

Object-Oriented Architecture with UML : Intermediate

Objectives

Upon completion of the course, participants will have the skills and knowledge required to: identify the stakeholders of a system and their objectives, define the scope of a system, read and interpret artifacts that specify requirements, notably a use case model, state and describe the basic principles of object orientation, explain the relationship between a class and an object, apply the concepts of abstraction, encapsulation, inheritance and polymorphism, understand artifacts that support architecture and their impact on the product design model, identify key abstractions from use cases, model them through classes and assign responsibilities to them, define the organization and key mechanisms of a system and present architectural artifacts as views using the UML notation.

Targeted audience

Software architectures, software developers and application specialists.

Prerequisite

Good knowledge of the development cycle of a software application.

Content

- Basics of object orientation
- Introduction to requirements management with use cases
- Introduction to object-oriented analysis and design
- Definition of sub-system organization
- Identification of key abstractions
- Identification of analysis mechanisms
- Identification of use case realizations
- Identification of classes based on use-case behaviour
- Using UML notation analysis stereotypes
- Modeling dynamic and static aspects of a use case
- Identification of design elements
- Identification of design mechanisms
- Description of competition
- Description of distribution
- Persistence

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DURATION
3 DAYS

REGULAR FEE
1 500 \$

PREFERENTIAL
FEE
1 350 \$

DATES*

Montreal

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