COMPGC22 / COMP203P / COMP203PA: Software Engineering: Graham Roberts

1.

Arlow, Jim & Neustadt, Ila. UML 2 and the unified process: practical object-oriented analysis and design. vol. Addison-Wesley object technology series (Addison-Wesley, 2005).

2.

Cockburn, Alistair. Writing effective use cases. vol. The Crystal series for software development (Addison-Wesley, 2001).

3.

Sommerville, Ian. Software engineering. vol. International computer science series (Addison-Wesley, 2007).

4.

Pressman, Roger S. Software engineering: a practitioner's approach. vol. McGraw-Hill series in computer science (McGraw Hill, 2001).

5.

Fowler, Martin & Scott, Kendall. UML distilled: a brief guide to the standard object modeling language. vol. Object technology series (Addison-Wesley, 2000).

6.

Beck, Kent. Extreme Programming explained: embrace change. (Addison-Wesley, 2000).

7.

The Clean Coder: A Code of Conduct for Professional Programmers: ProQuest Tech Books.

8.

Brooks, Frederick P. The mythical man-month: essays on software engineering. (Addison-Wesley, 1995).

9.

Miles, Russ & Hamilton, Kim. Learning UML 2.0. (O'Reilly, 2006).

10.

Dennis, Alan, Tegarden, David Paul, & Wixom, Barbara Haley. Systems analysis and design with UML version 2.0: an object-oriented approach. (J. Wiley, 2005).

11.

Lano, K. Model-driven software development with UML and Java. (Cengage Learning, 2009).

12.

Mittelbach, Frank, Goossens, Michel, & Goossens, Michel. The LaTeX companion. vol. Addison-Wesley series on tools and techniques for computer typesetting (Addison-Wesley, 2004).

13.

Kopka, Helmut & Daly, Patrick W. Guide to LaTeX. vol. Addison-Wesley series on tools and techniques for computer typesetting (Addison-Wesley, 2004).

14.

LaTeX: ProQuest Tech Books.

15.

Lano, K. Model-driven software development with UML and Java. (Cengage Learning, 2009).

16.

Module Moodle Page. https://moodle.ucl.ac.uk/enrol/index.php?id=1142.