

UML IN A NUTSHELL


- This training course provides software engineers with a comprehensive introduction to the Unified Modeling Language version 2 (UML 2). The UML provides the key communication tool for software development, catering for the user, architect, software engineer and even configuration manager.
- The technical explanation of the UML notation is combined with examples, exercises and 'in practice' guidelines.
- This course is a formal training session designed for qualified software engineers. Some understanding of basic OO principles is assumed (typically 1+ years OO programming)
- The course is a total of one-day duration and can be tailored or combined with other OO topics available to meet specific requirements.

COURSE OUTLINE



OO Fundamentals:

- Evolution of OO
- The Object and the Class
- Key OO terminology
- Focus of OO development


UML in Analysis:

- Activity Diagram
- Use Case Diagram 
- Domain Object Models



Practical Sessions:

-  Real world examples are reviewed throughout the course.
-  Hands-on workshop exercises are undertaken for these topics to gain a more practical appreciation

UML in Static Design:

- Class Diagram 
- Object Diagram
- Composite Structure Diagram
- Package Diagram

UML in Dynamic Design:

- Sequence Diagram 
- Communication Diagram
- Interaction Overview Diagram
- Timing Diagram
- State Machine Diagram 
- Activity Diagram (revisited)

UML in Physical Design:

- Component Diagram
- Deployment Diagram

