



# UML Training Courses from CRaG Systems

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## An Introduction to UML Modelling Techniques A Technical Seminar - 1 Day

This introduction provides an overview of the main UML diagrams used as part of a [model-driven development process](#) and is a precursor to one of the in-depth [short](#) or [integrated](#) courses. Students begin by learning the basics of modelling business processes with activity diagrams and external system functional requirements with use case diagrams and use case descriptions. They then learn the basics of creating a 3-dimensional internal model of system data and functionality using class diagrams, sequence diagrams and statecharts. Modelling system architecture is discussed briefly. Paper-based exercises are used to reinforce learning throughout.

### Suitable for:

Business Analysts, Requirements Gatherers, System Analysts, System Designers, Architects, Developers, Programmers, Project Managers, Test Developers and Support Staff with all levels of experience. There are no pre-requisites.

### Seminar Logistics:

Seminar attendance is normally limited to 12 students. The seminar starts at 9.00am and finishes at 5.00pm. Students use pen and paper for the exercises. Printed course manuals are provided for each student with copies of all presentations, exercises and solutions.

### On-Site (In-House) Seminars:

The client is expected to provide an appropriate venue, refreshments, SVGA/XGA projector and screen, whiteboard or flipchart, and pen and paper for each student. For a full discussion of on-site issues please see [On-Site Course Logistics](#).

### Scheduled Public Courses:

This seminar is currently not available as scheduled public training. Please see the [Scheduled Public Courses](#) page for available courses.

### Pricing:

On-site (in-house) seminar pricing is available from the [On-Site Course Price Calculator](#) page. Public course pricing is available on the [Scheduled Public Courses](#) page. Consultancy pricing is available on the [Consultancy](#) page.

## Seminar Outline

### **Introduction and Business Modelling**

Logistics and People - Object Orientation - The Unified Modelling Language - Modelling Business Process with Activity Diagrams - Modelling Systems Requirements with Use Case Diagrams and Use Case Descriptions

*Activity Diagram and Use Case Exercise*

### **Class and Structure Diagrams**

What is an object? - Class and Object Syntax - Associations and Navigability - Multiplicity - Generalization and Inheritance - Packages and Dependency - Interfaces, Subsystems and Components - Component Diagrams - Deployment Diagrams

*Class and Structure Diagrams Exercise*

### **Sequence Diagrams and Statecharts**

Introduction to Sequence Diagrams - Interactions and Messages - Selection, Iteration and Activation - Introduction to Statecharts - States and Transitions - Events and Conditions - Actions

*Sequence Diagrams and Statecharts Exercise*

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