ProTech Professional Technical Services, Inc.

Fundamentals of Visual Modeling & Object-Oriented Analysis & Design with UML

Course Summary

Description

This course series begins introducing students to the basics of object- oriented development using the Unified Modeling Language (UML). Concepts such as abstraction, polymorphism, and encapsulation are presented, and students will learn how these concepts form the foundation of object-oriented software development.

Topics

- Fundamentals of Visual Modeling
  - Fundamentals of object-orientation
  - Principles of visual modeling
  - Fundamentals of UML
- Object-Oriented Analysis & Design with UML
  - Modeling system behavior with use cases
  - Analysis and Design overview
  - Architectural Analysis
  - Use-Case Analysis
  - Identifying classes from use-case behavior
  - Using UML analysis stereotypes
  - Modeling the dynamic and static structure of a use-case realization
- Preview of Design

Audience

Client-server and web developers moving into object-oriented development, data modelers, and IT specialists

Prerequisites

There are no prerequisites for this course.

Duration

Four days