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Detailed course content

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The course contents for "OOPs with UML" is are mentioned below:

Day 1:

- UML Introduction: What is UML, History of UML, Advantages, Disadvantages
- Encapsulation, Polymorphism
- Delegation vs. Inheritance
- Class Diagram
- Basics of OO design. How to find classes in a system
- Liscov Substitution Principle
- Exercises on OO design.
- Sequence Diagrams
- Communication diagrams.
- Once and only once principle or DRY principle
- Designing interfaces

Day 2

- Package diagram
- How to use UML on projects? i.e.Best practices
- Law of Demeter, Single Responsibility principle, Interface segregation principle, Open Closed Principle, Dependency inversion principle
- Release / Reuse Equivalency principle, Acyclic dependency principle.. Stable dependency principle.
- Exercises on OO design
- State Diagrams
- Activity Diagrams.
- Component Diagram
- Deployment Diagram
- Exercises on UML
- Samurai principle, Null pattern,
- Splitting a large system into packages, layering, project architecture.
- Best practices for OO design on a large project.
- Exercises on OO design.

The topics may get moved from one day to another based on participants' feedback. All topics will be done by the end of last day.

Prerequisite: All participants must know the basics of Java and Perl.

Topics can be added or removed from the above course outline. The duration will change accordingly. Let me know if you need anything else.