



The Art of Software Modeling

Benjamin A. Lieberman

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Modeling complex systems is a difficult challenge and all too often one in which modelers are left to their own devices. Using a multidisciplinary approach, *The Art of Software Modeling* covers theory, practice, and presentation in detail. It focuses on the importance of model creation and demonstrates how to create meaningful models.

Presenting three self-contained sections, the text examines the background of modeling and frameworks for organizing information. It identifies techniques for researching and capturing client and system information and addresses the challenges of presenting models to specific audiences. Using concepts from art theory and aesthetics, this broad-based approach encompasses software practices, cognitive science, and information presentation. The book also looks at perception and cognition of diagrams, view composition, color theory, and presentation techniques.

Providing practical methods for investigating and organizing complex information, *The Art of Software Modeling* demonstrates the effective use of modeling techniques to improve the development process and establish a functional, useful, and maintainable software system.

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