

Uml Use Case Diagram Employee Management System

Essential UML fast introduces you to the concepts of object-oriented analysis, design and programming, using the Unified Modeling Language. UML is one of the best known modelling languages in the object-oriented software development world, and is fast becoming a standard modelling language for OO software developers. With lots of examples and plenty of detailed illustrations, it's easy to work through the techniques step-by-step, and get up and running with UML fast. One of the best known use case tools, Select Enterprise, is used and advice is given on how to set it up and make best use of it so that you can quickly model practical software. You will learn about: Use case tools and software modelling basics Setting up and running Select Enterprise Use case diagrams Class diagrams Object interaction diagrams Behavioural modelling Patterns and techniques for fast software modelling and development The modelling examples included in this book are available at the Essential series site: <http://www.essential-series.com>

A systematic approach to striving for perfection in Java "TM" enterprise software! -- Principles and best-practice patterns for the key design and implementation problems facing enterprise developers. -- Effective integration of UML, object-oriented development, Java "TM," and your software development processes. -- Identifies behavioral and structural modeling techniques that deliver exceptional value. Drawing upon the experiences of hundreds of developers he has trained or worked with, Kirk Knoernschild offers a systematic guide to solving today's complex problems of Java-based enterprise application design and implementation. Knoernschild focuses on both technology and process, offering a phased approach to integrating UML, object-oriented development, and Java "TM" throughout the entire development lifecycle. Knoernschild begins by reintroducing objects and object-oriented design, presenting key concepts such as polymorphism and inheritance in terms of several powerful principles and patterns that inform the entire book. Next, he introduces the UML: how it evolved, the problems it helps to solve, and how various UML constructs can be mapped to Java. Knoernschild shows how to structure UML diagrams to more easily identify the problem being solved, introduces best practices that any software development process should promote, and shows how the UML fits with these best practices. He reviews the external considerations that impact how companies really use the UML, Java "TM," and object-based techniques, presenting a pragmatic, phased approach to integrating them with the least pain and the greatest effectiveness. The book concludes with in-depth coverage of behavioral and structural modeling, again emphasizing the principles and patterns associated with long-term success. For every Java "TM" enterprise developer, architect, analyst, and project manager.

A hands-on resource combining Visual Basic programming with COM+ programming. In addition to learning Visual Basic, readers learn how to administer COM+ components and provide security. They also learn how COM+ can be used to solve problems of Enterprise Application Integration.

Thomsen and Hansen give easy-to-understand examples and provide readers with everything they need to create Enterprise solutions with .NET.

First International Workshop, Mulhouse, France, June 3-4, 1998, Selected Papers

Databases and Information Systems

J2EE Design Patterns

A Desktop Quick Reference

Software Engineering

Fundamental and Intermediate Exams

26th International Conference on Conceptual Modeling, Auckland, New Zealand, November 5-9, 2007, Proceedings

This book presents a comprehensive documentation of the scientific outcome of 14 satellite events held at the 13th International Conference on Model-Driven Engineering, Languages and Systems, MODELS 2010, held in Oslo, Norway, in October 2010. Besides the 21 revised best papers selected from 12 topically focused workshops, the post-proceedings also covers the doctoral symposium and the educators symposium; each of the 14 satellite events covered is introduced by a summary of the respective organizers. All relevant current aspects in model-based systems design and analysis are addressed. This book is the companion of the MODELS 2010 main conference proceedings LNCS 6394/6395.

This book shows us how to use UML and apply it in object-oriented software development. Part 1 of the book guides the reader step-by-step through the development process while part 2 explains the basics of UML in detail.

IBM's DB2 Express Edition is one of the most capable of the free database platforms available in today's marketplace. In Beginning DB2, author Grant Allen gets you started using DB2 Express Edition for web sites, desktop applications, and more. The author covers the basics of DB2 for developers and database administrators, shows you how to manage data in both XML and relational form, and includes numerous code examples so that you are never in doubt as to how things work. In this book, you'll find: A friendly introduction to DB2 Express Edition, an industrial-strength, relational database from IBM Dozens of examples so that you are never in doubt as to how things work Coverage of important language interfaces, such as from PHP, Ruby, C#, Python, and more The book is aimed at developers who want a robust database to back their applications.

An examination of the methods and techniques used in the analysis and design phases of Information System development. Emphasis is placed upon the application of object technology in enterprise information systems (EIS) with UML being used throughout. Through its excellent balance of practical explanation and theoretical insight the book manages to avoid unnecessary, complicating details without sacrificing rigor. Examples of real-world scenarios are used throughout, giving the reader an understanding of what really goes on within the field of Software Engineering.

IFIP TC 8 WG 8.9 International Conference on Research and Practical Issues of Enterprise Information Systems (CONFENIS 2007), October 14-16, 2007, Beijing, China

Information Technology in Business

Professional UML Using Visual Studio .Net

Learning Design

UML 2.0 in Action

Java 2 Developer

Cases on Information Technology: Lessons Learned, Volume 7

A detailed and practical book and eBook walk-through showing how to apply UML to real world development projects

How to use UML to model Enterprise JavaBeans, Swing components, CORBA, and other popular technologies Enterprise Java with UML is the first comprehensive guide on using UML (Unified Modeling Language) to model Java applications. Written by three well-known members of the UML and Java community, the book presents strategies for developing enterprise systems using Java and related technologies -- XML, Servlets, Enterprise JavaBeans, Swing Components, CORBA, RMI, and others. The authors explain how UML is used as a modeling tool for object-oriented computer systems in the real world, break down common situations that development teams encounter, and discuss the tradeoffs of using different technologies in different combinations. They also explore different products, looking closely at their strengths and weaknesses. Four in-depth studies complete the presentation, showing readers how to make the right decision for their project through examples of both successes and failures.

Offers comprehensive coverage of all major modeling viewpoints Provides details of collaboration and class diagrams for filling in the design-level models

This book constitutes the refereed proceedings of the 7th European Conference on Modelling Foundations and Applications, held in Birmingham, UK, in June 2011. The 19 revised full foundations track papers and 5 revised full applications track papers presented were carefully reviewed and selected from 61 submissions; also included are 5 workshop summaries and abstracts of 4 tutorials. The papers are organized in topical sections on model execution, model analysis, methodology, model management, model transformation, variability analysis and ADLs, and domain-specific modeling.

7th European Conference, ECMFA 2011, Birmingham, UK, June 6-9, 2011, Proceedings

Conceptual Modeling - ER 2007

Enterprise Java with UML

Using Select Use Case Tool for Rapid Applications Development

Concepts, Methodologies, Tools, and Applications

From Novice to Professional

A Project-based Tutorial

E-learning is still in its infancy. This can be seen both in the limited pedagogical quality and lack of portability of e-learning content, and in the lack of user-friendly tools to exploit the opportunities offered by current technologies. To be successful, e-learning must offer effective and attractive courses and programmes to learners, while at the same time providing a pleasant and effective work environment for staff members who have the task to develop course materials, plan the learning processes, provide tutoring, and assess performance. To overcome these deficiencies, the IMS Global Learning Consortium Inc. released the Learning Design Specification in 2003. With Learning Design it is possible to develop and present advanced, interoperable e-learning courses embracing educational role and game playing methods, problem-based learning, learning community approaches, adaptivity and peer coaching and assessment methods. In this handbook Koper and Tattersall have put together contributions from members of the "Valkenburg Group", consisting of 33 experts deeply involved in e-learning and more specifically learning design. The result is a rich and lasting source of information for both e-learning course and tool developers, providing information about the specification itself, how to implement it in practice, what tools to use, and what pitfalls to avoid. The book not only reports first experiences, but also goes beyond the current state of the art by looking at future prospects and emerging applications.

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

Architects of buildings and architects of software have more in common than most people think. Both professions require attention to detail, and both practitioners will see their work collapse around them if they make too many mistakes. It's impossible to imagine a world in which buildings get built without blueprints, but it's still common for software applications to be designed and built without blueprints, or in this case, design patterns. A software design pattern can be identified as "a recurring solution to a recurring problem." Using design patterns for software development makes sense in the same way that architectural design patterns make sense--if it works well in one place, why not use it in another? But developers have had enough of books that simply catalog design patterns without extending into new areas, and books that are so theoretical that you can't actually do anything better after reading them than you could before you started. Crawford and Kaplan's J2EE Design Patterns approaches the subject in a unique, highly practical and pragmatic way. Rather than simply present another catalog of design patterns, the authors broaden the scope by discussing ways to choose design patterns when building an enterprise application from scratch, looking closely at the real world tradeoffs that Java developers must weigh when architecting their applications. Then they go on to show how to apply the patterns when writing realworld software. They also extend design patterns into areas not covered in other books, presenting original patterns for data modeling, transaction / process modeling, and interoperability. J2EE Design Patterns offers extensive coverage of the five problem areas enterprise developers face: Maintenance (Extensibility) Performance (System Scalability) Data Modeling (Business Object Modeling) Transactions (process Modeling) Messaging (Interoperability) And with its careful balance between theory and practice, J2EE Design Patterns will give developers new to the Java enterprise development arena a solid understanding of how to approach a wide variety of architectural and procedural problems, and will give experienced J2EE pros an opportunity to extend and improve on their existing experience.

This book constitutes the refereed proceedings of the 26th International Conference on Conceptual Modeling, ER 2007. Coverage in the papers includes data warehousing and data mining, design methodologies and tools, information and database integration, information modeling concepts and ontologies, integrity constraints, logical foundations of conceptual modeling, patterns and conceptual meta-modeling, semi-structured data and XML, as well as Web information systems and XML.

Enterprise Java Programming with IBM WebSphere

Enterprise Development with Visual Studio .NET, UML, and MSF

Object-Oriented Design with UML and Java

Software Applications: Concepts, Methodologies, Tools, and Applications

Visual Basic and COM+ Programming by Example

UML in Practice

Advances in Computer Vision and Information Technology

This book constitutes the thoroughly refereed post-workshop proceedings of the International Workshop on the Unified Modeling Language, '98: Beyond the Notation, held in Mulhouse, France in June 1998. The 33 revised full papers presented were carefully selected by the editorial committee after two rounds of reviewing. The volume presents state-of-the-art R&D results as well as advanced applications; it is indispensable reading for anybody seriously interested in UML.

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

Aimed at modellers and developers, this book focuses on the specific activity of modelling the software development process using OPEN principles and the UML notation. An accompanying CD-ROM provides a demo CASE tool, which can be used to practice the exercises in the text.

This book collects some written exercises and solutions from the classworks of the course “Workgroup and Workflow Systems” at the Como campus of the Politecnico di Milano, Milano, Italy. Throughout the book, two approaches will be presented to describe business processes: the first approach is based on the UML (Unified Modelling Language) notation (including use case diagrams, class diagrams, activity diagrams) and on the BPMN (Business Process Modelling Notation) notation; the second approach is based on the WIDE (Workflow on Intelligent Distributed database Environments) methodology, derived from the EU-funded project WIDE.

UML by Example

Requirements Analysis and System Design

UML 2 Certification Guide

Practical Enterprise Software Development Techniques

Objects, UML, and Process

UML in a Nutshell

Workshops and Symposia at MoDELS 2010, Oslo, Norway, October 3-8, 2010, Reports and Revised Selected Papers

Today's business is technology-driven. Information technology plays a key role in today's business environment. A great number of businesses, small and large, rely on computers and software to provide accurate information for effective management of their business and to perform successfully. Readers will learn how to use information technology in work environment. They will learn how to use common business software such as word processing, spreadsheet, database, presentation, and Web browser software, and learn the current issues related to the impact of information technology on businesses. This book is suitable for undergraduate students, professionals, and anyone willing to build a solid foundation of the information technology skills needed at the workplace.

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience – thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

The latest trends in Information Technology represent a new intellectual paradigm for scientific exploration and visualization of scientific phenomena. The present treatise covers almost all the emerging technologies in the field. Academicians, engineers, industrialists, scientists and researchers engaged in teaching, research and development of Computer Science and Information Technology will find the book useful for their future academic and research work. The present treatise comprising 225 articles broadly covers the following topics exhaustively. 01. Advance Networking and Security/Wireless Networking/Cyber Laws 02. Advance Software Computing 03. Artificial Intelligence/Natural Language Processing/ Neural Networks 04.

Bioinformatics/Biometrics 05. Data Mining/E-Commerce/E-Learning 06. Image Processing, Content Based Image Retrieval, Medical and Bio-Medical Imaging, Wavelets 07. Information Processing/Audio and Text Processing/Cryptology, Steganography and Digital Watermarking 08. Pattern Recognition/Machine Vision/Image Motion, Video Processing 09. Signal Processing and Communication/Remote Sensing 10. Speech Processing & Recognition, Human Computer Interaction 11. Information and Communication Technology

New concepts and technologies are being introduced continuously for application development in the World-Wide Web. Selecting the right implementation strategies and tools when building a

Web application has become a tedious task, requiring in-depth knowledge and significant experience from both software developers and software managers. The mission of this book is to guide the reader through the opaque jungle of Web technologies. Based on their long industrial and academic experience, Stefan Jablonski and his coauthors provide a framework architecture for Web applications which helps choose the best strategy for a given project. The authors classify common technologies and standards like .NET, CORBA, J2EE, DCOM, WSDL and many more with respect to platform, architectural layer, and application package, and guide the reader through a three-phase development process consisting of preparation, design, and technology selection steps. The whole approach is exemplified using a real-world case: the architectural design of an order-entry management system.

Essential UML™ fast

Guide to Web Application and Platform Architectures

UML @ Classroom

Research and Practical Issues of Enterprise Information Systems II Volume 2

Volume 2

Patterns in the Real World

Exercise Book

Software Engineering: A Methodical Approach (Second Edition) provides a comprehensive, but concise introduction to software engineering. It adopts a methodical approach to solving software engineering problems, proven over several years of teaching, with outstanding results. The book covers concepts, principles, design, construction, implementation, and management issues of software engineering. Each chapter is organized systematically into brief, reader-friendly sections, with itemization of the important points to be remembered. Diagrams and illustrations also sum up the salient points to enhance learning. Additionally, the book includes the author's original methodologies that add clarity and creativity to the software engineering experience. New in the Second Edition are chapters on software engineering projects, management support systems, software engineering frameworks and patterns as a significant building block for the design and construction of contemporary software systems, and emerging software engineering frontiers. The text starts with an introduction of software engineering and the role of the software engineer. The following chapters examine in-depth software analysis, design, development, implementation, and management. Covering object-oriented methodologies and the principles of object-oriented information engineering, the book reinforces an object-oriented approach to the early phases of the software development life cycle. It covers various diagramming techniques and emphasizes object classification and object behavior. The text features comprehensive treatments of: Project management aids that are commonly used in software engineering An overview of the software design phase, including a discussion of the software design process, design strategies, architectural design, interface design, database design, and design and development standards User interface design Operations design Design considerations including system catalog, product documentation, user message management, design for real-time software, design for reuse, system security, and the agile effect Human resource management from a software engineering perspective Software economics Software implementation issues that range from operating environments to the marketing of software Software maintenance, legacy systems, and re-engineering This textbook can be used as a one-semester or two-semester course in software engineering, augmented with an appropriate CASE or RAD tool. It emphasizes a practical, methodical approach to software engineering, avoiding an overkill of theoretical calculations where possible. The primary objective is to help students gain a solid grasp of the activities in the software development life cycle to be confident about taking on new software engineering projects.

The fastest way to get certified for the exams CX-310-252A and CX-310-027. This volume contains tips, tricks, and hints on all the content included in these tests.

This book contains a selection of articles from The 2015 World Conference on Information Systems and Technologies (WorldCIST'15), held between the 1st and 3rd of April in Funchal, Madeira, Portugal, a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Human-Computer Interaction; Health Informatics; Information Technologies in Education; Information Technologies in Radio communications.

This expanded and updated edition of "Practical Enterprise Software Development Techniques" includes a new chapter which explains what makes enterprise scale software development different from other development endeavors. Chapter 4 has been expanded with additional coverage of code review, bug tracker systems and agile software applications. The chapter order has been changed in response to feedback from readers and

instructors who have taught classes using the previous version (which was also published by Apress). This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

Sams Teach Yourself UML in 24 Hours

The Unified Modeling Language. "UML" '98: Beyond the Notation

Tools and Techniques for Large Scale Solutions

A Methodical Approach

Models in Software Engineering

Cases on Information Technology Planning, Design and Implementation

Developing Software with UML

What is this book about? If you want to use Visio to create enterprise software, this is the book for you. The integration of Visual Studio .NET Enterprise Architect and Visio for Enterprise Architects provides a formidable tool. Visio offers powerful diagramming capabilities, including such things as creating UML models, mapping out databases with Entity Relationship diagrams, and aiding the development of distributed systems. Its integration with Visual Studio .NET Enterprise Architect means that C# or Visual Basic .NET code can be generated from the UML diagrams, and Visual Studio .NET projects can be reverse engineered to UML models. For the developer already familiar with UML and looking to get the best out of Visio, the Visual Studio .NET and Visio for Enterprise Architects combination is weakly documented, and the quality information needed to realize the time-saving features of Visio just does not seem to be available, until now. This book presumes that you are already familiar with the basic concepts of UML notation – this book will not teach you UML. Instead, this book will take you forward into the Visio environment, showing you how to make the most of its software related features. What does this book cover? In this book, you'll learn how to Diagram business components in Visio Generate code from a UML model Reverse engineer Visual Studio .NET projects into a UML model Reverse engineer into a UML model without source code Document the project with UML and Visio Design distributed applications with Visio's diagrams Work with Entity Relationship database modeling, and round-trip engineering for database design

This volume presents work from the IFIP TC 8 WG 8.9 International Conference on the Research and Practical Issues of Enterprise Information Systems (CONFENIS 2007). Enterprise information systems (EIS) have become increasingly popular. EIS integrate and support business processes across functional boundaries in a supply chain environment. In recent years, more and more enterprises world-wide have adopted EIS such as Enterprise Resource Planning (ERP) for running their businesses.

Significant progression and usage of Internet innovations has caused a need for streamlining past, present, and future database technologies.

Principle Advancements in Database Management Technologies: New Applications and Frameworks presents exemplary research in a variety of areas related to database development, technology, and use. This authoritative reference source presents innovative approaches by leading international experts to serve as the primary database management source for researchers, practitioners, and academicians.

This book contains even case studies, documented in UML, derived from small software projects delivered to real users.

New Applications and Frameworks

Modelling -- Foundation and Applications

Object-oriented Analysis and Design in Practice

Lessons Learned, Volume 7

New Contributions in Information Systems and Technologies

The Art of Modeling Software Systems Demonstrated through Worked Examples and Solutions

A Handbook on Modelling and Delivering Networked Education and Training

& • *Everything Java developers need to start building J2EE applications using WebSphere Tools for the WebSphere Application Server*
& & • *Hands-on techniques and case studies: servlets, JSP, EJB, IBM VisualAge for Java, and more* & & • *Written by IBM insiders for IBM Press*

This volume is the latest addition to the Cases on Information Technology Series, a series which provides a collection of case studies focusing on IT implementation in organizations. The cases included in Cases on Information Technology: Lessons Learned, Volume 7 cover a variety of IT initiatives, including enterprise systems, wireless technologies, rebuilding operating systems after destruction, and implementation within non-profit organizations. Each case includes integral information regarding organizations working with IT, including key individuals involved, intelligent steps taken or perhaps overlooked, and the final project outcomes. This volume is useful to IT managers and researchers, as it describes various scenarios of IT implementation and also unfortunate downfalls. Using the real-life situations as facilitators for classroom discussion, professors and students will benefit as well from this collection of cases.

Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications.

*Object-Oriented Design with UML and Java provides an integrated introduction to object-oriented design with the Unified Modelling Language (UML) and the Java programming language. The book demonstrates how Java applications, no matter how small, can benefit from some design during their construction. Fully road-tested by students on the authors' own courses, the book shows how these complementary technologies can be used effectively to create quality software. It requires no prior knowledge of object orientation, though readers must have some experience of Java or other high level programming language. This book covers object technology; object-oriented analysis and design; and implementation of objects with Java. It includes two case studies dealing with library applications. The UML has been incorporated into a graphical design tool called ROME, which can be downloaded from the book's website. This object modelling environment allows readers to prepare and edit various UML diagrams. ROME can be used alongside a Java compiler to generate Java code from a UML class diagram then compile and run the resulting application for hands-on learning. This text would be a valuable resource for undergraduate students taking courses on O-O analysis and design, O-O modelling, Java programming, and modelling with UML. * Integrates design and implementation, using Java and UML * Includes case studies and exercises * Bridges the gap between programming texts and high level analysis books on design*

An Introduction to Object-Oriented Modeling

Workflow Management Systems

Java Design

Beginning DB2

Fourth International Baltic Workshop, Baltic DB&IS 2000 Vilnius, Lithuania, May 1-5, 2000 Selected Papers

A Methodical Approach, 2nd Edition

Principle Advancements in Database Management Technologies: New Applications and Frameworks

This text provides a comprehensive, but concise introduction to software engineering. It adopts a methodical approach to solving software engineering problems proven over several years of teaching, with outstanding results. The book covers concepts, principles, design, construction, implementation, and management issues of software systems. Each chapter is organized systematically into brief, reader-friendly sections, with itemization of the important points to be remembered. Diagrams and illustrations also sum up the salient points to enhance learning. Additionally, the book includes a number of the author's original methodologies that add clarity and creativity to the software engineering experience, while making a novel contribution to the discipline. Upholding his aim for brevity, comprehensive coverage, and relevance, Foster's practical and methodical discussion style gets straight to the salient issues, and avoids unnecessary topics and minimizes theoretical coverage.

The Unified Modeling Language (UML), for the first time in the history of systems engineering, gives practitioners a common language. This concise quick reference explains how to use each component of the language, including its extension mechanisms and the Object Constraint Language (OCL). A tutorial with realistic examples brings those new to the UML quickly up to speed.

"This book brings together a variety of real-life experiences showing how companies and organizations have successfully, or not so

successfully, planned, designed, and implemented different applications using information technology"--Provided by publisher. Modern information systems differ in essence from their predecessors. They support operations at multiple locations and different time zones, are distributed and network-based, and use multidimensional data analysis, data warehousing, knowledge discovery, knowledge management, mobile computing, and other modern information processing methods. This book considers fundamental issues of modern information systems. It discusses query processing, data quality, data mining, knowledge management, mobile computing, software engineering for information systems construction, and other topics. The book presents research results that are not available elsewhere. With more than 40 contributors, it is a solid source of information about the state of the art in the field of databases and information systems. It is intended for researchers, advanced students, and practitioners who are concerned with the development of advanced information systems.

Open Modeling with UML