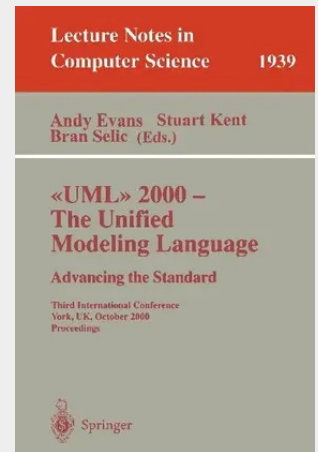


UML 2000 - The Unified Modeling Language: Advancing the Standard

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Shall I go o? to South America? Shall I put out in my ship to sea? Or get in my cage and be lions and tigers? Or { shall I be only Me? A. A. Milne, When We Were Very Young The Uni?ed Modeling Language (UML) is a language for specifying, visu- ising, constructing and documenting the artifacts of softwaresystems. The UML originated from the wave of object-oriented analysis and design methods (OOA & D) that appeared in the early 1980's and 1990's. It's formation came about in direct response to a call for a standard OOA & D method by the Object Management Group (OMG) in 1996/7. Since then, the UML has arguably become the lingua franca of the software engineeringcommunity– itisrareto ?ndanewCASE tool,softwareengineering text, course or method that does not support UML in some way. This success canbe attributed to many factors.The mostimportant ofthese hasbeen UML's capitalizationofageneralmoveinthesoftwareindustrytowardsopenstandards. This has demonstrated that industry is more interested in a common, standa- ised modelling approach than in the particular philosophies that distinguished the earlier approaches to OOA & D. In addition, the UML standard has clearly bene?ted from its association with the OMG, which has provided an excellent open forum for its development. Currently, the OMG/UML standard is at v- sion1.4.However,atthetimeofwriting,UMLisonthevergeofalengthyperiod of major review and revision, which will result in version 2.0.

Use Cases.- From Use Cases to System Operation Specifications.- On the Extension of UML with Use Case Maps Concepts.- HyperMSCs and Sequence Diagrams for Use Case Modelling and Testing.- Enterprise Applications.- Business-Oriented Constraint Language.- Processes, Roles, and Events: UML Concepts for Enterprise Architecture.- Statistical Constraints for EAI.- Panel 1.- Heaven or Hell? A "Real-Time" UML?.- Interactive Systems.- Towards a UML Profile for Interaction Design: The Wisdom Approach.- UMLi: The Unified Modeling Language for Interactive Applications.- A Diagrammatic Tool for Representing User Interaction in UML.- Applications.- UML Extension for ASAM-GDI Device Capability Description.- Swinging UML How to Make Class Diagrams and State Machines Amenable to Constraint Solving and Proving.- UML Based Performance Modeling of Distributed Systems.- Roles.- A Radical Revision of UML's Role Concept.- The Role of "Roles" in Use Case Diagrams.- Knowledge Bases.- Ensuring Quality of Geographic Data with UML and OCL.- Contextual Diagrams as Structuring Mechanisms for Designing Configuration Knowledge Bases in UML.- Invited Talk.- The UML Family: Profiles, Prefaces and Packages.- OCL Tools.- Validating UML Models and OCL Constraints.- Modular Architecture for a Toolset Supporting OCL.- Consistency Checking and Visualization of OCL Constraints.- Meta-modelling.- Strict Profiles: Why and How.- Dynamic Meta Modeling: A Graphical Approach to the Operational Semantics of Behavioral Diagrams in UML.- Composing Design Models: An Extension to the UML.- Panel 2.- Extreme Programming and Modelling?.- Behavioural Modelling.- Interacting Subsystems in UML.- Consistent Behaviour Representation in Activity and Sequence Diagrams.- Using UML Collaboration Diagrams for StaticChecking and Test Generation.- Methodology.- Supporting Several Levels of Restriction in the UML.- A UML-Based Methodology for Hypermedia Design.- Object Oriented Methodology Based on UML for Urban Traffic System Modeling.- Actions and Constraints.- Extending OCL to Include Actions.- A Structured Approach to Develop Concurrent Programs in UML.- Patterns.- Describing AI Analysis Patterns with UML.- Precise Modeling of Design Patterns.- Invited Talk.- Architectural Patterns for Metamodeling: The Hitchhiker's Guide to the UML Metaverse.- Architecture.- Reconciling the Needs of Architectural Description with Object-Modeling Notations.- Towards a UML Profile for Software Architecture Descriptions.- State Charts.- Rewrite Rules and Operational Semantics for Model Checking UML Statecharts.- Part Whole Statecharts for the Explicit Representation of



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