

<<面向对象设计UML实践>>

图书基本信息

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内容概要

书自第一版出版以来，深受读者喜爱。

为了适应面向对象设计发展，第2版在保留第1版特点的同时，根据当前软件工程的发展趋势和教学特点，精心选择了最主要的基本内容进行介绍。

全书包括14章和3个附录，分别为UML概述，对象建模，软件开发过程，餐馆预订系统的业务建模、分析、设计及实现，类和对象图，交互图，构件图，约束，实现策略，原则与模式等。

全书语言准确严谨，表达规范，简洁明了，很适合作为面向对象设计的英语授课教材。

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