# BUILDING WEB APPLICATIONS WITH UML 2ND EDITION pdf

## 1: Building Web Applications with UML Second www.enganchecubano.com Download - Link 4share

*This is a new edition of the widely acclaimed Building Web Applications with www.enganchecubano.com on the author's extensive experience as a Web developer, it incorporates helpful reader feedback, identifies and addresses modeling problems unique to page-based Web applications, and offers practical advice and straightforward solutions.*

Various channels imply a number of differences, including screen size , keyboard siz Various channels imply a number of differences, including screen size , keyboard size , pointing devices, output devices, performances, and the context of use standing, sitting, walking, etc. This paper presents IDM Interactive Dialogue Model , a novel design model specifically tailored for multi-channel applications. Designing an interactive application in two steps channel-independent first, and channel-dependent later allows a number of advantages without making more cumbersome the overall design process. Beside Show Context Citation Context Instead of distinguishing between content, hypertext and presentation level, WAE models web pages at the server Improving a portlet usability model by Ma. Second-generation portals are far from being monolithic pieces of software. Their complexity calls for a component-based approach where portlets are the technical enabler. That being the case nowadays portals tend to be constructed by means of portlets, i. A main requirement for the blossoming of this market is the existence of portlet quality models that assist portal developers to select the appropriate portlet. This paper focuses on usability. The aim, therefore, is to develop a usability model for portlets. The paper presents such a model and its realisation for a sample case. The development of Web Applications has some special characteristics, such as very short Time-to-Market, parallel development and requirements that are not prioritized. This makes it hard to address quality attributes in a systematic way, to prioritize requirements and to resolve conflicts This makes it hard to address quality attributes in a systematic way, to prioritize requirements and to resolve conflicts between them. This opens for a wide range of Web Applications. This makes it difficult to give a description of Web Applicati In the last years, the requirements of the end-users are notably evolved. A good software must not have only a good functionality cover but it also must have good usability features. From this point of view, the most recent design methodologies focus on the interaction between the end-user and its u From this point of view, the most recent design methodologies focus on the interaction between the end-user and its user experience; in this way, the design focus there is not on the data element represented as objects or relational entity but on the end-user and its perception of the information anymore. According to growing needs, it is more and more frequent the requests of reengineering of existing products that, developed in many years, have a good coverage of the application domain; these existing products result completely unsuitable to the modern paradigms of interaction. In this paper, we introduce an experience of reengineering in web perspective of a legacy application on the environment monitoring. Show Context Citation Context To be successful, any engineering product should accomplish the needs and expectations of its potential stakeholders. Similarly, design models should be defined taking into account goals and requirements of their users, i. The focus of the paper is not on the presentation of the methods but on highlighting their fitness to the requirements of the potential adopters of such methods. WAE, like other UML native methods, adoptssan implementation oriented approach, in that most of the modelling primitives directly abstract from concrete impleme The new challenges posed by the Internet market have increased the need for Web Applications that require more development efforts and guarantee a higher quality level. In order to contribute to this goal, in this position paper we present a new proposal called WebSA which proposes the inclusion of In order to contribute to this goal, in this position paper we present a new proposal called WebSA which proposes the inclusion of a software architecture models to complement the specification of Web Applications. This strategy, together with the definition of the different models following the MDA standard provides the proposal with the necessary mechanisms to 1 improve the pace at which Web Applications are developed, 2 ease its integration with other systems and 3 cutting off the web application development cost. Proponents of design notations tailored for specific application domains or reference architectures, often available in the form of UML stereotypes, motivate them by improved understandability and modifiability. However, empirical studies that tested such claims report contradictory results, where t However, empirical studies that tested such claims report contradictory results, where the most intuitive notations are not always the best performing ones. This indicates the possible existence of relevant influencing factors, other than the design notation itself. In this work we report the results of a family of three experiments performed at different locations and with different subjects, in which we assessed the effectiveness of UML stereotypes for Web design in support to comprehension tasks. We observed different behaviors of users with different degrees of ability and experience, which suggests alternative comprehension strategies of and tool support for different categories of users. Specifically, we consider design notations that have been proposed to support the development of Web applications. Proses belajar mengajar di dalam laboratorium merupakan kewajiban dalam pengajaran di bidang teknik khususnya bidang teknologi informasi TI. Tetapi, tidak selamanya aktifitas praktikum di laboratorium dapat menjadi hal yang menarik bagi para mahasiswa, sehingga dosen wajib membuat latihan yang ber Tetapi, tidak selamanya aktifitas praktikum di laboratorium dapat menjadi hal yang menarik bagi para mahasiswa, sehingga dosen wajib membuat latihan yang berbasis latihan. Tetapi, saat latihan sudah selesai dikerjakan, para dosen seringkali merasa kesulitan dalam mengumpulkan tiap tugas yang tersebar di komputer yang ada di lab. Melihat kendala tersebut, maka timbul gagasan untuk membuat sebuah aplikasi yang dapat membantu kegiatan praktikum di laboratorium komputer lebih nyaman bagi dosen dan mahasiswa. Terlebih untuk para dosen, sehingga dapat mengendalikan hasil praktikum dari mahasiswa serta dapat membatasi waktu dari latihan tersebut secara otomatis. Tetapi, dalam membangun sebuah aplikasi di bidang sistem informasi membutuhkan sebuah proses pendahuluan yang dinamakan modeling atau pemodelan. Dalam riset ini, selain dijelaskan mengenai rancang bangun dari sistem informasi yang ada di laboratorium termasuk didalamnya proses pemodelan. Sistem informasi yang dibangun ini, sekarang telah selesai dikerjakan dan digunakan dalam proses belajar mengajar. During the last few years the number, its content and the complexity of web sites has increased enormously. Due to this increase in complexity of those web sites people have started to do research on the design and the maintenance of these information systems. Today, several promising design methodo Today, several promising design methodologies already exist. Project-based learning is often used to teach analysis and design in one course, followed by physical design and implementation in the second course. Factors considered in redesigning the systems analysis course for this setting are described in this paper. Approaches to teaching the revised course

## 2: Building Web Applications with UML, 2nd Edition

*Jim Conallen is the Web Modeling Evangelist at Rational Software Corporation, where he has continued his work on the development of the Web Application Extension for the Unified Modeling Language. Prior to joining Rational, he was a consultant specializing in full life cycle object-oriented development.*

Recently, a new web development technique for creating interactive web applications, dubbed AJAX, has emerged. If until a year ago, the concern revolved around migrating If until a year ago, the concern revolved around migrating legacy systems to web-based settings, today we have a new challenge of migrating web applications to single-page AJAX applications. Gaining an understanding of the navigational model and user interface structure of the source application is the first step in the migration process. In this paper, we explore how reverse engineering techniques can help analyze classic web applications for this purpose. Our approach, using a schema-based clustering technique, extracts a navigational model of web applications, and identifies candidate user interface components to be migrated to a single-page AJAX interface. Additionally, results of a case study, conducted to evaluate our tool, are presented. Show Context Citation Context Navigation takes place by changing the view from one component to another The relevance and pervasiveness of web applications as a vital part of modern enterprise systems has significantly increased in recent years. However, the lack of adequate documentation promotes the need for reverse engineering tools aiming at supporting web application maintenance and evolution tas However, the lack of adequate documentation promotes the need for reverse engineering tools aiming at supporting web application maintenance and evolution tasks. A non trivial web application is a complex artifact integrating technologies such as scripting languages, middleware, web services, data warehouses and databases. The task to recover abstractions requires the adoption of dynamic analyses to complement the information gathered with static analyses. This paper presents an approach and a tool, named WANDA, that instruments web applications and combines static and dynamic information to recover the as-is architecture and, in general, the UML documentation of the application itself. To this aim we propose an extension of the Conallen UML diagrams to account for detailed dynamic information. The tool has been implemented and tested on several web applications. Its architecture has been conceived to allow easy customization and extension. The paper presents our tool in the context of a program understanding task; however, it can be usefully applied to many other tasks such as profiling, security and dependability verification and application restructuring. Sequence diagrams show the interaction between boundary, control and entity classes. The Conallen UML model has been further extended by defining novel stereotypes and tagged values to represent the frequency of invocation for each association. By annotating diagrams with the freque International Conference on Web Engineering " This paper addresses conceptual modeling and automatic code generation for Rich Internet Applications, a variant of Web-based systems bridging desktop and thin-client Web interfaces. We show how classical Web modeling concepts are not enough to capture the specificity of RIAs, extend an existing Web We show how classical Web modeling concepts are not enough to capture the specificity of RIAs, extend an existing Web modeling language, and provide an implementation of a CASE tool for visual modeling and code generation from RIA-aware specifications. Experimentation of the proposed approach in real-world scenarios is also reported. This practice induces a fracture in the development of the whole application causing different processes to be misaligned. While the original idea referred to either simple DHTML or thick clients, it can be used to represent generali The result of the reverse engineering activity is a conceptual model that is based on extensions to the transaction design portion of the Ubiquitous Web Applications UWA framework. The UWA is one of the few fr Rich Internet applications RIAs enable novel usage scenarios by overcoming the traditional paradigms of Web interaction. Conventional Web applications can be seen as reactive systems in which events are 1 produced by the user acting upon the browser HTML interface, and 2 processed by t Conventional Web applications can be seen as reactive systems in which events are 1 produced by the user acting upon the browser HTML interface, and 2 processed by the server hosting the application state and logic. In RIAs, distribution of data and computation across client and server broadens the classes and features of the produced events as they can originate, be detected, notified, and processed in a variety of ways. In this work, we investigate how events can be explicitly described and coupled to the other concepts of a Web modeling language in order to specify collaborative Rich Internet applications. This work, instead, considers system reaction to a coll They change not only the appearance of the Web interfaces, but also the behavior of applications, permitting novel operations, like data distribution, partial page computation, and disconnected work. In this paper we try to understand the differences between the behavior that is considered natural for traditional HTML-based dynamic Web applications and the behavior of RIAs. The results of this work stem from our experience with the WebML modeling language and its actual implementation. RIA design has been only partially addressed in some works: This paper builds over past work on WebML [2]: Many approaches have been developed for modeling the functional aspects of Web applications, but there is a lack of a modeling language for their architectural concerns. This paper proposes such a modeling language defined as a UML 2. The modeling elements proposed for each WebSA model subsystem, configuration and integration models are both represented graphically and formalized by means of the profile and the metamodel, respectively. In this article we will focus on the Configuration model and how it is used to model the well-known Petstore example. The evolution of Web Applications needs to be supported by the availability of proper analysis and design documents. Unfortunately, very often the only source of documentation available is constituted by the Web Application source code. This paper proposes an approach to abstract use case diagrams from execution traces of a Web Application. The approach is mainly based on the analysis of a graph modelling the transitions between the pages navigated along user sessions and the clustering of the navigated pages. A case study carried out to validate the proposed approach and showing its feasibility is reported in the paper. However, in most cases the only source of documentation available is just the source code of the WA itself. This because the fast required development, often, does not permit the In the last few years, Web applications have evolved from static hypertext documents to complex information systems. This evolution leads to the necessity of methodologies specifically designed for development of Web-based systems, focusing on agility in the process. This paper presents an agile app This paper presents an agile approach for the development of Web applications that applies the concept of agile modeling, adopts a standard software architecture and is heavily based on frameworks, speeding up system analysis, design and implementation. The proposed standard architecture for WebApps. Nowadays information systems are increasingly distributed and deployed within the Internet platform. Without any doubt, the World Wide Web represents the de facto standard platform for host-ing such distributed systems. The use of a multi-tiered architecture to develop such systems is ofte The use of a multi-tiered architecture to develop such systems is often the best design decision to reach scalability, maintainability and reliability quality goals. Software in the presentation-tier of this architecture needs in practice to be designed with structured and reusable library modules. In this paper, we present a hierarchical component model which allows developers to build model, generate code and then reuse this software level of rich Web applications. In this model, components can be connected via their interfaces to build more complex components. These architecture design models can be reused together with their corresponding code using an association mechanism. As shown in this paper this is a valuable feature in assisting developers to position their developed documents within the overall software design and thus enable maintaining the consistency between artifacts of these two stages of the development process. In the literature, many works contributed in the modeling of Web applications with UML. The author presents an approach which makes a particular use of UML in modeling Web applications. Web Pages are represented by stereotyped classes, hyperlinks by stereotyped associations, page scrip

## 3: Building Web Applications with UML (2nd Edition) download .pdf by Jim Conallen - konddeptwettlet

*This is a new edition of the widely acclaimed Building Web Applications with UML. Based on the author's extensive experience as a Web developer, it incorporates helpful reader feedback, identifies and addresses modeling problems unique to page-based Web applications, and offers practical advice and straightforward solutions.*

For the most part, it was based on my experiences in developing Active Server Page-based applications for the retail and healthcare industries. I was an independent consultant then, but shortly before finishing the book I joined Rational Software Corporation. Working for Rational has given me the opportunity to visit and to work with many organizations that are in the process of building Web-centric applications. The result of this is that most of the material in this second edition is oriented towards the Java environment. The ideas in this book and in the previous edition are all a result of a desire to combine my object-oriented skills to the area of Web application development. When creating a Web application, my conceptual focus was always on the Web page; and my idea of a model kept revolving around the concept of a site map. I knew that the navigation paths throughout the system were incredibly important to understanding the application and that any system model would have to include them. I knew that for any modeling technique to be useful it needed to both capture the relevant semantics of Web-specific elements, such as Web pages and hyperlinks, and their relation to the back-end elements of the system e. Being a somewhat successful object practitioner and engineer, I jumped to the conclusion that a whole new development methodology and notation was what was needed. This of course is a trap into which many of us in the software industry fall. In my free time, I started to draft new graphical and semantic ways to represent Web application architectures. Proud of my work, I began showing it to two of my colleagues--Joe Befumo and Gerald Ruldolph, both experienced object practitioners. Their immediate reaction was: I tried to explain the issues involved with Web application development and the need for visually expressing their designs. Still, everyone I spoke with continued to think that a new method and notation was a little overkill. I started to rethink what I was doing. I reexamined my original needs: So I went back to UML; this time it was in version 0. At first I was clueless as to what a stereotype was. The UML specification is not the easiest reading, after all. It was long and difficult, but I knew that any success in the area of modeling Web applications had to come from this direction. Eventually, I started to understand what was meant by stereotyping and the other extension mechanisms: I was finally starting to see a light at the end of the tunnel. I now had a mechanism with which I could introduce new semantics into the UML grammar, without disturbing the existing semantics. I always knew the key was to provide a consistent and coherent way to model Web-specific elements at the right level of abstraction with the models of the rest of the system. The UML extension mechanism provided me with the framework to do so. The next step was to start defining the extension by creating stereotypes, tagged values, and constraints. For me the ability to use custom icons in diagrams with stereotyped elements went a long way to ease my concern for intuitive diagrams, also Rational Rose; my visual modeling tool of choice had just introduced a way to use your own stereotypes in Rose models. I quickly created a set of icons for Web-page abstractions. I tried to make them consistent, mostly rectangular with the stereotype indication in the upper-left corner. I used filled in dog ears to represent pages, and unfilled dog ears to denote components. Icons without any dog ears typically represented contained classes, which cannot be requested directly by a Web browser. The icon for Web-page components is pretty much a copy of the icon used by the three amigos in their UML Users Guide book. In the almost four years since then, the icons have essentially remained the same; however, a more compact version is now available as a "decoration. Really, I do a fair amount of modeling and thinking about these things at conferences. As the extension evolved, and as a lot of the details and inconsistencies were getting corrected, I always kept an eye out for code-generation possibilities. In my mind, the modeling technique could be validated if it was possible in theory only to unambiguously generate and reverse-engineer code. I even prototyped some Rose scripts that did limited forward-engineering. From that point, things proceeded at a tremendous rate. Grady Booch took an interest in the work and encouraged me. Addison-Wesley asked if I was interested in expanding the topic into a book. I followed the original white paper with a stream of other articles for both online and print publications and started to get a regular stream of email comments on the extension. Since the publication of the first edition of this book, Rational Rose has included automation for the Web modeling that was introduced in that book. I have had the opportunity to work with some top-notch engineers throughout that process namely--Tommy Fannon and Simon Johnston--and have a greater appreciation for what goes on under the scenes of UML round-trip engineering functionality. With their insights and the input of many others, both in and out of Rational, I believe this new edition of the book and the Web-modeling profile are even more robust and applicable to the Web-centric architectures in use today. Who Should Read This Book? It will give the project manager an understanding of the technologies and issues related to developing Web applications. Because this book builds on existing object-oriented OO methodologies and techniques, it does not attempt to introduce them. It is expected that the reader has some familiarity with OO principals and concepts and with UML in particular. It is also expected that the reader is familiar with at least one Web application architecture or environment. The systems architect needs to make decisions regarding which technologies are appropriate to serve business needs, as expressed by the requirements and use cases. By examining these patterns and their advantages and disadvantages the architect can make decisions that will define the technological bounds of the application. As with any engineering discipline, the architect must consider the tradeoffs for each technology to be employed in the application architecture. With a solid understanding of the technologies available, and their consequences, an appropriate combination can be put together to best meet the needs of the business problem. For the analyst and designer this book introduces an extension to UML that is suitable for expressing Web application design. To model the appropriate artifacts e. To model at the appropriate level of abstraction and detail. In it some of the business logic is executed by traditional server-side objects and components e. For the project manager, this book discusses the potential problems and issues of developing Web applications. The project manager, being responsible for the overall health of a project, needs a clear understanding of all the roles and responsibilities of the people involved with the process. Responding to input from readers, I realized that they, like myself, can learn more and faster from well-constructed examples than lengthy prose. It was my original intention to update the original ASP-based Glossary application for. NET, however due to the delayed release of the. NET tools and environment, I was unable to develop the application such that it properly leveraged all that the. NET environment has to offer. Organization of This Book This book is divided into 13 chapters. Conceptually it is also divided into two major parts. Chapters 1 through 5 are essentially an introduction to modeling, Web application technologies and concepts. They provide the foundation on which the second part of the book is based. These chapters can be skipped by those intimately familiar with Web application architectures; however, at least a cursory reading is still suggested, especially of Chapter 1, Introduction. Chapter 2, Web Application Basics, is an introduction to the very basic Web application architecture. In it, the term Web application is defined, and thereby its scope and focus. The chapter continues with definitions of the principal communication mechanisms and languages. Web application-enabling technologies are discussed. These are the infrastructures that transform simple Web sites Web systems into business logic execution systems. Most of the complexities of designing Web applications are encountered when the client performs some of the business logic in the system. The technologies for allowing this are described in Chapter 3, Dynamic Clients. In this chapter, common Web technologies, such as JavaScript, applets, and ActiveX controls are discussed. The basic Web application architecture, as described by the technologies in Chapters 2 and 3, are capable of delivering very useful Web applications and are especially useful for public Internet applications such as retail storefronts. For some applications these basic ingredients are insufficient to deliver the sophisticated level of functionality that some applications require. The final chapter of the first part is Chapter 5, Security. No matter how nonthreatening or uninteresting an application may be, if it is on the Internet, then security is a concern. Even for intranet applications, security should be a concern. By their very nature, Web servers are open to requests to any node on the network. The trick to making an application secure is in understanding the nature of security risks. Unfortunately, there is no one product or service that you can buy to guarantee a secure application. Security needs to be designed in an application, and it needs to be constantly maintained in that application. New security holes in off-the-shelf software are being discovered all the time. Eventually, one of them will represent a risk to your application.

By designing your system with this in mind, managing the next security risk that pops up will be easier. The second part of this book is devoted to the process of building Web applications. It begins with Chapter 6, Process, in which the entire process of developing OO systems is reviewed. A sample Web application-development process is introduced. This process is not a complete process but does provide enough detail to establish the context in which the models and artifacts of the process can be understood. Chapter 7, Defining the Architecture, discusses the actual activities of defining the architecture of a Web application. Even though this activity usually follows a nearly complete examination of the requirements and use cases of the system, it is discussed earlier to help create the mind-set of developing Web applications. There are all sorts of requirements that can be gathered to help specify a particular system. One of the most useful techniques for gathering functional requirements is with Use Cases. Use Cases are a structured way to gather and express the functional requirements of a system; and they describe the interaction between a user of the system called an actor and the system.

## 4: Building Web Applications with UML Second Edition [Book]

*The first half of the book is an introduction to web applications while the second half of the book illustrates the author's UML extension for designing web applications. The introductory material includes a substantial discussion on the definition of a "web application".*

The first Web sites, created by Tim Berners-Lee while at CERN the European Laboratory for Particle Physics , formed a distributed hypermedia system that enabled researchers to have access to documents and information published by fellow researchers, directly from their computers. Documents were accessed and viewed with a piece of software called a browser, a software application that runs on a client computer. To view a document, the user must start the browser and enter the name of the document and the name of the host computer where it can be found. The browser sends a request for the document to the host computer. The request is handled by a software application called a Web server, an application usually run as a service, or daemon, that monitors network activity on a special port, usually port  The browser sends a specially formatted request for a document Web page to the Web server through this network port. The Web server receives the request, locates the document on its local file system, and sends it back to the browser; see Figure  The term Web comes from looking at the system as a set of nodes with interconnecting links. The links provide a means to navigate the resources of the system. Most of the links connect textual documents, but the system can be used to distribute audio, video, and custom data as well. Links make navigation to other documents easy. The user simply clicks a link in the document, and the browser interprets that as a request to load the referenced document or resource in its place. A Web application builds on and extends a Web system to add business functionality. In its simplest terms, a Web application is a Web system that allows its users to execute business logic with a Web browser. There is a subtle distinction between a Web application and a Web site. In essence, a Web application uses a Web site as the front end to a business application. A well-behaved server will not require the carriage return character. Documents are found relative to this directory. Document Identification The full identifier for referencing and obtaining the document is called a uniform resource locator URL. A URL is a single word with no white space. Any further words found on the request line are either ignored or treated according to the full HTTP spec. A URL is a way to specify an object, or resource, on the network. A URL is like the network equivalent for specifying a file name on a file system. A URL can be used to request many types of objects with different protocols. Each protocol is specific to the type of information or resource it represents. The following URL requests a Web page from a host identified by http: A more explicit reference to this page could include the port number; however, the default port number, 80, is usually assumed for all HTTP requests: This is often done to create a "private" Web site. Some Web servers monitor an additional port and use it for Web configuration. This type of configuration tool is an example of a small Web application. Domain Names A domain name is simply the textual name used to look up a numeric Internet address. This process is done with a domain name server DNS. Network infrastructure software on the client knows how to request the IP address from a DNS for a given domain name. The host name http: The rightmost dot in the name is used to separate the host name from its top-level domain TLD , in this case com. The wae-uml part is the subdomain. The term domain name often refers to the combination of the top-level domain and the subdomain. In this case, the domain name is wae-uml. Reserving a domain name and not using it to host a Web site or application is referred to as "parking" the domain name, with the expectation that a real host will soon respond meaningfully to this domain name. When I registered that domain name, I used one of the official registrars delegated the authority to assign domain names. In order to reserve a domain, I had to supply the IP addresses of two name servers DNS that would act as the authoritative source for translating the domain name into a valid IP address. It is on this server that I have the rights to adjust, as necessary, the IP address that I want associated with the domain name and all its mutilevel variations. So in my case, I created records in the DNS to equate wae-uml. The www and test parts are third-level domains, and their usage is up to the discretion of the host owner. Third-level domain names serve only as a convenience to host machine administrators and are not part of the domain name ownership process;

nor do they impact types of protocols that are used. Any host can receive the requests for multiple domains. The server, with a single IP address, can receive a request and look at the URL to determine which application or separate Web site should handle the request. This is how many Internet service providers ISPs can offer basic hosting capabilities to customers with custom domain names on shared machines. The two types of top-level domains are generic and country specific. Recently, the list of generic top-level domains was expanded; however,. Each domain is intended for a particular type of use. Country-specific domains are managed by organizations in individual countries and can define the usage of the second-level domain in any way they want. TLDs are managed by a single authority: A URL, on the other hand, is a name that includes an access mechanism: The URN is required to "remain globally unique and persistent even when the resource ceases to exist or becomes unavailable. Fault Tolerance One important design goal of Web systems is that they be robust and fault tolerant. This meant that it was possible for Web pages to contain links to documents or host computers that no longer existed. It is even possible for the HTML specification itself to change, by adding elements, or tags. The browsers and Web servers of the system have to deal gracefully with these conditions. This desire for a high degree of fault tolerance led in part to the decision to use a connectionless protocol, such as HTTP, as the principal protocol for managing document requests. HTTP is considered a connectionless protocol because as soon as the request is made and fulfilled, the connection between the client and server is terminated. The connection is broken by the server when the whole document has been transferred. This enables hosts and clients to act more independently and is more resistant to temporary network outages. TCP, a lower-level network protocol used by the Internet and many company networks, enables computers to make connections and to exchange information with one another. HTTPS is used on the Internet for handling sensitive data such as personal and financial information. More detailed discussion of security and encryption is in Chapter 5, Security.

## 5: Building Web Applications with UML (2nd Edition) by Conallen J.

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*UML use case diagrams are certainly useful to identify features to evolve, as well as to study the Web Application evolution in terms of features added/removed or changed. Unfortunately, very often the only source of documentation available is constituted by the Web Application source code.*

## 9: Building Web Applications with UML : Jim Conallen :

*Building Web Applications with UML is a guide to building robust, scalable, and feature-rich web applications using proven object-oriented techniques.*

# BUILDING WEB APPLICATIONS WITH UML 2ND EDITION pdf

*Gods of the Silver Screen Stevie RayVaughan The last fantasy return Catholic Church of Macon City, Mo. Christmas Keepers Magical dragon land Quattro pro for scientific and engineering spreadsheets George Macdonald Complete Works Instructors resource guide to accompany Understanding broadcasting (Addison-Wesley series in mass communi The International Trumpet Guild Journal Genius and Eminence (International Series in Social Psychology) Introducing personality assessment This case is gonna kill me Eric Knowles Antiques Elsewhere, U. S. A. Dark Shadows Almanac A study of Mary Wollstonecraft and the rights of woman Voluntarism and governing beyond the state. Christian worldview and media Kina Mallard Figure 3.2 An Empirical Typology of Teacher Roles with High School If You Were Fozzie The Works of Geoffrey Chaucer and `The Kingis Quair Rankin attachments price list Cannot in safari Fluid and electrolyte regulation in spaceflight Footprints for Women Print shops, commercial Section 216. Soil erosion soil conservation Sketchy stories kerby rosanes Glory o briens history of the future The Ashgate research companion to Thomas Lovell Beddoes Reel 734-735. Tuscarawas County Diagnostic card error codes list in hindi What is and what is not a practice? Dreamweaver 8 Essential Training Masculinity morality Flyers ing and writing God Bless Yall All Philistine A Periodical of Protest, December 1902 to May 1903 Clarissa Harlowe (Major Literary Characters Series)*