

The Instructors

John FAVARO has more than twenty years of experience in the information technology field. After spending several years at CIT-Alcatel in Paris and Siemens AG in Germany working in the area of software engineering environments and telecommunications, he joined Intecs as project leader for the European Space Software Engineering Environment. His current technical interests are object-oriented modeling and domain analysis. He has been the leader of different projects to develop UML-based methods. He now coordinates R&D activities at Intecs and is on the steering committee for the International Conference in Software Reuse. Mr. Favaro took his degrees in computer science at Yale University and the University of California at Berkeley.

Silvia MAZZINI has about twenty years experience in the Software Engineering field. She has been involved both in technical and management activities in the context of several international industrial and research projects. Since 1996, he has been leader of various projects for the development of tools and methodologies based on UML. She is now responsible for Software Engineering, Quality & Applications Unit at Intecs. Mrs. Mazzini took his degree in computer science at Pisa University in Italy.

The Company

Intecs is a Software-House providing leading-edge technological support to the major European organizations in the design and implementation of complex electronic systems.

Intecs was born in October 2000, through a spin-off by Intecs Sistemi, founded in 1974, from which it has inherited staff and experiences. Today Intecs HRT belongs to the Intecs Group, and has about 100 employees.

Intecs has been one of the first Italian software firms to obtain the ISO-9000 certification in 1994. The current certification is **ISO 9001:2000 for software development of defence, space end civilian applications.**

General Information

Hours

9:00 – 17:30

Location

Courses may be arranged in-house at the customer site upon request.

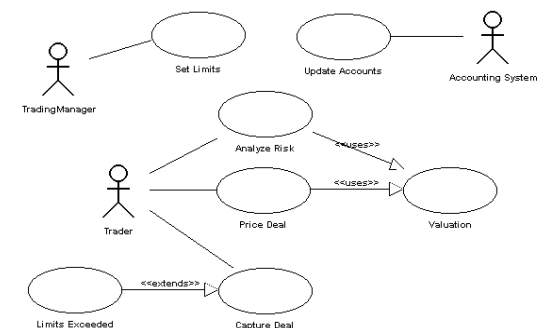
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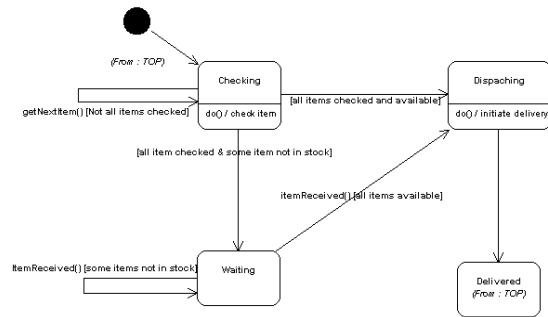
Mastering the Unified Modeling Language

A three-day intensive course



The Unified Modeling Language

For the first time in its history, the object-oriented community finally has a standard visual modeling notation. Ratified by the Object Management Group in November 1997, the Unified Modeling Language, reaching nowadays its revised version 2, is bound to become the universal vehicle for communication among designers, analysts, implementers, and customers of today's most advanced information technology systems. The impact of the UML will be felt in all areas of our industry, from modern software architecture to business process modeling.



The Course

A comprehensive three-day introduction to all of the major features of the UML, together with working sessions in which the participants can deepen their understanding of the concepts. Special emphasis is placed on the use of the notation in the context of an object-oriented process.

Intended audience

Practitioners in industry who need quickly to gain familiarity with the Unified Modeling Language and begin using it in their daily work.

Course Outline

Day 1

History and Status of the UML

- Overview of Object Oriented methods
- The road to unification
- OMG standardization
- Current status of the method

A Tour of the UML

- The many uses of UML
- Modeling from different perspectives
- Grand tour of the Diagrams of UML
- Case study of UML-driven design
- UML and the development process

Use Case Modeling

- Use Cases and System Requirements
- How to find Actors
- How to find Use Cases
- Extension mechanisms
- Practical Exercises in Use Case Modeling

Day 2

From Requirements to Design

- The gap between analysis and design
- Stereotypes: extending the UML notation
- Jacobson entity-boundary-control classes
- Using CRC cards in class development
- Practical Exercises in Analysis
- Associations, operations and attributes
- Generalization, inheritance, and delegation

Modeling Static Structure

- Perspectives in class modeling
- Managing hierarchy
- Practical Exercises in Class Diagrams

Object Oriented Design with Design Patterns

- From actions to objects: object oriented design
- Effective use of patterns in architectural design

Day 3

Modeling Dynamic Behavior

- Developing dynamic models
- Sequence Diagrams
- Collaboration Diagrams
- State Diagrams
- Activity Diagrams
- Choices in dynamic modeling
- Practical Exercises in Dynamic Modeling

Modeling Physical Architecture

- Modeling distributed architectures in UML
- Component Diagrams
- Deployment Diagrams

Practical Issues in the use of UML

- Tool support
- UML and the software development process
- Component-Based Development
- Domain Analysis
- UML and software reuse