

Agile Modeling: Light-Weight Modeling for the Real World

Duration

2 days

Instructor

Scott Ambler

Class Limit

20 students

Prerequisite

Must have a basic knowledge of object-oriented concepts such as inheritance and aggregation.

Price

On-site:

Please contact SPC for pricing (contact information on page 2)

Public Training:

\$995 (2 days)

*Discount available for early registration

Materials Provided

- Student manual containing the course slides
- Student handouts with class exercises and class studies

How do you successfully model the complexities of modern-day software without getting bogged-down in mountains of paper work? How do you effectively engineer the requirements for your system? What techniques can you apply to analyze those requirements? To design your software?

With the vast majority of organizations migrating their development staff to object-oriented technologies such as Java, Enterprise JavaBeans (EJB), and C++, this seminar will describe the major techniques of requirements, OO analysis, and OO design, showing how they all fit together.

This seminar is a straightforward, easy to understand introduction to object-oriented (OO), component-based, and essential modeling techniques for developing requirements, analysis, and design models. It will include the industry-standard techniques of the Unified Modeling Language (UML) but will go beyond them to be sufficient for the real-world development of modern business applications. While objects and components are often used to develop complex systems, learning how to work with object-oriented techniques does not need to be complicated, nor do you need to develop complex documentation to be successful.

By attending this seminar, participants will gain a solid understanding of leading-edge modeling techniques, how they fit together, and how they may be applied simply and effectively by project teams following common software processes such as eXtreme Programming (XP) or the Rational Unified Process (RUP). These are the fundamental modeling skills needed to develop real-world business applications, particularly C++ and Java-based software. These skills will be put into the context of both a running example and a business case study—skills you will need in a real-world situation. You will learn how to pick the right techniques for the job because you don't need every type of modeling artifact for every project, but you do need to understand the individual techniques so they are available to you when you need them.

TRAINING

Agile Modeling

Intended Audience

This seminar is intended for programmers, modelers and project managers who already have a basic knowledge of object-oriented concepts such as inheritance and aggregation.

Instructor

Scott W. Ambler is President of Ronin International, a software services consulting firm that specializes in software process mentoring and object / component-based software architecture and development. He is the author of *The Object Primer 2nd Edition* (2001), *Building Object Applications That Work* (1997), *Process Patterns* (1998), and *More Process Patterns* (1999), and co-author of *The Elements of Java Style* (2000), all published by Cambridge University Press. Scott is also contributing editor with *Software Development* magazine and a columnist with *Computing Canada*.

For more information on this or other SPC Springboard courses, please visit www.spcspringboard.com or e-mail SPC at info@spc.ca

Software Productivity Center
Suite 460—1122 Mainland Street
Vancouver, BC V8M 4T8
www.spc.ca

Toll Free:
1.877.548.1948

Fax:
604.689.0141

Vancouver:
604.662.8181

Toronto:
416.885.0512

Outline

The following topics will be discussed in the seminar:

- Business Rule Modeling
- Change Case Modeling
- Class Responsibility Collaborator (CRC) Modeling
- Constraint Modeling
- Essential Use Case Modeling
- Essential User Interface Prototyping
- Legacy Analysis Modeling
- Persistence Modeling
- Technical Requirement Modeling
- UML Activity Modeling
- UML Class Modeling
- UML Collaboration Modeling
- UML Component Modeling
- UML Deployment Modeling
- UML Sequence Diagramming
- UML State Chart Modeling
- UML Use Case Modeling
- User Interface Flow Diagramming
- User Interface Prototyping

