

TABLE OF CONTENTS

Foreword xix

Preface xxi

PART I INTRODUCTION

- 1 Object-Oriented Analysis and Design 3
 - What Will You Learn? Is it Useful? 3
 - The Most Important Learning Goal? 6
 - What is Analysis and Design? 6
 - What is Object-Oriented Analysis and Design? 7
 - A Short Example 8
 - What is the UML? 11
 - Visual Modeling is a Good Thing 14
 - History 15
 - Recommended Resources 16
- 2 Iterative, Evolutionary, and Agile 17
 - What is the UP? Are Other Methods Complementary? 18
 - What is Iterative and Evolutionary Development? 19
 - What About the Waterfall Lifecycle? 23
 - How to do Iterative and Evolutionary Analysis and Design? 25
 - What is Risk-Driven and Client-Driven Iterative Planning? 27
 - What are Agile Methods and Attitudes? 27
 - What is Agile Modeling? 30
 - What is an Agile UP? 31
 - Are There Other Critical UP Practices? 33
 - What are the UP Phases? 33
 - What are the UP Disciplines? 34
 - How to Customize the Process? The UP Development Case 37
 - You Know You Didn't Understand Iterative Development or the UP When... 38
 - History 39
 - Recommended Resources 40
- 3 Case Studies 41
 - What is and isn't Covered in the Case Studies? 41
 - Case Study Strategy: Iterative Development + Iterative Learning 43
 - Case One: The NextGen POS System 43
 - Case Two: The Monopoly Game System 44

PART II INCEPTION

- 4 Inception is Not the Requirements Phase 47
 - What is Inception? 48
 - How Long is Inception? 49
 - What Artifacts May Start in Inception? 49
 - You Know You Didn't Understand Inception When... 51
 - How Much UML During Inception? 51
- 5 Evolutionary Requirements 53
 - Definition: Requirements 54
 - Evolutionary vs. Waterfall Requirements 54
 - What are Skillful Means to Find Requirements? 56
 - What are the Types and Categories of Requirements? 56
 - How are Requirements Organized in UP Artifacts? 58
 - Does the Book Contain Examples of These Artifacts? 58
 - Recommended Resources 59
- 6 Use Cases 61