



- CYU – Check Your Understanding
- LOTW – Learning On The Walls
- PPR – Participant Progress Report
- PTS – Post Training Support (Web)

OOAD AND UML USING MS VISIO 2007

Duration: 2 Days

UML WITH OOAD

- ❖ Why software fails
- ❖ Why Modelling?
- ❖ OOSE and UML
- ❖ Architectural analysis
- ❖ Development process and approach
- ❖ Real time use of Modelling and OOAD

ABOUT MS VISIO 2007

- ❖ Other UML tools
- ❖ Rational Unified Process (4+1 View)
- ❖ Phases and iterative-incremental development

ANALYSIS & DESIGN OVERVIEW

- ❖ Difference between analysis and Design

USE CASE ANALYSIS

- ❖ Use Case Analysis Overview
- ❖ Supplement Use case Description
- ❖ Find Classes from Use Case behavior
- ❖ Distribute Use case behavior to Classes
- ❖ Relationships among actors and usecases
- ❖ Extend, Use, Generalization etc.
- ❖ Use case diagram .

CLASS DESIGN OVERVIEW

- ❖ Create Initial Design Classes
- ❖ Define Operations
- ❖ Define Methods
- ❖ Define Attributes
- ❖ Define Dependencies
- ❖ Define Associations
- ❖ Define Generalizations
- ❖ Handle Non-Functional Requirements in General

INTRODUCTION DO DESIGN PATTERNS AND ITS ROLE IN THE IT PROJECTS

- ❖ Object diagrams
- ❖ Understanding Sequence Diagram
- ❖ Sequence Diagram
- ❖ Collaboration Diagram
- ❖ Understanding State machine
- ❖ State Transition diagram

ACTIVITY DIAGRAM

- ❖ Understanding Package, Component, Subsystem and System
- ❖ Component Diagram
- ❖ Sub System Diagram
- ❖ Deployment Diagram

DESIGN PATTERNS OVERVIEW

PATTERN ORIENTED DEVELOPMENT APPROACH

- ❖ Anti Patterns
 - ❖ Creational, Structural, behavioral and architectural patterns