

Object-Oriented Analysis and Design Using UML

- **Formato do curso:** Presencial e Live Training
- **Localidade:** Porto
- **Data:** 17 Out. 2022 a 21 Out. 2022
- **Preço:** 2050€
- **Horário:** Laboral - das 9h30 às 16h30
- **Nível:** Avançado
- **Duração:** 30 horas

The Object-Oriented Analysis and Design Using UML training explores the software development processes, object-oriented technologies and the Unified Modeling Language (UML). Learn one practical, complete, object-oriented analysis and design (OOAD) roadmap from requirements gathering to system deployment.

This Object-Oriented Analysis and Design Using UML training teaches you how to effectively use object-oriented technologies and software modeling as applied to a software development process.

Expert instructors present one practical, complete, object-oriented analysis and design (OOAD) road map from requirements gathering to system design.

Learn To:

- Use object-oriented technologies.
- Use Unified Modeling Language 2.2.
- Perform object-oriented analysis and design.
- Follow a software development process using an OO software project.
- Create a system design (the Solution model) supporting the functional requirements (FRs).

Benefits to You

By enrolling in this course, you'll experience the benefits of using the widely adopted graphical modeling language?the Unified Modeling Language (UML) version 2.2. Use this to help communicate concepts and decisions, understand the problem and proposed solution and manage complexity of artifacts describing the problem and proposed solution. Furthermore, you'll develop a deeper understanding of the patterns and frameworks that help build more flexible and re-usable software components.

Destinatários

- Developer
 - Systems Administrator
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Pré-requisitos

- Understand object-oriented concepts and methodology
 - Demonstrate a general understanding of programming, preferably using the Java programming language
 - Understand the fundamentals of the systems development process
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Objetivos

- Describe the object-oriented software development process, including object-oriented methodologies and workflows
 - Gather system requirements through interviews with stakeholders
 - Analyze system requirements to determine the use cases and domain model of the problem domain (the Requirements model)
 - Create a system architecture (the Architecture model) supporting the nonfunctional requirements (NFRs) and development constraints
 - Create a system design (the Solution model) supporting the functional requirements (FRs)
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Programa

- Examining Object-Oriented Concepts and Terminology
- Introducing Modeling and the Software Development Process
- Creating Use Case Diagrams
- Creating Use Case Scenarios and Forms
- Creating Activity Diagrams
- Determining the Key Abstractions
- Constructing the Problem Domain Model
- Transitioning from Analysis to Design using Interaction Diagrams
- Modeling Object State Using State Machine Diagrams
- Applying Design Patterns to the Design Model
- Introducing Architectural Concepts and Diagrams
- Introducing the Architectural Tiers
- Refining the Class Design Model
- Overview of Software Development Processes
- Overview of Frameworks
- Course Review