



TRAINING COURSE OUTLINE

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UML Workshop: Hands-on-Analysis and Design – 2 Days

The Unified Modelling Language (UML) is the industry standard notation for Object-Oriented (OO) analysis and design of software systems. UML models can be implemented as either Object-Oriented or conventional, procedural, programme code. UML can be used as a medium for describing existing systems as well as for communicating the requirements and structure of new ones. The notation includes a number of diagram types that can be applied from analysis, through design and to system deployment. Although ostensibly independent of the development lifecycle, UML is intended to support iterative and incremental development and can be used within the framework of any evolutionary or Agile approach.

This course introduces a subset of the core modelling notation in UML and follows the four phases in practice - as closely as is reasonable and possible within the context of a modelling workshop. Models appropriate to each part of the lifecycle are developed, with notation introduced as needed. The objectives of this course are to:

- Present a useful working subset of UML notation
- Outline a lightweight development lifecycle based on Agile
- Put the notation into practice following the development lifecycle for a simple project

Audience

The course is suitable for Analysts, Designers and Software Developers. Previous experience with Object-Oriented analysis and design, UML or other modelling notations is not necessary.

Content

Overview • Agile and related development processes • The role of UML • UML within the project lifecycle • UML and Agility

Project Feasibility and Inception • Scope and system requirements • Identifying and describing actors • Identifying and defining use case goals

High Level Analysis and Design • Defining use cases in more detail • Using activity diagrams to assist use case description • Using class diagrams to explore the domain model • Outlining a broad, baseline architecture with package diagrams

Detailed Design and Development • Techniques for using interfaces and delegation to manage dependencies • Analysing and designing for new and changing requirements • Planning and estimation • Implementation • Planning for completion and installation • Using component and deployment diagrams

Additional Details

Duration 2 days

Setup Laptop projection; flip charts; space for groups of three or four to work together in comfort.

Options This course can be delivered with a focus on any chosen method or combination of methods: generic Agile, Lean, Scrum, DSDM Atern, the Agile/Open Unified Process or any client-specific local practices.