

High-level object design with UML 2

Duration: 2 days

Audience: Professionnel TI

Who is this training for?

Analysts, designers, architects, programmers and managers involved in development.

Training objectives

- Use the UML2 standard notation in a practical way.
- Easily maintain your diagrams in your projects.

Summary

The importance of the high-level vision of an architecture. This course aims to make practical use of the UML2 standard notation and to easily maintain your diagrams in your projects.

Course outline

- Goals, impacts and importance of UML in object and agile development.
- Static model: class diagrams, classes, associations, aggregations, properties, stereotypes, etc.
- Operating model: preconditions, postconditions and invariants.
- Dynamic model: sequence, communication, state and activity diagrams.
- Systems analysis (packages and class specification) and design (architecture definition and component and deployment diagrams).
- Realization: rules for translating models into an object language.
- Presentation of the different views and best practices in the use of UML diagrams.
- Case study and exercises.
- Guidelines and practical advice for pragmatic and easily maintainable use in projects.

Approach and methodology

- Presentations
- Demonstrations

- Directed
- Individual Exercises

Prerequisites

- Course Introduction to object-oriented development or knowledge of object concepts.
- Java Programming or C# Programming course or experience with an object language.

Recommendations

- Prior knowledge of an object-oriented language (Java, C#, Python, etc.) to facilitate understanding
- Experience in design or architecture (asset)
- Even informal or acquired in a project
- Be comfortable with the visual representation of concepts
- Diagrams, diagrams, modeling Interest in good design practices SOLID, modularity, separation of responsibilities
- Have a concrete case or a project in mind (optional)
- Allows you to better anchor learning