



IBM Software Group

# Essentials of Visual Modeling with UML

## Module 0: About This Course

**Rational** software



# Introductions

- ◆ Your organization
- ◆ Your role
- ◆ Your background, experience
  - Object technology experience
  - Software development experience
- ◆ Your expectations for this course



# Intended Audience and Prerequisites

## ♦ Intended Audience

- Software developers who are making the paradigm shift to visual modeling
- Software managers who need to better understand object technology
- Data modelers who need to better communicate with object modelers

## ♦ Prerequisite

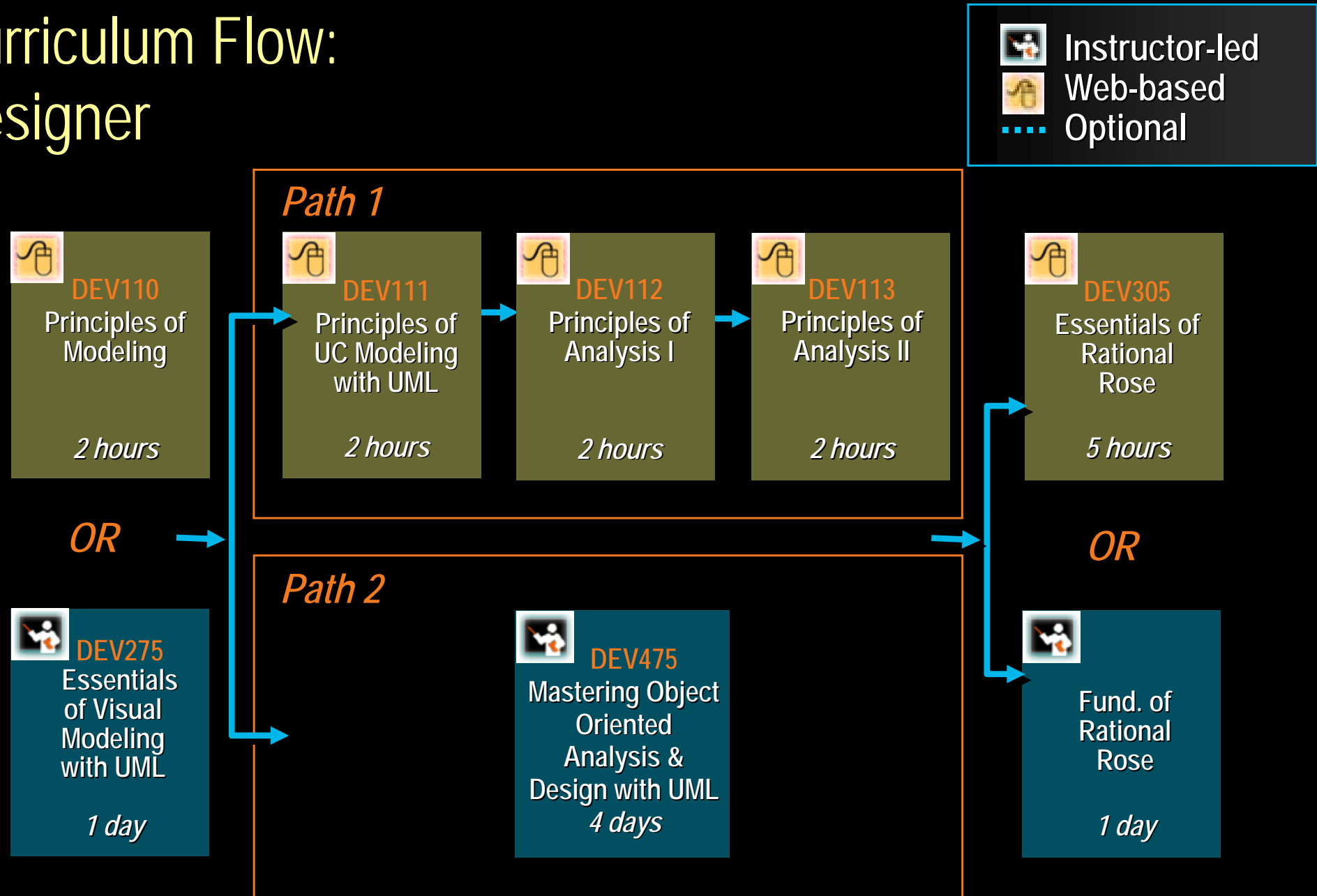
- A desire to learn about visual modeling

# Course Objectives

- ◆ After completing this course, you will be able to:
  - Define the history and current application of object technology.
  - Explain what the UML represents.
  - Explain abstraction, encapsulation, modularity, and hierarchy.
  - Describe the physical structure of a class.
  - Identify the relationship between a class and an object.
  - Define polymorphism and generalization.

# Rational University Curriculum

## Curriculum Flow: Designer



# Rational University Curriculum

## Curriculum Flow: Enterprise Architect



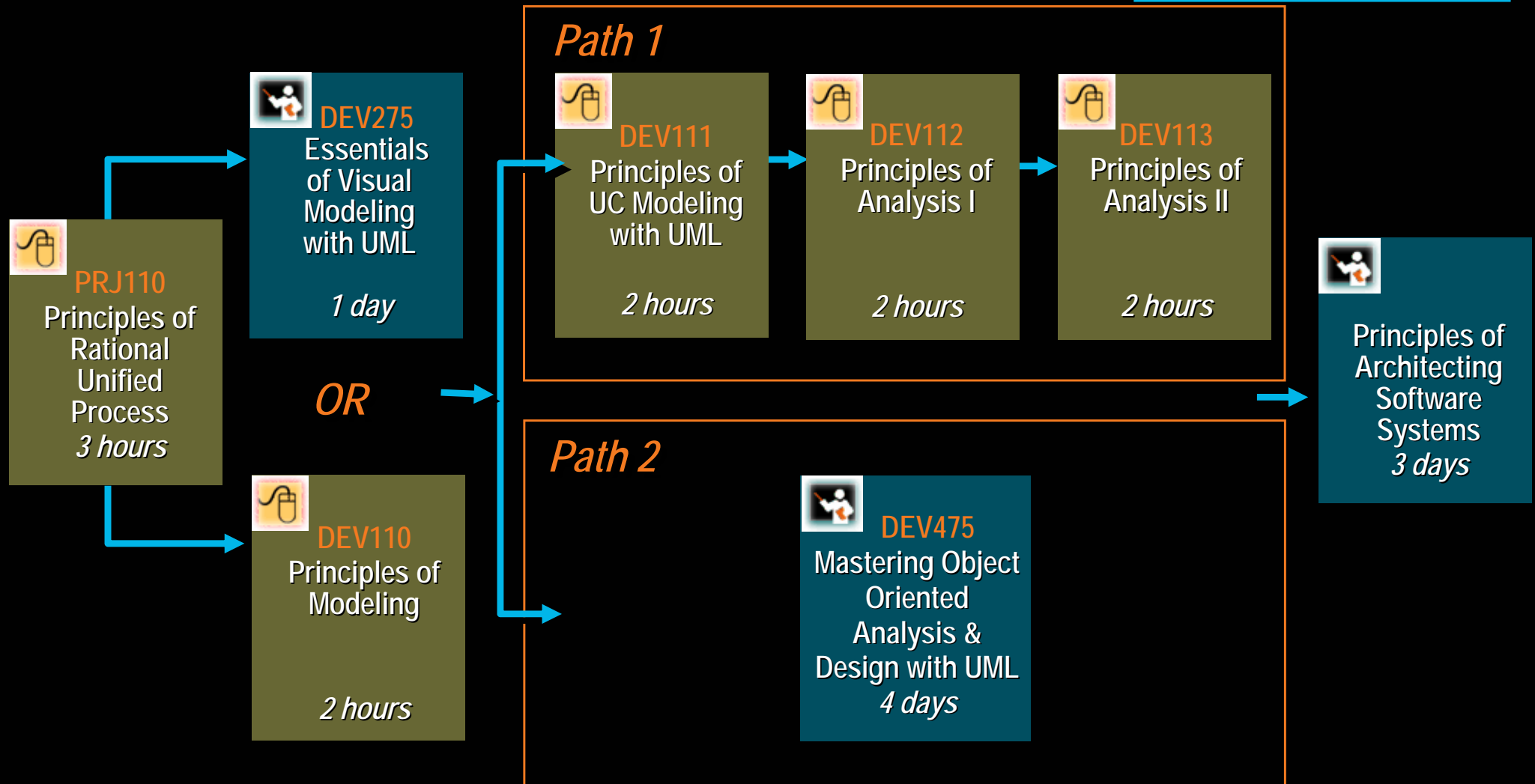
Instructor-led



Web-based

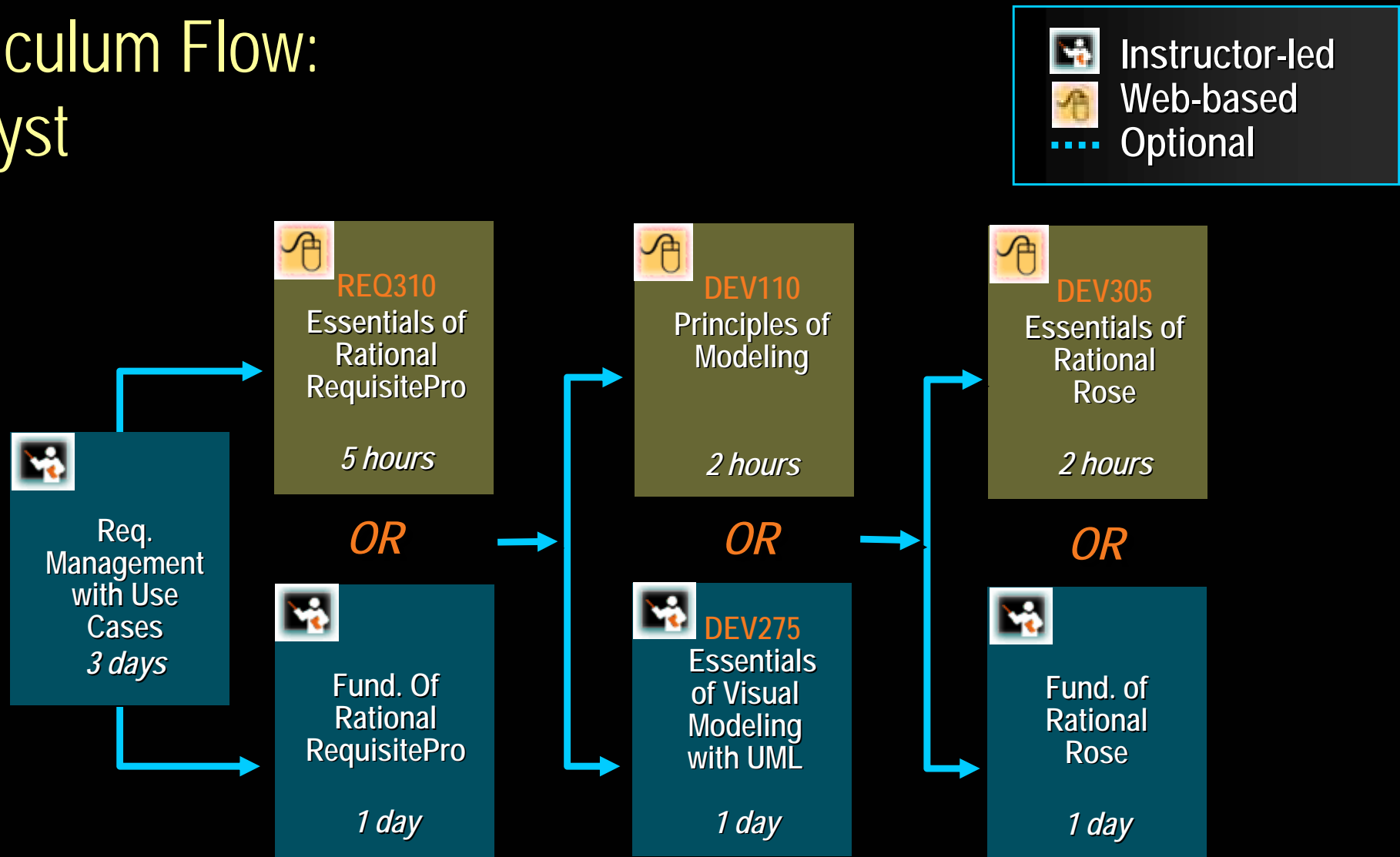


Optional



# Rational University Curriculum

## Curriculum Flow: Analyst



# Course Materials

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- ◆ Student Manual



# Other Sources of Information

## ◆ IBM Rational Web site

- <http://www.ibm.com/cn/software/rational/index.shtml>

## ◆ IBM Rational Developer Network

- [www.rational.net](http://www.rational.net)

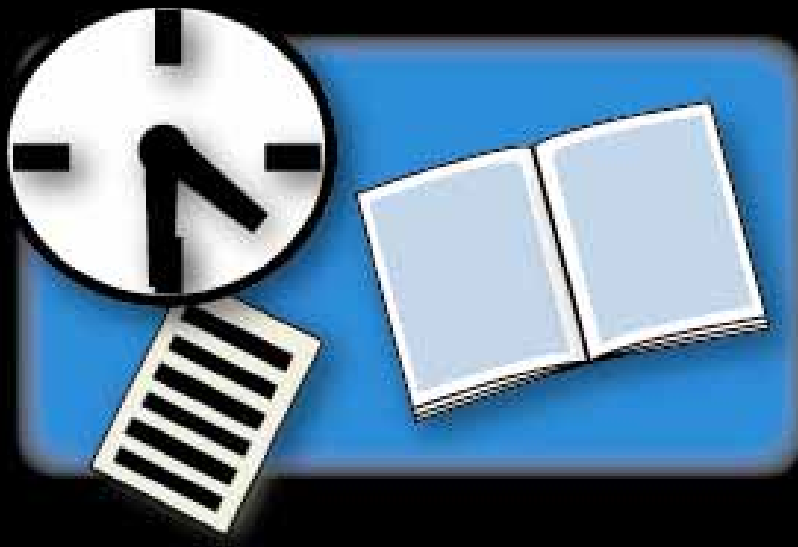
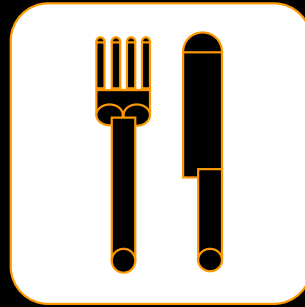
## ◆ IBM UML Resource Center

- <http://www.ibm.com/software/rational/uml>

## ◆ IBM Rational Edge

- <http://www.ibm.com/developerworks/rational/rationaledge>

# Logistics



## *Morning*

2 Fifteen minute breaks

## *Lunch*

1 Hour

## *Afternoon*

2 Fifteen minute breaks