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Visual Paradigm Essential



- 27 lectures
- 5+ hours of quality videos
- Access on the go
- Conducted by Visual Paradigm
- All for FREE

Learn all essential skills of software design and modeling including, UML, BPMN and SysML with Visual Paradigm.





Training Overview

Visual Paradigm Essential is an introductory course that is tailor-made for software development teams who want to design and build high quality software with Visual Paradigm. There are altogether 27 lectures throughout the training with more than 5-hour quality videos with user-friendly contents. All lectures embraces clear voice-over as well as demonstrations to walk you through different tools with you step by step. We are sure you can master different skills with ease and will have learned most key features in Visual Paradigm after attending the lectures.

The lectures cover wide range of contents. Firstly, you will start by an overview of Visual Paradigm, different editions and licensing, installation methods as well as its user interface. After gaining a better knowledge about Visual Paradigm, you can then jump into learning ways to draw different types of diagrams. In addition, this course also covers basic introduction to BPMN, UML and UeXceler (Agile requirements capturing approach). Last but not least, the training teaches important Visual Paradigm features, like Teamwork with VPository, import project, export images and managing glossary as well. This is very helpful because you might come across with it every day.

Once you have completed this online training, you will be confident with using Visual Paradigm to design IT software system and collaborate with other team members comfortably.

Curriculum

Section 1: Introduction to Visual Paradigm

- Lecture 1: What is Visual Paradigm
- Lecture 2: Installation and Licensing

Section 2: Diagramming

- Lecture 3: User Interface Walk-through
- Lecture 4: Drawing Diagram
- Lecture 5: Resource-Centric Interface
- Lecture 6: Using Connectors

- Lecture 7: Making Better Look Diagrams

Section 3: Notations & Standards

- Lecture 8: Introduction to BPMN
- Lecture 9: Introduction to UML (Part 1)
- Lecture 10: Introduction to UML (Part 2)
- Lecture 11: Introduction to UeXceler
- Lecture 12: Beyond Standard Notations

Section 4: Understanding Model & View Concept

- Lecture 13: Model Repository
- Lecture 14: Understanding the Concept of View
- Lecture 15: Master View

Section 5: Keep and Share Projects

- Lecture 16: Central Repository: VPository
- Lecture 17: Working with VPository
- Lecture 18: Keeping Files with VPository
- Lecture 19: Getting Comments from Stakeholders

Section 6: Generating Documentation

- Lecture 20: Generating Specification
- Lecture 21: Compose Your Own Documentation
- Lecture 22: Output Project to Web Contents

Section 7: Other Features

- Lecture 23: Export Diagrams to Image
- Lecture 24: Import Legacy Design
- Lecture 25: Printing Diagrams
- Lecture 26: Managing Glossary

More Training for FREE



Database Design and Management Online Training

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