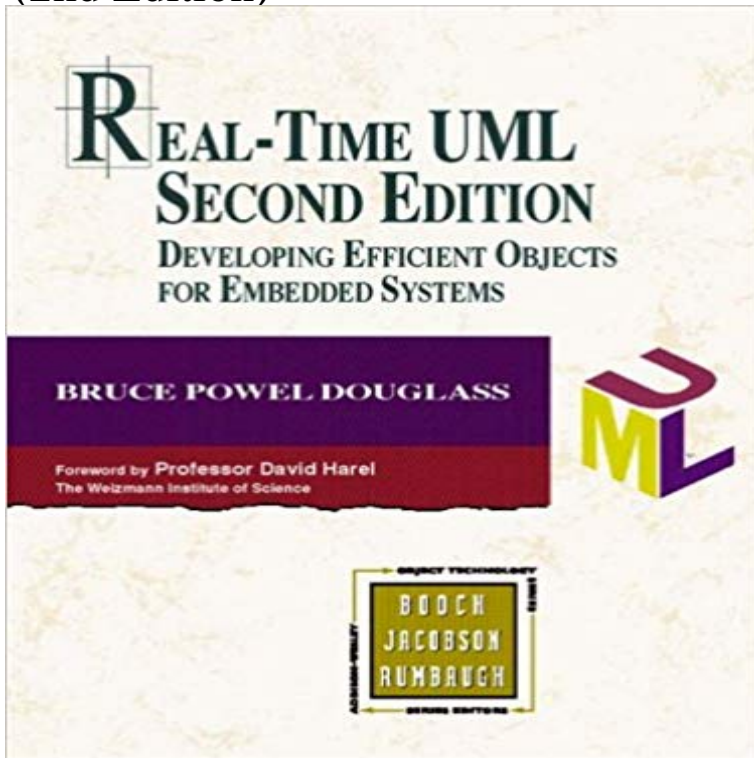


Real-Time UML: Developing Efficient Objects for Embedded Systems (2nd Edition)



Real-Time UML, Second Edition, uniquely ties together the principal UML capabilities as they can apply to embedded, real-time systems. Real-time systems development is difficult; this book will help guide developers through some of the minefields. --Doug Locke, Lockheed Martin Corporation

The increasing complexity of embedded and real-time systems requires a more premeditated and sophisticated design approach for successful implementation. The object-based Unified Modeling Language (UML) can describe the structural and behavioral aspects critical to real-time systems, and has come to the fore as an outstanding medium for effective design. Like its best-selling predecessor, Real-Time UML, Second Edition, provides an overview of the essentials of real-time systems and an introduction to UML that focuses on its use in design and development. The book examines requirements analysis, the definition of object structure and object behavior, architectural design, mechanistic design, and more detailed designs that encompass data structure, operations, and exceptions. Numerous figures help illustrate UML design techniques, and detailed, real-world examples show the application of those techniques to embedded systems. This edition features version 1.3 of the UML standard and includes extensive coverage of the action semantics metamodel and statecharts, as well as further descriptions and demonstrations of how to effectively apply use cases and capture object models and state behavior. Real-Time UML, Second Edition, also introduces an elaboration of the authors proven product development process, Rapid Object-Oriented Process for Embedded Systems (ROPES), and a new appendix on the UML extension process. Key topic coverage includes: *Specifying external events *Identifying use cases *Response time *Concurrent collaboration

diagrams *Key strategies for object-identification *Defining object state behavior *UML state diagrams *Orthogonal components and concurrency *Implementing state machines *Representing physical architecture in UML *Safety and reliability patterns *Concurrent state diagrams *Assigning priorities *State behavior patterns
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