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QUICK REFERENCE (IN A NUTSHELL  
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## About the Author

Dan Pilone is a Software Architect with SFA, Inc., cofounder and president of Zizworks, Inc. and a terrible rock climber. He has designed and implemented systems for Hughes, ARINC, UPS, and the Naval Research Laboratory. When not writing for O'Reilly, he teaches Software Design and Software Engineering at The Catholic University in Washington DC. Originally writing in C and C++, he has moved into the blissful world of managed code with Java and C#. He has had several articles published by Intelligent Enterprise and Java Developer's Journal on software process, consulting in the software industry, and 3D graphics in Java.

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System developers have used modeling languages for decades to specify, visualize, construct, and document systems. The Unified Modeling Language (UML) is one of those languages. UML makes it possible for team members to collaborate by providing a common language that applies to a multitude of different systems. Essentially, it enables you to communicate solutions in a consistent, tool-supported language. Today, UML has become the standard method for modeling software systems, which means you're probably confronting this rich and expressive language more than ever before. And even though you may not write UML diagrams yourself, you'll still need to interpret diagrams written by others. UML 2.0 in a Nutshell from O'Reilly feels your pain. It's been crafted for professionals like you who must read, create, and understand system artifacts expressed using UML. Furthermore, it's been fully revised to cover version 2.0 of the language. This comprehensive new edition not only provides a quick-reference to all UML 2.0 diagram types, it also explains key concepts in a way that appeals to readers already familiar with UML or object-oriented programming concepts. Topics include:

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If you're new to UML, a tutorial with realistic examples has even been included to help you quickly familiarize yourself with the system.

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you need Activity Diagrams... then you may need Sequence Diagrams for some of Activity Diagrams and finally Class Diagrams... check in which order they write them. Also, first 3 chapters are well written, with practical examples, but at the end the examples are very general, so you cannot follow writer. Anyway, not bad indeed!

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