specific language, and does not support the needs of engineers designing from the broader systems-based perspective. Therefore, SysML was created. It has been steadily gaining popularity, and many companies, especially in the heavily-regulated Defense, Automotive, Aerospace, Medical Device and Telecomms industries, are already using SysML, or are plannning to switch over to it in the near future. However, little information is currently available on the market regarding SysML. Its use is just on the crest of becoming a widespread phenomenon, and so thousands of software engineers are now beginning to look for training and resources. This book will serve as the one-stop, definitive guide that provide an introduction to SysML, and instruction on how to

implement it, for all these new users. *SysML is the latest emerging programming language--250,000 estimated software systems engineers are using it in the US alone! *The first available book on SysML in English *Insider information! The author is a member of the SysML working group and has written sections of the specification *Special focus comparing SysML and UML, and explaining how both can work together

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.

Explore the fundamental concepts behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently.In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he walks you through a case study to review all the steps of designing a real software system from start to finish.Topics include:- Understanding software development methodologies- Choosing the right methodology: Waterfall vs. Agile- Fundamental object-Orientation concepts: Abstraction, Polymorphism and more- Collecting requirements- Mapping requirements to technical descriptions- Unified Modeling Language (UML)- Use case, class, sequence, activity, and state diagrams- Designing a Note-Taking App from scratchYou will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other developers using object-orientation terms and UML diagrams.About the AuthorKároly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios.Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate about helping people reveal hidden talents, and guide them into the world of startups and programming.You can find his courses and books on all major platforms including Amazon, Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

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.

UML 2 Certification GuideFundamental and Intermediate ExamsElsevier

"This book manages to convey the practical use of UML 2 in clear and understandable terms with many examples and guidelines. Even for people not working with the Unified Process, the book is still of great use. UML 2 and the Unified Process, Second Edition is a must-read for every UML 2 beginner and a helpful guide and reference for the experienced practitioner." --Roland Leibundgut, Technical Director, Zuehlke Engineering Ltd. "This book is a good starting point for organizations and individuals who are adopting UP and need to understand how to provide visualization of the different aspects needed to satisfy it. " --Eric Naiburg, Market Manager, Desktop Products, IBM Rational Software This thoroughly revised edition provides an indispensable and practical guide to the complex process of object-oriented analysis and design using UML 2. It describes how the process of OO analysis and design fits into the software development lifecycle as defined by the Unified Process (UP). UML 2 and the Unified Process contains a wealth of practical, powerful, and useful techniques that you can apply immediately. As you progress through the text, you will learn OO analysis and design techniques, UML syntax and semantics, and the relevant aspects of the UP. The book provides you with an accurate and succinct summary of both UML and UP from the point of view of the OO analyst and designer. This book provides Chapter roadmaps, detailed diagrams, and margin notes allowing you to focus on your needs Outline summaries for each chapter, making it ideal for revision, and a comprehensive index that can be used as a reference New to this edition: Completely revised and updated for UML 2 syntax Easy to understand explanations of the new UML 2 semantics More real-world examples A new section on the Object Constraint Language (OCL) Introductory material on the OMG's Model Driven Architecture (MDA) The accompanying website provides A complete example of a simple e-commerce system Open source tools for requirements engineering and use case modeling Industrial-strength UML course materials based on the book

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.

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.

Provides a practical and comprehensive introduction to the key aspects of model-based testing as taught in the ISTQB® Model-Based Tester—Foundation Level Certification Syllabus This book covers the essentials of Model-Based Testing (MBT) needed to pass the ISTQB® Foundation Level Model-Based Tester Certification. The text begins with an introduction to MBT, covering both the benefits and the limitations of MBT. The authors review the various approaches to model-based testing, explaining the fundamental processes in MBT, the different modeling languages used, common good modeling practices, and the typical mistakes and pitfalls. The book explains the specifics of MBT test implementation, the dependencies on modeling and test generation activities, and the steps required to automate the generated test cases. The text discusses the introduction of MBT in a company, presenting metrics to measure success and good practices to apply. Provides case studies illustrating different approaches to Model-Based Testing Includes in-text exercises to encourage readers to practice modeling and test generation activities Contains appendices with solutions to the in-text exercises, a short quiz to test readers, along with additional information Model-Based Testing Essentials – Guide to the ISTQB® Certified Model-Based Tester – Foundation Level is written primarily for participants of the ISTQB® Certification: software engineers, test engineers, software developers, and anybody else

involved in software quality assurance. This book can also be used for anyone who wants a deeper understanding of software testing and of the use of models for test generation.
Annotation The IT Business Analyst is one of the fastest growing roles in the IT industry. Business Analysts are found in almost all large organizations and are important members of any IT team whether in the private or public sector. "UML for the IT Business Analyst" provides a clear, step-by-step guide to how the Business Analyst can perform his or her role using state-of-the-art object-oriented technology. Business analysts are required to understand object-oriented technology although there are currently no other books that address their unique needs as non-programmers using this technology. Assuming no prior knowledge of business analysis, IT, or object-orientation, material is presented in a narrative, chronological, hands-on style using a real-world case study. Upon completion of "UML for the IT Business Analyst" the reader will have created an actual business requirements document using all of the techniques of object-orientation required of a Business Analyst. "UML for the IT Business Analyst" puts together all of the technology pieces needed to proficiently perform the Business Analyst role.
Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ 220-901 and 220-902 exams. This all-in-one textbook and lab manual is a real-world guide to learning how to connect, manage, and troubleshoot multiple devices in authentic IT scenarios. Thorough instruction built on the CompTIA A+ 220-901 and 220-902 exam objectives includes coverage of Linux, Mac, mobile, cloud, and expanded troubleshooting and security. For realistic industry experience, the author also includes common legacy technologies still in the field along with non-certification topics like Windows 10 to make this textbook THE textbook to use for learning about today’s tools and technologies. In addition, dual emphasis on both tech and soft skills ensures you learn all you need to become a qualified, professional, and customer-friendly technician. Dozens of activities to help “flip” the classroom plus hundreds of labs included within the book provide an economical bonus–no need for a separate lab manual. Learn more quickly and thoroughly with all these study and review tools: Learning Objectives provide the goals for each chapter plus chapter opening lists of A+ Cert Exam Objectives ensure full coverage of these topics Hundreds of photos, figures, and tables to help summarize and present information in a visual manner in an all-new full color design Practical Tech Tips give real-world IT Tech Support knowledge Soft Skills best practice advice and team-building activities in each chapter cover all the tools and skills you need to become a professional, customer-friendly technician in every category Review Questions, including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions, assess your knowledge of the learning objectives Hundreds of thought-provoking activities to apply and reinforce the chapter content and “flip” the classroom if you want More than 140 Labs allow you to link theory to practical experience Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Dozens of Critical Thinking Activities take you beyond the facts to complete comprehension of topics Chapter Summary provides a recap of key concepts for studying Certification Exam Tips provide insight into the certification exam and preparation process
Enterprise Patterns and MDA teaches you how to customize any archetype pattern–such as Customer, Product, and Order–to reflect the idiosyncrasies of your own business environment. Because all the patterns work harmoniously together and have clearly documented relationships to each other, you’ll come away with a host of reusable solutions to common problems in business-software design. This book shows you how using a pattern or a fragment of a pattern can save you months of work and help you avoid costly errors. You’ll also discover how–when used in literate modeling–patterns can solve the difficult challenge of communicating UML models to broad audiences. The configurable patterns can be used manually to create executable code. However, the authors draw on their extensive experience to show you how to tap the significant power of MDA and UML for maximum automation. Not surprisingly, the patterns included in this book are highly valuable; a blue-chip company recently valued a similar, but less mature, set of patterns at hundreds of thousands of dollars. Use this practical guide to increase the efficiency of your designs and to create robust business applications that can be applied immediately in a business setting.
The Only Official RUP® Certification Prep Guide and Compact RUP Reference The IBM® Rational Unified Process® has become the de facto industry-standard process for large-scale enterprise software development. The IBM Certified Solution Designer - IBM Rational Unified Process V7.0 certification provides a powerful way for solutions developers to demonstrate their proficiency with RUP. The first and only official RUP certification guide, this book fully reflects the latest versions of the Rational Unified Process and of the IBM RUP exam. Authored by two leading RUP implementers, it draws on extensive contributions and careful reviews by the IBM RUP process leader and RUP certification manager. This book covers every facet of RUP usage. It has been carefully organized to help you prepare for your exam quickly and efficiently--and to provide a handy, compact reference you can rely on for years to come. Coverage includes A full section on RUP exam preparation and a 52-question practice exam Core RUP concepts, the new RUP process architecture, and key principles of business-driven development RUP’s architecture-centric approach to iterative development: practical issues and scenarios Patterns for successful RUP project implementation–and “anti-patterns” to avoid The Unified Method Architecture (UMA): basic content and process elements RUP content disciplines, in depth: Business Modeling, Requirements, Analysis and Design, Implementation, Test, Deployment, Project Management, Change and Configuration Management, and Environment Essential RUP work products, roles, and tasks RUP phases, activities, and milestones RUP tailoring and tools for your organization--including introductions to IBM Rational Method Composer (RMC) and MyRUP
Uses friendly, easy-to-understand For Dummies style to helpreaders learn to model systems with the latest version of UML, themodeling language used by companies throughout the world to developblueprints for complex computer systems Guides programmers, architects, and business analysts throughapplying UML to design large, complex enterprise applications thatenable scalability, security, and robust execution Illustrates concepts with mini-cases from different businessdomains and provides practical advice and examples Covers critical topics for users of UML, including objectmodeling, case modeling, advanced dynamic and functional modeling,and component and deployment modeling
This is the official Pocket Guide for the TOGAF® Standard, Version 9.2, from The Open Group. It is published in hard copy and electronic formats by Van Haren Publishing. The TOGAF Standard, a standard of The Open Group, is a proven Enterprise Architecture methodology and framework used by the world’s leading organizations to improve business efficiency. It is the most prominent and reliable Enterprise Architecture standard, ensuring consistent standards, methods, and communication among Enterprise Architecture professionals. Those professionals who are fluent in the TOGAF approach enjoy greater industry credibility, job effectiveness, and career opportunities. The TOGAF approach helps practitioners avoid being locked into proprietary methods, utilize resources more efficiently and effectively, and realize a greater return on investment.

Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam

OCUP 2 Certification Guide: Preparing for the OMG Certified UML 2.5 Professional 2 Foundation Exam both teaches UML® 2.5 and prepares candidates to become certified. UML® (Unified Modeling Language) is the most popular graphical language used by software analysts, designers, and developers to model, visualize, communicate, test, and document systems under development. UML® 2.5 has recently been released, and with it a new certification program for practitioners to enhance their current or future career opportunities. There are three exam levels: Foundation, Intermediate, and Advanced. The exam covered in this book, Foundation, is a prerequisite for the higher levels. Author Michael Jesse Chonoles is a lead participant in the current OCUP 2 program--not only in writing and reviewing all the questions, but also in designing the goals of the program. This book distills his experience in modeling, mentoring, and training. Because UML® is a sophisticated language, with 13 diagram types, capable of modeling any type of modern software system, it takes users some time to become proficient. This effective resource will explain the material in the Foundation exam and includes many practice questions for the candidate, including sample problems similar to those found in the exam, and detailed explanations of why correct answers are correct and why wrong answers are wrong. Written to prepare candidates for the OCUP 2 Foundation level exam while they learn UML® Illustrated with UML® diagrams to clarify every concept and technique Offers hints for studying and test-taking based on the specific nature and structure of the Foundation Level exam Includes practice exam material, sample questions and exercises, warnings, tips, and points to remember throughout.

More than 300,000 developers have benefited from past editions of UML Distilled . This third edition is the best resource for quick, no-nonsense insights into understanding and using UML 2.0 and prior versions of the UML. Some readers will want to quickly get up to speed with the UML 2.0 and learn the essentials of the UML. Others will use this book as a handy, quick reference to the most common parts of the UML. The author delivers on both of these promises in a short, concise, and focused presentation. This book describes all the major UML diagram types, what they're used for, and the basic notation involved in creating and deciphering them. These diagrams include class, sequence, object, package, deployment, use case, state machine, activity, communication, composite structure, component, interaction overview, and timing diagrams. The examples are clear and the explanations cut to the fundamental design logic. Includes a quick reference to the most useful parts of the UML notation and a useful summary of diagram types that were added to 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.

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