Excerpts from the Introduction -- *UML for Mere Mortals*
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The goals of *UML for Mere Mortals* are:

1. To **introduce the UML** to those technical and non-technical people who are stakeholders in software development projects but who are **not hard-core modelers**.
2. To do so in a manner that is **easy to understand**, addressing the core concepts of the UML that all mere mortals need to know.
3. To address the UML in terms of the **specific concerns of these readers**.
4. To explain the use of the UML in a **pragmatic** fashion, not in a theoretical, purist manner.
5. To use our **real-world experiences** to focus on what readers will run into on **real-world projects**.

This book is written in a different style and organized differently from most UML texts. Most books take a “structural” approach to introducing UML, organizing the chapters by diagram type. However, we take a “user-centric” approach, presenting the UML within a context that is relevant to a particular reader’s role and the activities that that reader needs to perform on the job.

The chapters in this book are organized by major activities people perform on development projects. Then, we present the UML elements that are most useful in those activities, to the level and depth that is appropriate for those activities. In this manner, you can learn enough of the UML for the role you play in digestible chunks.

In summary, this book is intended **for the person who is fairly new to the UML** and would like to understand what UML is about, where it fits in their job environment, and **how to understand the models they receive from others** in their workplace. **It is not intended to teach the entire UML**, nor is it our plan to teach the process of object-oriented analysis and design or software development. As the title of this book indicates (*UML for Mere Mortals*), it is for the person who might not be an experienced software architect or expert designer, but who is part of the other 80% of the development community who just have a need or will to understand a bit more.

**UML Coverage**

This book is structured to give you just enough UML, just in time. As we said earlier, this book is not intended to show you every nook and cranny of every UML element. Most people use less than half the diagrams in the UML. We want to give you enough information on the parts of the UML that you will see most often.
UML Versions

At the time of this writing, the latest fully approved version is UML 1.5. That being said, UML 2.0 is working its way through the final approval process. So we decided to address the new version changes in a pragmatic manner. Where there is a change in the diagrams between UML 1.5 and 2.0, and where those changes are relevant to mere mortals, the text will introduce the concepts using UML 1.5 and will note any significant change for UML 2.0. Subsequently, in the later chapter on UML 2.0, those changes that are most important to mere mortals will be addressed more fully.