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Key topics included are UML, iterative, incremental use case driven development, and the use of patterns in software design. The coverage of UML is complete (as of 1998, anyway), and the description of a proposed software development process is extensive, without actually referencing Rational's Unified Process.

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Applying UML and Patterns: An Introduction to Object...

He is the author of Applying UML and Patterns: An Introduction to OOA/D and the Unified Process, the world's best-selling text on OOA/D, translated to many languages and used globally in industry and colleges. He also co-authored the Java 2 Performance and Idiom Guide. He can be reached at www.craiglarman.com for questions, articles, and services.

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Applying UML and Patterns. Craig Larman. This is a classroom text book for teaching the fundamentals of object oriented software development. At close to 500 pages, highly structured into 38 chapters, and with heavy use of diagrams throughout, this book attempts to be a thorough introduction to the subject.

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