



Inside UML **(UML with OOAD)**

Duration: 30 Days

Fees: 3200

Specifying Requirements with Use Cases

Introduction to Use Cases

Actors

Primary Use Cases and the Basic Course

Writing Effective Use Case Descriptions

'Uses' and 'Extends' Relationships

Use Case Workshop

Scoping

Collecting Requirements Information

Proof of Concept Prototypes

Requirements Documents

Estimation and Traceability

Gaining Agreement

Scoping Workshop

Objects and Classes

What Is An Object?

Class And Object Syntax

Designing Good Classes

Choosing the Right Objects

Object Workshop

Object Relationships
Associations and Links
Multiplicity
Association Classes
Aggregation

Object Relationship Workshop

Interaction Modelling

Interactions, Messages
Operations and Methods
Sequence Diagrams
Selection and Iteration
Activation
Collaboration Diagrams
Interaction Modelling Workshop

Analysis

Creating the Initial Object Model
The Analysis Cycle
Iterative Modelling
Prototyping as an Analysis Technique
Specifying Architecture
Completing the Model
Analysis Workshop

State Modelling

The Meaning of the State Model -
States and Transitions
Events and Conditions
Actions and Activities
Consistency With Other Diagrams
State Modelling Workshop

Architecture, Components and Implementation Diagrams

Packages and Dependencies
Stereotypes
Control Objects
Layered Architectures
Interfaces, Subsystems and Components
Component Diagrams
Deployment Diagrams
Architecture Workshop

Class Relationships and Inheritance

Class Similarities and Differences
Generalisation Syntax
Generalisation Hierarchies
Multiple Inheritance
Class Dependency
Generalisation Workshop

Design Patterns

Recursive Aggregate
Collection Class
Observer
Meta-model

Design

Subsystem Design
Architectural Mechanisms
Linking to Libraries and Frameworks
Completing the Model
Incremental Development
Traceability and Review
Design Workshop