A Definitive Practical Guide

After Grady Booch, James Rumbaugh, Stephen Mellor and GOF, Martin Fowler is pretty much one of the fore-fathers of Object Oriented design and analysis. He is one of the initial torch bearers of the discipline we know as refactoring. Martin Fowler is the author of several renowned books on analysis and design namely "Patterns of Enterprise Application Architecture", "Refactoring: Improving the Design of Existing Code", "Planning Extreme Programming" and "Analysis Patterns: Reusable Object Models"

I have been using "UML Distilled: A Brief Guide to the Standard Object Modeling Language" for some time now and the best thing I like about this 170 page guide is its simplicity. This books well written, practical and goes straight to the point. This does not mean that it lacks in theoretical aspect of UML but it's not intended towards "fluff" when all you need is a bare minimum to get the job done. UML, as we know is standard for modeling software artifacts. Using UML software developers and architects can make a blueprint of a project like entity relationship diagrams for relational design and server queue diagrams for discrete event simulation.
Martin does an excellent job in explaining how to specify, visualize, construct, and document the artifacts of software systems by using UML. The practical guidelines help simplifying the complex process of software design by using pseudo codes and their corresponding UML designs. The back cover has some interesting prospect to look at book for instance

Would you like to understand the most important elements of class diagrams (see page 35)

Do you want to find out what diagram types were added to the UML 2.0 without wading through the spec? (see page 11)

I usually say that if you can read only one book on OO modeling and design from a developer's prospect, go with David Parsons. If you can only read one book on how to think OO, "Object Thinking" is the way to go. Now I'll add to it that if you can read only one book on how to do OO design with UML modeling, make "UML Distilled: A Brief Guide to the Standard Object Modeling Language" your first choice.
About the Reviewer

Adnan Masood works as a web architect and technical lead for Green Dot Corporation where he develops SOA based middle-tier architectures, distributed systems, and web-applications using Microsoft technologies. He is a Microsoft Certified Trainer holding several technical certifications, including MCPD (Enterprise Developer), MCSD .NET, and SCJP-II. Adnan is attributed and published in print media and on the Web; he is technical editor for "Microsoft Windows Server AppFabric Cookbook" and also taught Windows Communication Foundation (WCF) courses at the University of California at San Diego.

Adnan regularly presents at local code camps and user groups. He is actively involved in the .NET community as cofounder and president of the of San Gabriel Valley .NET Developers group. Adnan holds a Master’s degree in Computer Science; he is currently a doctoral student working towards PhD in Machine Learning; specifically interestingness measures in outliers using Bayesian Belief Networks. He also holds systems architecture certification from MIT and SOA Smarts certification from Carnegie Mellon University.