

Object Technology: Concepts, Goals and Vision for IT Managers

Duration

1 day

Instructor

Sam Rostam

Class Limit

20 students

Prerequisite

None

Price

On-site:

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

Public Training:

\$495 (1 day)

*Discount available for early registration

Materials Provided

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

Object Orientation has become the predominant paradigm for virtually all modern software development. Moreover, Object Technology and Business Process Reengineering (BPR) is the heart of creating a seamless relationship between business model and information system, resulting in vastly increasing a company's chances of success. In this course, participants learn OO concepts and how Unified Modeling Language (UML) is used to represent Objects, Components, Architectures, Business Processes as well as becoming familiar with the list of deliverables during the development cycle.

This Seminar empowers Managers and IT Team Leads with the ability to understand Object Technology, at both the business and technical level. This information can be harnessed to make better decisions on projects, to communicate better with developers, to keep current with the industry, and to lead projects to successful and timely completion. An overview of object-oriented business process management will be covered as well.

In this seminar participants will learn to:

- Describe Strengths of Object Technology
- Describe OO concepts such as Abstraction, Encapsulation, Inheritance and Polymorphism
- Describe Component based development and its advantages
- List major phases and workflows of the iterative, incremental lifecycle of projects
- Analyze and interpret UML artifacts and development cycle deliverables
- Describe Unified Process for iterative software development
- Describe OOBPM process lifecycle
- Participate in technical discussions

Intended Audience

This seminar is intended for IT Team Leads and Managers who will be using object technology and UML in upcoming projects.



TRAINING

Object Technology for Managers

Instructor

Sam is Sun certified as a Java Enterprise Instructor and Scalable Internet Architect and Trainer for Forte. He has taught courses at Fortune 1000 companies across North America. Most recently as a Senior Consultant at Sun Microsystems Palo Alto CA, he focused on Internet, eBusiness & Enterprise Systems Architecture in Java and Forte. Engagements included projects at Motorola , TransCanada Pipeline, Bank of America, HP, US West, Airborne Express, US Air force, GM and Applied Materials.

Sam holds certifications on adult learning and effective teaching techniques as well as Sun/iPlanet certifications on eBusiness infrastructure and systems integration using Java, LDAP and Portal. He holds an MSc from SFU and studied in a PhD program at UBC.

With over 12 years experience as a trainer, an educator, software engineer and an enterprise systems consultant, Sam brings a unique perspective for effective learning. His teaching experience includes BCIT, SFU, TechBC and UBC.

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:	Fax:
1.877.548.1948	604.689.0141
Vancouver:	Toronto:
604.662.8181	416.885.0512



Outline

Building the supporting information system

- Why develop software iteratively
- Benefits of component-based architecture
- Advantages of Visual and Business Modeling

Models and Unified Modeling Language (UML) Notation

- Overview of UML
- Why use UML
- System Development and Models

Introduction to Object Technology

- Basic Concepts of Object Orientation
- Strengths and weaknesses of Object Orientation
- Differences with traditional Structured Approach
- How OOAD enables an iterative software development lifecycle

Understanding Object Oriented Requirements Models

- Use-case analysis and realization
- Requirements Overview
- Requirements Artifact
- Describe Responsibilities

Architectural Analysis & Design

- Identify Key Concepts
- Recognize common Architectural and Design Patterns

Object-Oriented Business Process Modeling

- Describe Business Engineering
- List activities of the OOBPM macro processes
- Understand the deliverables developed during the OOBPM process



TRAINING