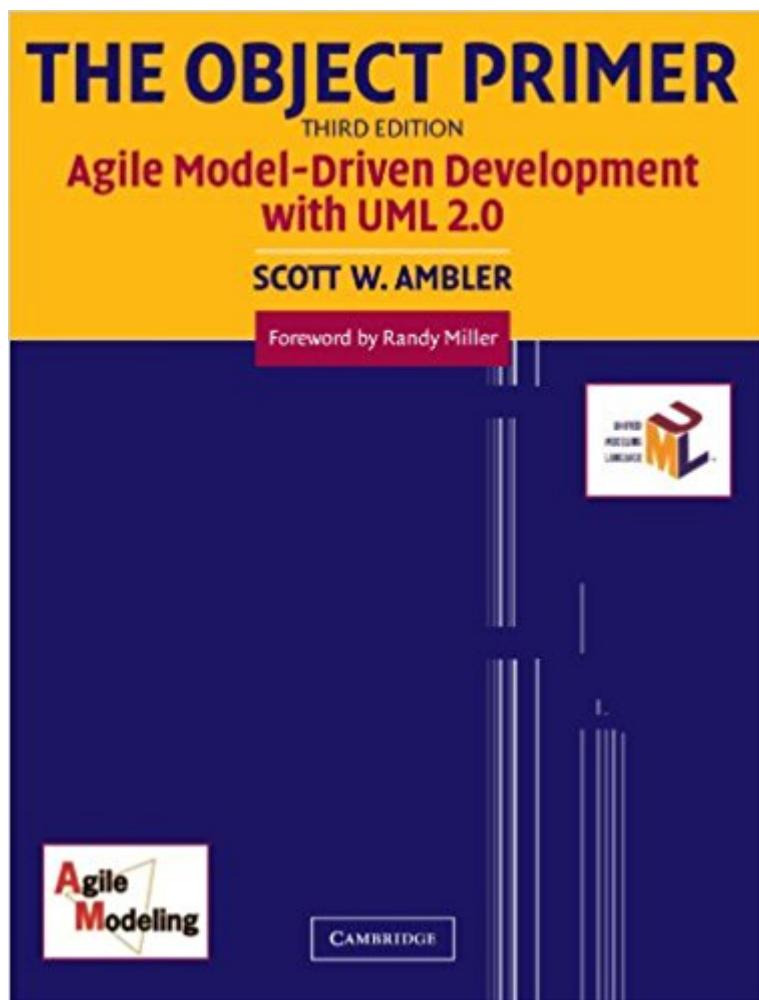


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# The Object Primer: Agile Model-Driven Development With UML 2.0



## Synopsis

Scott Ambler, award-winning author of *Building Object Applications that Work*, *Process Patterns*, and *More Process Patterns*, has revised his acclaimed first book, *The Object Primer*. Long prized by both students and professionals as the best introduction to object-oriented technology, this book is now completely up-to-date, with all modeling notation rewritten in the just-released UML 2.0. All chapters have been revised to take advantage of Agile Modeling (AM), which is presented in the new chapter 2 along with other important new modeling techniques. Review questions at the end of each chapter allow readers to test their newly acquired knowledge. In addition, Ambler takes time to reflect on the lessons learned over the past few years by discussing the proven benefits and drawbacks of the technology. This is the perfect book for any software development professional or student seeking an introduction to the concepts and terminology of object technology. Previous Edition Pb (2001): 0-521-78519-7 Scott W. Ambler is a senior object consultant with Ronin International, Inc. and a popular speaker at conferences worldwide. He has worked with OO technology since 1990 as a business architect, system analyst, system designer, mentor, Smalltalk/C++/Java developer, and OO software process manager. He is a member of the IEEE Computer Society, the ACM, and Mensa.

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## Customer Reviews

"The Object Primer is the best book I've read that covers the basic fundamentals of object-oriented software engineering and process. It is easy to understand and...a must read." Mike Stefano, New

Long prized in its original edition by both students and professionals as the best introduction to object-oriented technology, Scott Ambler's new edition of *The Object Primer* is now completely up-to-date, with all modeling notation rewritten in the just-released UML 2.0. All chapters have been revised to take advantage of Agile Modeling (AM), which is presented in the new chapter 2 along with other important new modeling techniques. This is the perfect book for any software development professional or student seeking an introduction to the latest concepts and terminology of object technology.

I bought this because I needed to get more firmly grounded in UML. I already had Ambler's "Elements of UML 2.0 Style" which points to this book as one possible way to get it. The other book he suggested was Fowler's "UML Distilled", but he claims his own book "goes beyond UML". I liked the idea of learning UML in a software engineering context, especially one that emphasizes Agile programming. But that's not what I got. This is a long discourse on development models, with some bits and pieces of UML thrown in. Most of it is in a single chapter, with very few illustrations (for a visual language!). Really, UML is an afterthought. I can't comment on the quality of Ambler's methods for software engineering -- I'm a technical writer, not a developer. What I needed was enough about Agile development to enable me to work with Agile teams. But from my limited understanding of Agile methods, I suspect that this is just old-fashioned software engineering in Agile drag. So, this book has "UML" and "Agile" in the title, but isn't really about either. Buzzword compliance.

I am an experienced analyst looking for an antidote to the RUPies use-case-jaundiced view of requirements. This book provided the perfect foil to the sentiment that use cases are all that is in the requirements universe. It is not meant to be an exhaustive treatise of UML models, rather, it offers a different and, to me, refreshing view of what requirements for system building are supposed to be: agile, responsive and as varied as the projects that they are used on. Additionally, the writing is light enough to be enjoyed and (what a novel idea) actually read. I have read Mr. Jacobson's books as well as Mr. Rumbaugh's. Albeit their authority status, their writing styles leave you wondering who they were writing for. It certainly wasn't me. If you are looking for an alternative to the use-cases-as-panacea view of the world, this book will present a good fundamental look at how to get requirements written in a different way. And along the way, you will have a good time reading

the book.

Anyone else missing page 137 =P. My copy of the book has two of page 127. Aside from that it is serving its purpose.

The Object Primer is aimed at software engineers and architects with a good bit of experience. For that audience it is a well-written, clearly illustrated introduction to object concepts, UML, and agile development. A warning: even though the book says that everyone involved in analysis, design, and delivery should read this book, I think it would probably be over the heads of most non-technical business analysts.

This is an excellent survey application modeling systems.

It was just too basic for my need, although the title does say "Primer".

Good book. No complaint.

The author has an excellent pedagogical style. As a result, this book is easy to read. Another plus is that the book covers a lot of ground, including the development spectrum (requirements, analysis, design, coding, testing, etc.), GUI modeling, data modeling, and database modeling, so most readers will be broadened by reading it. Another plus is that the author regularly shares what he has learned from personal experience. I found two minor annoyances. First, CONSTANTLY being reminded to produce models that are "just barely good enough" was like Chinese water torture. Secondly, the book practices what it preaches: instead of depicting models drawn using automated tools, in many cases the book depicts models drawn on a whiteboard by human hand, because that's "good enough." The problem is that in many cases I didn't find it good enough because the penmanship was such that I had a hard time reading the handwriting. Bottom line: if you want an up-to-date, introductory book that covers a lot of ground, this book has a lot of meat in it, it won't put you to sleep, and you'll almost certainly learn something.

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