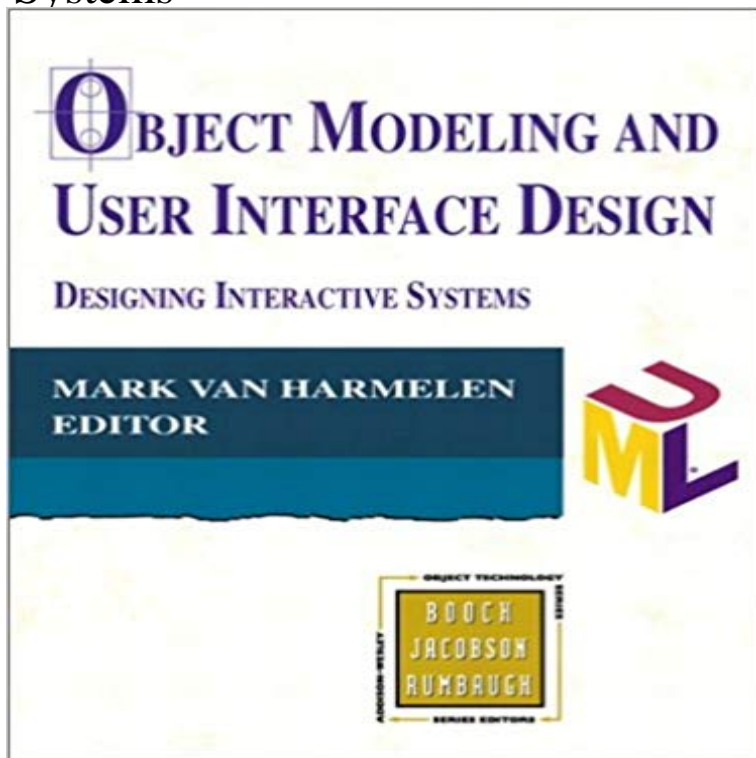


Object Modeling and User Interface Design: Designing Interactive Systems



Object modeling with UML gives developers powerful tools for building software that meets the requirements of its users. Now, in this book, the fields leading experts extend UML to user interface design -- a breakthrough that will enable the creation of far more usable, productive software systems. This book introduces techniques for integrating today's best methods and modeling approaches from both the object technology and the user interface development communities -- ensuring a stronger focus on the user than ever before. The book's coverage encompasses four richly interconnected sources of user, domain, and system modeling information: participative design, task analysis, scenario-based design, and use case analysis. It also demonstrates exactly how UML object models can be used to record user interface design information -- giving developers practical information for designing and constructing software that responds more fully to user requirements and expectations. With contributions from Larry Constantine and other leading software design experts, this book combines theory, practice, and real world advice from the trenches.

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