UML Language I

Course code: GOC26

The course is designed for all who want to learn the basics of UML and the possibilities of its use in the analysis and design of information systems. The course will introduce the basic symbols of the UML diagrams and individual connections between them.

What we teach you:

- We explain the importance of modeling
- Explain the benefits of UML
- You get an overview of the basic elements and diagrams, UML

Who the course is for:

- The course is intended for analysts and developers who want to learn the basics of UML.

Teaching methods:

- Professional explanation with practical samples and examples.

Teaching materials:

- Powerpoint handouts and module printouts.

Course syllabus:

Modeling
- The purpose and benefits of modeling
- Types of modeling
- Static modeling
- Dynamic modeling

Introduction to the Unified Modeling Language (UML)
- History of UML
- What is and what is not UML

Formation diagrams and their use

Diagram negotiations (use case diagram)
- Purpose
- The basic elements of the diagram
- Assembly Procedures
- Following further diagrams
- Examples and exercises

Packages (packages)
- Purpose
- Examples and exercises

The class diagram (class diagram)
- Purpose
- The basic elements of the diagram
- Assembly Procedures
- Following further diagrams
- Examples and exercises

Object diagram (diagram object)
- Purpose
- The basic elements of the diagram
- Assembly Procedures
- Following further diagrams

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- Examples and exercises

Activity diagram (activity diagram)
- Purpose
- The basic elements of the diagram
- Assembly Procedures
- Following further diagrams
- Examples and exercises

Interaction - Sequence diagram (sequence diagram)
- Purpose
- The basic elements of the diagram
- Assembly Procedures
- Following further diagrams
- Examples and exercises

State diagram (statechart)
- Purpose
- The basic elements of the diagram
- Assembly Procedures
- Following further diagrams
- Examples and exercises

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