

UML for Software Analysis and Design

This course is designed for software engineers and systems architects who are new to UML. Delegates are taught how to create the most commonly used UML diagram types to analyse requirements and create static and dynamic designs. Practical exercises and workshops help to reinforce the theory.

Duration: 4 days

Prerequisites: No prior UML experience is required.
A background in software analysis and design is helpful.

Equipment:



For on-site delivery the customer should provide a suitable training room with a screen or projector to connect to our trainer's laptop and a whiteboard or flipchart. All exercises are completed on paper therefore no PCs or laptops are required.























































For webinar delivery delegates require a PC or laptop with an Internet connection (a headset can be helpful). If you wish to test your environment join a test WebEx meeting: www.webex.com/test-meeting.html

Course Style: 40% theory, 60% practical.
Each module is accompanied by targeted exercises to allow delegates to apply the theory and become confident with new concepts and notation.

Delegate Handouts: Each delegate receives a folder containing all the course slides and comprehensive theory notes which form excellent reference material. Folders also contain exercises and suggested solutions. Following successful completion of the course each delegate receives a certificate.

Course Modules:

			Theory	EA	Notation	Exercise	Hands-on
HIPPO 00	Introduction	½ hour					
HIPPO 10	UML Overview	½ hour					
HIPPO 13	UML Use Case Essentials	2½ hours					
HIPPO 14	UML Use Case Advanced	2 hours					
HIPPO 15	UML Activity Diagrams	1 hour					
HIPPO 16	UML Object Oriented Concepts	2½ hours					
HIPPO 18	UML Class Essentials	2 hours					
HIPPO 19	UML Class Advanced	2 hours					
HIPPO 20	UML Component Diagrams	½ hour					
HIPPO 21	UML Deployment Diagrams	½ hour					
HIPPO 22	UML Object Interactions	1½ hours					
HIPPO 23	UML Sequence Diagrams	2 hours					
HIPPO 24	UML Communication Diagrams	1 hour					
HIPPO 25	UML State Machine Essentials	1½ hours					
HIPPO 26	UML State Machine Advanced	1 hour					
HIPPO 27	UML Design Patterns	1½ hours					
HIPPO 28	UML Map to Relational Databases	½ hour					
HIPPO W1	UML Process Workshop	2½ hours					
HIPPO W2	UML Requirements Workshop	1 hour					
HIPPO W3	UML Analysis Workshop	1 hour					
HIPPO W4	UML Design Workshop	1 hour			