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<<UML面向对象设计基础>>

图书基本信息

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内容概要

UML已成为描述面向对象设计符号的事实上的标准。
本书介绍了面向对象软件设计的基本概念、符号表示、术语、准则以及原理等内容，其中第一部分（第1章和第2章）介绍了面向对象的基本概念以及面向对象编程的发展过程，第二部分（第3章至第7章）对UML进行了系统的介绍，第三部分（第8章至第14章）较深入的介绍面向对象设计的原理。
最后一张（第15章）对软件构件的优缺点作了分析。
本书可供面向对象技术的程序员、设计人员、系统工程师或技术经理使用。

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