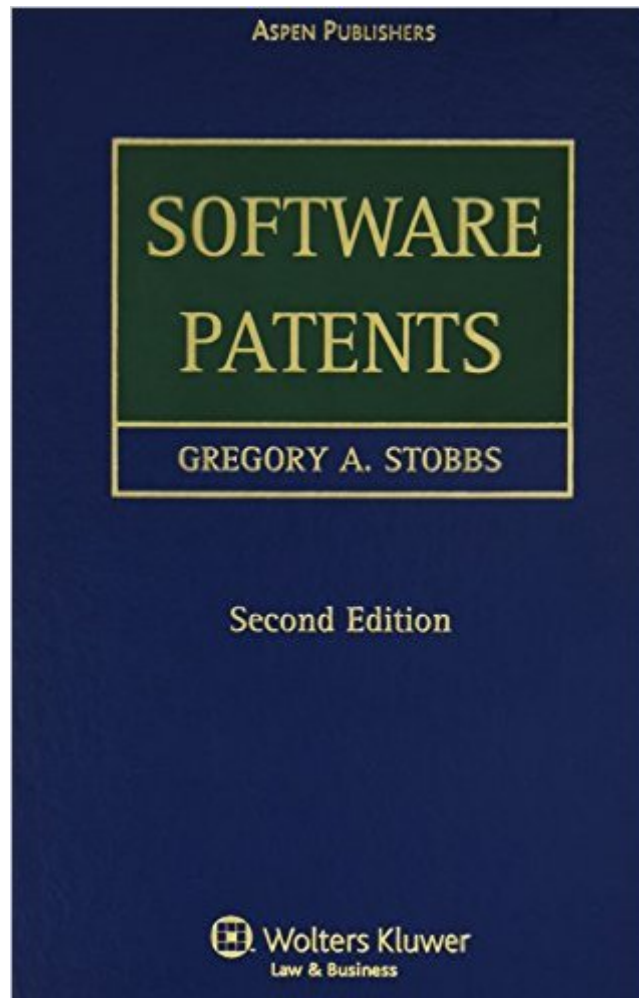


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Synopsis

Never before has one resource broken down the process for drafting software patent specifications and claims into manageable segments. Software Patents will show you how to draft accurate, complete patent applications -- applications that will be approved and that will stand in court if challenged. It discusses what a software patent is and the legal protection it offers; who holds software patents and for what inventions; and the steps you can take to protect software inventions in the worldwide marketplace.

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I read older version of this book more than 6 month ago. This gives little idea about software patents but it DOES NOT talk about software in each chapter. This is like a general patent agent's book, but only with a little flavor of software-insights. I suggest the following supplements for writing a competent software/business method patent: Read a book on System Analysis, a book on Software Engineering--if you have time(optional), a book on Unified Modeling Language 2.0 (any basic UML book will suffice, but it is a must to read), learn to use a UML drawing tool like either MS Visio, Rational Rose, or Enterprise Architect. You may allow a dedicated 2 months time of study to start writing a competent software patent.

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