



# Introduction to Software Engineering Design: Processes, Principles and Patterns with UML2

*Christopher Fox*

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## **Introduction to Software Engineering Design: Processes, Principles and Patterns with UML2**

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The focus of *Introduction to Software Engineering Design* is the processes, principles and practices used to design software products. The discipline of design, generic design processes, and managing design are introduced in Part I. Part II covers software product design, use case modeling, and user interface design. Part III of the book is its core and covers engineering data analysis, including conceptual modeling, and both architectural and detailed engineering design. This book is for anyone interested in learning software design.

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