Introduction to UML and Object oriented approach
(Ecomm Stream)

Mode Of Delivery

 ILT   VC   CBT   RS   WBT   RWBT

(For abbreviations, please refer to Introduction).

Course Overview	This course is for the personnel responsible for all developers working on java/c++.
Target Audience	Programmers.
Hardware	Networked PCs with Minimum 1 GB RAM, 6 GB Hard Disk.
Software	JDK1.4 or later, Rational Software Architect 7.0.
At the end of the Training you will be able to	• Analyze and Interpret UML diagrams • Code as per the directions given in use-cases and UML diagrams
Course Non Goals	• Ability to design for applications

Pre-requisites	Required Proficiency Level
JAVA/C++	Good

Delivery: Blended Learning

Duration	• This course is a RWBT for the duration of 4 Hrs.

Course Content & References	

❖ Introduction to Visual Modeling and UML
   o Object Oriented Approach
      ▪ Abstraction
      ▪ Inheritance
      ▪ Encapsulation
      ▪ Polymorphism
   o What is Visual Modeling?
   o Object Oriented Modeling
 	
❖ Building Blocks of UML
   o Elements
   o Relationships
   o Diagrams
 	
❖ Common Mechanisms in UML
   o Specifications
   o Adornments
   o Common divisions
   o Extensibility
 	
❖ Views in UML
   o UML – The Big Picture
      ▪ User view of a system
      ▪ Behavioral view
      ▪ Structural view
      ▪ Implementation view
      ▪ Deployment(Environment) view
 	
❖ Diagrams in UML (with demonstration for each diagram)
   o Use Case Diagram
   o Use Case Realizations/Sequence Diagrams
   o Collaboration Diagrams
   o Class Diagrams
	Refer to:
	
	1. J2EE Self Study Guide - ch03
	2. Addison Wesley, UML User Guide. Chapter 1 & 2.
	3. Addison Wesley - UML Distilled, Third Edition. Chapters 1 & 2.
	4. Wiley & Sons. - UML Weekend Crash Course. Part I, Sessions 1, 2 and 3.
	
	1. J2EE Self Study Guide - ch03
	2. Addison Wesley, UML User Guide. Chapter 3, 5, 7.
	3. Addison Wesley - UML Distilled, Third Edition. Chapters 1.
	
	1. Addison Wesley, UML User Guide. Chapter 6.
	
	1. Addison Wesley, UML User Guide.

o Statechart Diagrams o Activity Diagrams o Component Diagrams o Deployment Diagrams	Chapter 2. 1. Addison Wesley, UML User Guide. Chapters 8, 14, 18, 19, 20, 25, 31 . 2. Addison Wesley - UML Distilled, Third Edition. Chapters 3-6, 8-11, 14. 3. Wiley & Sons. - UML Weekend Crash Course. Part II to Part V.

Proficiency Level	On successful completion of the course, the proficiency level is set to 2 (Fair).

References:

1. http://www.uml.org/

2. G. Booch, J. Rumbaugh, and I. Jacobson, 1998. *UML User Guide.* Addison-Wesley Longman.

3. Martin Fowler 1997. *UML Distilled-Applying the standard object modeling language.* Addison-Wesley Longman.