

Philippe Kruchten's UML QuickStart

Duration

1/2 day

Instructor

Philippe Kruchten

Class Limit

20 students

Prerequisite

None

Price

On-site

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

Public Training

\$279 (1/2 day)

*Discount available for early registration

Materials Provided

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

The Unified Modeling Language (UML) has become the main notation for expressing the structure and design of software-intensive systems, and UML diagrams and symbols are now as common as electronic blueprints are for electrical engineers.

As designers, managers, customers, reviewers you will encounter more and more UML diagrams in product documents, proposals, slideshows - even marketing brochures. However, without a key to understanding their meaning, they are no more useful than every other "box-and-arrow" diagram, and can often leave the reader in the dangerous position of having to guess the information or story that the diagram is trying to convey.

Philippe Kruchten's UML QuickStart is a concise and past paced 1/2 day course focused on teaching participants the three fundamental types of UML diagrams. The workshop begins with a brief introduction and review of basic object-oriented concepts:

- What is a class
- What is an instance
- What is an association

The seminar continues by introducing attendees to the various symbols and meanings of class diagrams, sequence diagrams, deployment diagrams. Other diagrams, such as use-case diagrams, will also be reviewed. This course does not require any background in software design and provides an excellent synopsis on the essentials of UML in the context of object-oriented analysis and design.

Philippe Kruchten's UML QuickStart is not tied to the use of any software tool, and is very hands on: pencil, eraser, and a block of paper are all you need (and are provided in class). All participants will leave with a useful two-color UML quick reference card.

Intended Audience

This course is ideally suited to all software professionals as well as managers, technical writers, reviewers, marketers, and testers.

TRAINING

Philippe Kruchten's UML QuickStart

Instructor

Philippe Kruchten is a professional software engineer with 30 years of industrial experience developing large-scale software-intensive systems in the areas of telecommunications, aerospace, defense, transportation and software tools. He is responsible for the development of the software development method, the Rational Unified Process®.

In addition to RUP, Philippe has contributed to the engineering field a model for the representation of software architecture, based on multiple coordinated views, which led to an IEEE standard.

The alternate instructor for this course is Eve MacGregor.

Outline

- Purpose and history of UML
- Basic object-oriented concepts: class, instance, association
- The class diagram: static structure
- Class, attributes and operations
- Composition and aggregation: "has a" or "is made of" relationship
- Specialization: "is a kind of" relationship
- Package
- The sequence diagram: dynamic structure
- Notion of time and behavior
- Swimlanes, and interactions between objects
- The deployment diagram: physical structure
- Nodes, and physical links: LANs, networks, etc.
- Overview of other UML diagrams
- Object diagrams, use-case diagrams, statecharts



TRAINING

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

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