

Uml For Dummies

Reveal your inner business artist with Visio Turn your ideas into diagrams and drawings with Visio's stencils and templates If you have an idea you want to get down on electronic paper, Visio 2007 is for you, and so is this book! They're both flexible and user-friendly. Here's how to use Visio to capture ideas from simple to intricate, update data in a drawing with a single click, add and manipulate text, work with connectors, and more. Discover how to Create business, engineering, software, or network diagrams Format an entire drawing using themes Analyze "what-if" scenarios with PivotDiagrams Produce layered multipage drawings Save drawings to publish on the Web

This book focuses on the methodological treatment of UML/P and addresses three core topics of model-based software development: code generation, the systematic testing of programs using a model-based definition of test cases, and the evolutionary refactoring and transformation of models. For each of these topics, it first details the foundational concepts and techniques, and then presents their application with UML/P. This separation between basic principles and applications makes the content more accessible and allows the reader to transfer this knowledge directly to other model-based approaches and languages. After an introduction to the book and its primary goals in Chapter 1, Chapter 2 outlines an agile UML-based approach using UML/P as the primary development language for creating executable models, generating code from the models, designing test cases, and planning iterative evolution through refactoring. In the interest of completeness, Chapter 3 provides a brief summary of UML/P, which is used throughout the book. Next, Chapters 4 and 5 discuss core techniques for code generation, addressing the architecture of a code generator and methods for controlling it, as well as the suitability of UML/P notations for test or product code. Chapters 6 and 7 then discuss general concepts for testing software as well as the special features which arise due to the use of UML/P. Chapter 8 details test patterns to show how to use UML/P diagrams to define test cases and emphasizes in particular the use of functional tests for distributed and concurrent software systems. In closing, Chapters 9 and 10 examine techniques for transforming models and code and thus provide a solid foundation for refactoring as a type of transformation that preserves semantics. Overall, this book will be of great benefit for practical software development, for academic training in the field of Software Engineering, and for research in the area of model-based software development. Practitioners will learn how to use modern model-based techniques to improve the production of code and thus significantly increase quality. Students will find both important scientific basics as well as direct applications of the techniques presented. And last but not least, the book will offer scientists a comprehensive overview of the current state of development in the three core topics it covers.

You too can understand the statistics of life, even if you're math-challenged! What do you need to calculate? Manufacturing output? A curve for test scores? Sports stats? You and Excel can do it, and this non-intimidating guide shows you how. It demystifies the different types of statistics, how Excel functions and formulas work, the meaning of means and medians, how to interpret your figures, and more — in plain English. Getting there — learn how variables, samples, and probability are used to get the information you want Excel tricks — find out what's built into the program to help you work with Excel formulas Playing with worksheets — get acquainted with the worksheet functions for each step Graphic displays — present your data as pie graphs, bar graphs, line graphs, or scatter plots What's normal? — understand normal distribution and probability Hyping hypotheses — learn to use hypothesis testing with means and variables When regression is progress — discover when and how to use regression for forecasting What are the odds — work with probability, random variables, and binomial distribution Open the book and find: Ten statistical and graphical tips and traps The difference between descriptive and inferential statistics Why graphs are good How to measure variations What standard scores are and why they're used When to use two-sample hypothesis testing How to use correlations Different ways of working with probability

Covers all aspects of programming using the C++ language, including objects and classes, data structures, the standard library, lambda expressions, templates, and debugging.

C++ All-in-One For Dummies

Java All-in-One For Dummies

UML Distilled

UML 2.0 in a Nutshell

Statistical Analysis with R For Dummies

Implement programming best practices from the ground up Imagine how much easier it would be to solve a programming problem, if you had access to the best practices from all the top experts in the field, and you could follow the best design patterns that have evolved through the years. Well, now you can. This unique book offers development solutions ranging from high-level architectural patterns, to design patterns that apply to specific problems encountered after the overall structure has been designed, to idioms in specific programming languages—all in one, accessible, guide. Not only will you improve your understanding of software design, you'll also improve the programs you create and successfully take your development ideas to the next level. Pulls together the best design patterns and best practices for software design into one accessible guide to help you improve your programming projects Helps you avoid re-creating the wheel and also meet the ever-increasing pace of rev cycles, as well as the ever-increasing number of new platforms and technologies for mobile, web, and enterprise computing Fills a gap in the entry-level POSA market, as well as a need for guidance in implementing best practices from the ground up Save time and avoid headaches with your software development projects with Pattern-Oriented Software Architecture For Dummies.

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 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.

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.

UML 2 For Dummies

Agile Project Management For Dummies

UML: A Beginner's Guide

A Practical Guide Using UML and BPMN

The Unified Modeling Language Reference Manual

Essential skills for first-time programmers! This easy-to-use book explains the fundamentals of UML. You'll learn to read, draw, and use this visual modeling language to create clear and effective blueprints for software development projects. The modular approach of this series—including drills, sample projects,

and mastery checks—makes it easy to learn to use this powerful programming language at your own pace.

Formerly known as Red Hat Linux, the Fedora Core distribution is an excellent, no-cost alternative to Windows, Solaris, and other expensive operating systems Red Hat currently controls an estimated seventy percent of the Linux market in the U.S. This book gives experienced and first-time Fedora users sixty concise, step-by-step, timesaving techniques to help them perform tasks with Fedora more efficiently Organized by topic, the techniques are presented in the friendly, easy-to-understand For Dummies style, with a minimum of technical jargon The techniques run the gamut of end-user, system administration, and development tasks, ranging from desktop, file system, RPM, and database tips to Internet server, e-mail server, networking, system monitoring, security, and Linux kernel tricks Covers the latest release of Red Hat's Fedora Core distribution

Get picture perfect with Photoshop CC Photoshop is a stunning program that puts the power of a professional photography studio into your hands, but it can also be a jungle to navigate—with a dense proliferation of menus, panels, shortcuts, plug-ins, and add-ons to get thoroughly lost in. Written by a literal

Photoshop Hall of Famer, the new edition of Photoshop CC For Dummies is your experienced guide to the technical terrain, slashing away the foliage for a clear picture of how to produce the perfectly framed and beautifully curated images you want. Beginning with an overview of the basic kit bag you need for your journey toward visual mastery, Peter Bauer—Photoshop instructor and an award-winning fine art photographer in his own right—shows you how to build your skills and enrich your creative palette with enhanced colors and tone, filters and layering, and even how undertake a foray into digital painting. Add in instructions on combining text with images and the how-tos of video and animation editing, and you have all the tools you need to carve out a one-person multimedia empire. Master everything from the basics to professional insider tips Combine, layer, tone, and paint your images Explore the colorfully creative world of Photoshop filters Fix common problems You'll find everything on the latest version of the software that you could dream of—and an improved shot at artistic success!

This fifth edition continues to build upon previous issues with it hands-on approach to systems analysis and design with an even more in-depth focus on the core set of skills that all analysts must possess. Dennis continues to capture the experience of developing and analysing systems in a way that readers can understand and apply and develop a rich foundation of skills as a systems analyst.

Adobe Photoshop CC For Dummies

UML 2. 0 in Action

UML Bible

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

Visio 2007 For Dummies

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.

Whether you're a total novice or a programmer shifting to C#, the newest version of this programming language is full of cool features you'll want to use. With its Visual Studio compatibility, C# is the perfect language for building Windows Vista applications. And the 2008 version works with LINQ, a query language with syntax similar to SQL but which simplifies database code and can also write queries on XML files. For the best basic C# how-to, it's hard to beat C# 2008 For Dummies. This plain-English guide to programming with C# can have you creating your first console application before you finish Part I. In fact, the basic template you create at that point will be the foundation of many other apps as you move through the book. Along the way you'll get the scoop on organizing your data, object-oriented programming (also known as OOP), and a great LINQ-related feature called delegates and events. You'll find out how to Create a console application template Perform logical comparisons Work with loops and if statements Understand collection syntax Use interfaces and object-oriented concepts Apply delegates and events, and much more You'll even gain some rare insight into how to understand error messages you may get when programming in C#. All the code you need can be found on the companion Web site, along with great bonus information that helps you do more with C# 2008. So — what are you waiting for? Grab C# 2008 For Dummies and let's get started!

he fun, fast, and easy way to learn programming fundamentals and essentials – from C to Visual Basic and all the languages in between So you want to be a programmer? Or maybe you just want to make your computer do what YOU want for a change? Maybe you enjoy the challenge of identifying a problem and solving it. If programming intrigues you (for whatever reason), Beginning Programming All-In-One Desk Reference For Dummies is like having a starter programming library all in one handy, if hefty, book. In this practical guide, you'll find out about algorithms, best practices, compiling, debugging your programs, and much more. The concepts are illustrated in several different programming languages, so you'll get a feel for the variety of languages and the needs they fill. Inside you'll discover seven minibooks: Getting Started: From learning methods for writing programs to becoming familiar with types of programming languages, you'll lay the foundation for your programming adventure with this minibook. Programming Basics: Here you'll dive into how programs work, variables, data types, branching, looping, subprograms, objects, and more. Data Structures: From structures, arrays, sets, linked lists, and collections, to stacks, queues, graphs, and trees, you'll dig deeply into the data. Algorithms: This minibook shows you how to sort and search algorithms, how to use string searching, and gets into data compression and encryption. Web Programming: Learn everything you need to know about coding for the web: HyperText. Markup Language (better known simply as HTML), CSS, JavaScript, PHP, and Ruby. Programming Language Syntax: Introduces you to the syntax of various languages – C, C++, Java, C#, Perl, Python, Pascal, Delphi, Visual Basic, REALbasic – so you know when to use which one. Applications: This is the fun part where you put your newly developed programming skills to work in practical ways. Additionally, Beginning Programming All-In-One Desk Reference For Dummies shows you how to decide what you want your program to do, turn your instructions into "machine language" that the computer understands, use programming best practices, explore the "how" and "why" of data structuring, and more. And you'll get a look into various applications like database management, bioinformatics, computer security, and artificial intelligence. After you get this book and start coding, you'll soon realize that — wow! You're a programmer!

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

Java All-In-One Desk Reference For Dummies

C# 2010 All-in-One For Dummies

Agile Modeling with UML

UML in Practice

Modeling Enterprise Architecture with TOGAF

Nine handy minibooks cover just what programmers need to get going with Java 7 The newest release of Java has more robust functionality to help web and mobile developers get the most out of this platform-independent programming language. Like its bestselling previous editions, Java All-in-One For Dummies, 3rd Edition has what you need to get up and running quickly with the new version. Covering the enhanced mobile development and syntax features as well as programming improvements, this guide makes it easy to find what you want and put it to use. Focuses on the vital information that enables you to get up and running quickly on the new version Covers the enhanced multimedia features as well as programming enhancements, Java and XML, Swing, server-side Java, Eclipse, and more Minibooks cover Java basics; programming basics; strings, arrays, and collections; programming techniques; Swing; Web programming; files and databases; and a "fun and games" category Rather than trying to cover every aspect of this massive topic, Java All-in-One For Dummies, 3rd Edition focuses on the practical information you need to become productive with Java 7 right away.

Look sharp—learn or refresh your C# skills with the latest version C# is one of the most popular programming languages, and frequent updates help it keep pace as the world of coding changes. You can keep pace too, thanks to C# 10.0 All-in-One For Dummies, where you'll learn the basics of the language itself, how to code in Visual Studio, and how to take advantage of the new features in the latest release. At every stage of your career, you'll need to know the cutting-edge trends and techniques that clients want. This book has your back, with info on object-oriented programming, writing secure code, building web applications, and more. The six standalone mini-books you'll find inside this all-in-one will take you through the changes to C# and the practical applications and dev tools that you need to know. New features covered include records, init only setters, top-level statements, pattern matching enhancements, fit and finish features, and a lot more. Plus, this version is packed with more examples and code snippets, so you can sharply see C# in action! Learn the very basics of C# programming, even if you have no prior experience Refresh your knowledge of the language and learn how to use the new features in the 10.0 version release Read six mini-books on hot coding topics like object-oriented programming, Visual Studio, and Windows 10 development Enhance your employability and join the 6.5-million-strong community of C# developers You need an easy-to-read C# guide that will help you understand the incoming updates, and this For Dummies reference is it.

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.

You're intelligent, right? So you've already figured out that Business Intelligence can be pretty valuable in making the right decisions about your business. But you've heard at least a dozen definitions of what it is, and heard of at least that many BI tools. Where do you start? Business Intelligence For Dummies makes BI understandable! It takes you step by step through the technologies and the alphabet soup, so you can choose the right technology and implement a successful BI environment. You'll see how the applications and technologies work together to access, analyze, and present data that you can use to make better decisions about your products, customers, competitors, and more. You'll find out how to: Understand the principles and practical elements of BI Determine what your business needs Compare different approaches to BI Build a solid BI architecture and roadmap Design, develop, and deploy your BI plan Relate BI to data warehousing, ERP, CRM, and e-commerce Analyze emerging trends and developing BI tools to see what else may be useful Whether you're the business owner or the person charged with developing and implementing a BI strategy, checking out Business Intelligence For Dummies is a good business decision.

UML Syntax and Usage

Code Generation, Testing, Refactoring

Learning UML 2.0

A Brief Guide to the Standard Object Modeling Language

Beginning Software Engineering

Get ahead of the C++ curve to stay in the game C++ is the workhorse of programming languages and remains one of the most widely used programming languages today. It's cross-platform, multi-functional, and updates are typically open-source. The language itself is object-oriented, offering you the utmost control over data usage, interface, and resource allocation. If your job involves data, C++ proficiency makes you indispensable. C++ All-in-One For Dummies, 3rd Edition is your number-one handbook to C++ mastery. Author John Paul Mueller is a recognized authority in the computer industry, and your ultimate guide to C++. Mueller takes you through all things C++, including information relevant to the 2014 update. Learn how to work with objects and classes Conquer advanced programming and troubleshooting Discover how lambda expressions can make your code more concise and readable See Standard Library features, such as dynamic arrays, inaction Online resources include source code from examples in the books as well as a C++ GNU compiler. If you need to learn C++, this is the fastest, most effective way to do it. C++ All-in-One For Dummies, 3rd Edition will get you up and running quickly, so you can get to work producing code faster and better than ever.

ABOUT THE TECHNOLOGY What it is: UML (Unified Modeling Language) is a graphical modeling language used to specify, visualize, construct, and document applications and software systems, which are implemented with components and object-oriented programming languages, such as Java, C++, and Visual Basic. UML incorporates the object-oriented community's consensus on core modeling concepts and provides a standard way for developers to communicate the details of system design and development. In addition to object-oriented modeling of applications, UML is also used for business-process modeling, data modeling, and XML modeling. Purpose of modeling: Models for software systems are as important as having a blueprint for a large building, or an outline for a book. Good models enhance communication among project teams and assure architectural soundness. The more complex the software system, the more important it is to have models that accurately describe the system and can be understood by everyone. UML helps provide this via a standard for graphical diagrams. Just like an architect can understand the notations on any blueprint, UML enables software engineers and business managers to understand the design of any software system, even if the original designers have long left the company. Organization behind it: Object Management Group (OMG) (www.omg.org). (UML Resource Page at OMG Web site is www.omg.org/uml.) The OMG produces and maintains the UML standard, an internationally recognized standard. The OMG is an open membership, not-for-profit consortium that produces and maintains computer industry specifications for interoperable enterprise applications. Its membership roster (about 800) includes just about every large company in the computer industry and hundreds of smaller ones. Most of the companies that shape enterprise and Internet computing are represented on the OMG's Board of Directors. Companies that contributed to the UML Standard: Realizing that UML would be strategic to their business, the following companies contributed their ideas to the first UML standard: Digital Equipment Corp, HP, i-Logix, IntelliCorp, IBM, ICON Computing, MCI, Microsoft, Oracle, Rational Rose, TI, and Unisys. Companies that use UML: It is safe to say that all Fortune 1000 companies are currently using UML, or are moving toward UML to model and design their applications and systems. This includes companies from all vertical industries, from Coca Cola to Warner Brothers, from CVS Pharmacy to Lockheed Martin Aerospace. You name the company - if they have an IT department, they are using UML.

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

Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One For Dummies is where it's at!

C# 2008 For Dummies

Learning UML

UML 2.0 Pocket Reference

C++ All-In-One Desk Reference For Dummies

Systems Analysis and Design

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.

There's a pattern here, and here's how to use it! Find out how the 23 leading design patterns can save you time and trouble Ever feel as if you've solved this programming problem before? You -- or someone -- probably did, and that's why there's a design pattern to help this time around. This book shows you how (and when) to use the famous patterns developed by the "Gang of Four," plus some new ones, all designed to make your programming life easier. Discover how to: * Simplify the programming process with design patterns * Make the most of the Decorator, Factory, and Adapter patterns * Identify which pattern applies * Reduce the amount of code needed for a task * Create your own patterns

For nearly ten years, the Unified Modeling Language (UML) has been the industry standard for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system. As the de facto standard modeling language, the UML facilitates communication and reduces confusion among project stakeholders. The recent standardization of UML 2.0 has further extended the language's scope and viability. Its inherent expressiveness allows users to model everything from enterprise information systems and distributed Web-based applications to real-time embedded systems. In this eagerly anticipated revision of the best-selling and definitive guide to the use of the UML, the creators of the language provide a tutorial to its core aspects in a two-color format designed to facilitate learning. Starting with an overview of the UML, the book explains the language gradually by introducing a few concepts and notations in each chapter. It also illustrates the application of the UML to complex modeling problems across a variety of application domains. The in-depth coverage and example-driven approach that made the first edition of The Unified Modeling Language User Guide an indispensable resource remain unchanged. However, content has been thoroughly updated to reflect changes to notation and usage required by UML 2.0. Highlights include: A new chapter on components and internal structure, including significant new capabilities for building encapsulated designs New details and updated coverage of provided and required interfaces, collaborations, and UML profiles Additions and changes to discussions of sequence diagrams, activity diagrams, and more Coverage of many other changes introduced by the UML 2.0 specification With this essential guide, you will quickly get up to speed on the latest features of the industry standard modeling language and be able to apply them to your next software project.

UML is an industry standard specification for modelling, visualizing, and documenting software projects. This title covers all aspects of the UML including the use of the UML, diagramming notation, the object constraint language (OCL), and profiles.

C# 7.0 All-in-One For Dummies

Statistical Analysis with Excel For Dummies

Business Intelligence For Dummies

The Unified Modeling Language User Guide

Fifty Enterprise Architect Tricks

A complete introduction to building robust and reliable software *Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms*

A logical, straightforward approach to learning the C# language *C# is a complicated programming language for building .NET-connected software for Microsoft Windows, the Web, and a wide range of devices. The friendly All-in-One For Dummies format is a perfect way to present it. Each minibook is a self-contained package of necessary information, making it easy to find what you're looking for. Upgrades in C# 2010 include the ability to build Windows 7 applications and compatibility with Python and Ruby. C# is a somewhat complex programming language for building .NET-connected software for Microsoft Windows, the Web, and other devices* *Beginning C# programmers will appreciate how the All-in-One format breaks the topic into minibooks, each one addressing a key body of information* *Minibooks include creating your first C# program, Windows 7 programming, basic C# programming, object-based programming, object-oriented programming, Windows programming with C# and Visual Studio, and debugging* *Companion Web site includes all sample code* *Beginning C# programmers will find C# 2010 All-in-One For Dummies explains a complicated topic in an easy, understandable way. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.*

Your one-stop guide to programming with Java *If you've always wanted to program with Java but didn't know where to start, this will be the java-stained reference you'll turn to again and again. Fully updated for the JDK 9, this deep reference on the world's most popular programming language is the perfect starting point for building things with Java—and an invaluable ongoing reference as you continue to deepen your knowledge. Clocking in at over 900 pages, Java All-in-One For Dummies takes the intimidation out of learning Java and offers clear, step-by-step guidance on how to download and install Java tools; work with variables, numbers, expressions, statements, loops, methods, and exceptions; create applets, servlets, and JavaServer pages; handle and organize data; and so much more. Focuses on the vital information that enables you to get up and running quickly with Java Provides details on the new features of JDK 9 Shows you how to create simple Swing programs Includes design tips on layout, buttons, and labels* *Everything you need to know to program with Java is included in this practical, easy-to-use guide!*

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

Beginning Programming All-in-One Desk Reference For Dummies

Sams Teach Yourself UML in 24 Hours

C# 10.0 All-in-One For Dummies

A Project-based Tutorial

Linux Timesaving Techniques For Dummies

Presents a step-by-step guide to effectively manage the computer software development process.

"If you are a serious user of UML, there is no other book quite like this one. I have been involved with the UML specification process for some time, but I still found myself learning things while reading through this book—especially on the changes and new capabilities that have come with UML." -Ed Seidewitz, Chief Architect, IntelliData Technologies Corporation *The latest version of the Unified Modeling Language—UML 2.0—has increased its capabilities as the standard notation for modeling software-intensive systems. Like most standards documents, however, the official UML specification is difficult to read and navigate. In addition, UML 2.0 is far more complex than previous versions, making a thorough reference book more essential than ever. In this significantly updated and expanded edition of the definitive reference to the standard, James Rumbaugh, Ivar Jacobson, and Grady Booch—the UML's creators—clearly and completely describe UML concepts, including major revisions to sequence diagrams, activity models, state machines, components, internal structure of classes and components, and profiles. Whether you are capturing requirements, developing software architectures, designing implementations, or trying to understand existing systems, this is the book for you. Highlights include: Alphabetical dictionary of articles covering every UML concept Integrated summary of UML concepts by diagram type Two-color diagrams with extensive annotations in blue Thorough coverage of both semantics and notation, separated in each article for easy reference Further explanations of concepts whose meaning or purpose is obscure in the original specifications Discussion sections offering usage advice and additional insight into tricky concepts Notation summary, with references to individual articles An enhanced online index available on the book's web site allowing readers to quickly and easily search the entire text for specific topics* *The result is an indispensable resource for anyone who needs to understand the inner workings of the industry standard modeling language.*

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.

Understanding the world of R programming and analysis has never been easier *Most guides to R, whether books or online, focus on R functions and procedures. But now, thanks to Statistical Analysis with R For Dummies, you have access to a trusted, easy-to-follow guide that focuses on the foundational statistical concepts that R addresses—as well as step-by-step guidance that shows you exactly how to implement them using R programming. People are becoming more aware of R every day as major institutions are adopting it as a standard. Part of its appeal is that it's a free tool that's taking the place of costly statistical software packages that sometimes take an inordinate amount of time to learn. Plus, R enables a user to carry out complex statistical analyses by simply entering a few commands, making sophisticated analyses available and understandable to a wide audience. Statistical Analysis with R For Dummies enables you to perform these analyses and to fully understand their implications and results. Gets you up to speed on the #1 analytics/data science software tool Demonstrates how to easily find, download, and use cutting-edge community-reviewed methods in statistics and predictive modeling Shows you how R offers intel from leading researchers in data science, free of charge* *Provides information on using R Studio to work with R Get ready to use R to crunch and analyze your data—the fast and easy way!*

Design Patterns For Dummies

An Object-Oriented Approach with UML

Pattern-Oriented Software Architecture For Dummies

UML Weekend Crash Course

Sharpen your knowledge of C# C# know-how is a must if you want to be a professional Microsoft developer. It's also good to know a little C# if you're building tools for the web, mobile apps, or other development tasks. C# 7.0 All-in-One For Dummies offers a deep dive into C# the nuances of the valuable programming language. Pop it open to get an intro into coding with C#, how to design secure apps and databases, and even pointers on building web and mobile apps with C#. C# remains one of the most in-demand programming language skills. The 1 ranks in the top five among "most in-demand" languages, typically along with Java/JavaScript, C++, and Python. A December 2016 ZDNet article noted "If your employer is a Microsoft developer, you better know C#." Lucky for you, this approachable, all-in-one guide is here to help that—without ever breaking a sweat! Includes coverage of the latest changes to C# Shows you exactly what the language can (and can't) do Presents familiar tasks that you can accomplish with C# Provides insight into developing applications that provide protection against hacking

understanding of coding and need to learn C#—or need a reference on the language in order to launch or further your career—look no further. Eight minibooks comprising nearly 900 pages give developers the tips and techniques they need to get up and running on the new J2SE 6 (Java Standard Edition 6) and JDK 6 (Java Development Kit 6) This friendly, all-inclusive reference delivers the lowdown on Java language and fundamentals as well as Java server-side programming, with explanations, reference information, and how-to instructions for both beginning and intermediate-to-advanced programmers Minibooks cover Java basics; programming basics; strings, arrays, and collections; programming Swing; Web programming; files and databases; and fun and games