

Course Title : UML Modeling with Borland Together Architect 2006

Duration : 2 days

The Unified Modeling Language (UML) is the industry-standard notation for object-oriented modeling. Together Architect is a leading UML tool from Borland Software Corporation, with support for all the major diagrams in the current version of UML, viz., 2.0.

Program Objectives

This two-day program introduces the participants to UML modeling with the help of Borland's Together Architect tool. It covers the basic principles of using UML for system analysis and design. With the help of small case studies and examples, it provides practical insight into the important UML diagrams, and how to get the best out of Borland's Together Architect tool.

The focus of this program is UML 2.0 and Borland Together Architect tool, and not the principles of object-oriented analysis and design. If you are looking for an in-depth training program on object-oriented analysis and design, and the principles of good object-oriented design, etc., then you should consider our four-day training program called "Object-Oriented Analysis and Design" (OOAD).

The difference between learning OOAD and learning UML is like the difference between learning music and learning music notation. Mastering music notation does not make one a master musician. Similarly, mastering UML does not make one a master object-oriented designer. This course just teaches you UML with Borland Together Architect 2006.

Audience

This course is suitable for programmers, designers, and project managers who are involved in a software project involving programming in any object-oriented language, and modeling using UML. The participants should have familiarity with core object-oriented concepts, and have some background in programming in any object-oriented programming language.

Set-up Requirements

Borland Together Designer should be installed on the participants' machines.

Day-wise Break-up

Day	Module	Topic
Day 1	Module 1	Getting Started
	Module 2	Use Case Diagrams
	Module 3	Activity Diagrams
	Module 4	Working with Large Projects
	Module 5	Class Diagrams and Object Diagrams
Day 2	Module 6	State Machine Diagrams
	Module 7	Sequence Diagrams and Communication Diagrams
	Module 8	Component Diagrams
	Module 9	Other UML Diagrams

Course Outline

Module 1: Getting Started

- Introduction to UML
- Introduction to the Borland family of UML modeling tools
- Creating a new project in Borland Together

Module 2: Use Case Diagrams

- Actors and use cases
- Drawing use case diagrams
- Generalization and other relationships

Module 3: Activity Diagrams

- Drawing simple activity diagrams
- Activity diagrams with partitions
- Send signal, receive signal, time signal
- Sub-activities
- Activity parameters

Module 4: Working with Large Projects

- Creating packages
- Diagrams navigator

Module 5: Class Diagrams and Object Diagrams

- Creating classes
- Association, aggregations and composition relationships
- Generalization relationships
- Abstract classes and interfaces
- Dependency relationships
- Drawing object diagrams to illustrate a class diagram

Module 6: State Machine Diagrams

- State modeling
- Events and actions
- Guard conditions

Module 7: Sequence Diagrams and Communication Diagrams

- Understanding classes and their responsibilities
- Drawing sequence diagrams
- Object messages
- Self messages
- Conditions and loops
- Communication diagrams

Module 8: Component Diagrams

- Components and their relationships
- Provided and required interfaces
- Ports

Module 9: Other UML Diagrams

- Deployment Diagrams
- Package Diagrams
- Composite Structure Diagrams
- Timing Diagrams
- Interaction Overview Diagrams