Oracle - Object-Oriented Analysis and Design Using UML

Code:  OO-226
Length:  5 days
URL:  View Online

This Object-Oriented Analysis and Design Using UML training teaches you how to effectively use object-oriented technologies and software modeling as applied to a software development process. Expert Oracle University instructors present one practical, complete, object-oriented analysis and design (OOAD) road map from requirements gathering to system design.

Benefits to You

By enrolling in this course, you'll experience the benefits of using the widely adopted graphical modeling language—the Unified Modeling Language (UML) version 2.2. Use this to help communicate concepts and decisions, understand the problem and proposed solution and manage complexity of artifacts describing the problem and proposed solution. Furthermore, you'll develop a deeper understanding of the patterns and frameworks that help build more flexible and re-usable software components.

Course Structure

This course is structured to follow a generic form of software development process that focuses on the analysis and design aspects as applicable to an OO software project. This generic process can be easily adapted to specific processes, which are discussed later in the course. Expert Oracle University instructors will present a pragmatic approach to object-oriented (OO) software development following proven OO technologies, principles and patterns as applicable to OO languages like the Java(TM) programming language.

People Who Will Benefit from this Course

System architects, software engineers, systems analysts and designers responsible for the conception and creation of object-oriented software applications will find the most value in taking this course. Architects responsible for the conception and creation of object-oriented software applications can also benefit from this educational investment.

Skills Gained

- Describe the object-oriented software development process, including object-oriented methodologies and workflows
- Gather system requirements through interviews with stakeholders
- Analyze system requirements to determine the use cases and domain model of the problem domain (the Requirements model)
- Create a system architecture (the Architecture model) supporting the nonfunctional requirements (NFRs) and development constraints
- Create a system design (the Solution model) supporting the functional requirements (FRs)

Who Can Benefit

- Application Developers
- Java Developers
- Java EE Developers
- System Analysts

Prerequisites
Course Details

Examining Object-Oriented Concepts and Terminology
- Describe the important object-oriented (OO) concepts
- Describe the fundamental OO terminology

Introducing Modeling and the Software Development Process
- Describe the Object-Oriented Software Development (OOSD) process
- Describe how modeling supports the OOSD process
- Describe the benefits of modeling software
- Explain the purpose, activities, and artifacts of the following OOSD workflows (disciplines): Requirements Gathering, Requirements Analysis, Architecture, Design, Implementation, Testing Deployment

Creating Use Case Diagrams
- Justify the need for a Use Case diagram
- Identify and describe the essential elements in a UML Use Case diagram
- Develop a Use Case diagram for a software system based on the goals of the business owner
- Develop elaborated Use Case diagrams based on the goals of all the stakeholders
- Recognize and document use case dependencies using UML notation for extends, includes, and generalization
- Describe how to manage the complexity of Use Case diagrams by creating UML packaged views

Creating Use Case Scenarios and Forms
- Identify and document scenarios for a use case
- Create a Use Case form describing a summary of the scenarios in the main and alternate flows
- Describe how to reference included and extending use cases
- Identify and document non-functional requirements (NFRs), business rules, risks, and priorities for a use case
- Identify the purpose of a Supplementary Specification Document

Creating Activity Diagrams
- Identify the essential elements in an Activity diagram
- Model a Use Case flow of events using an Activity diagram

Determining the Key Abstractions
- Identify a set of candidate key abstractions
- Identify the key abstractions using CRC analysis

Constructing the Problem Domain Model
- Identify the essential elements in a UML Class diagram
- Construct a Domain model using a Class diagram
- Identify the essential elements in a UML Object diagram
- Validate the Domain model with one or more Object diagrams

Transitioning from Analysis to Design using Interaction Diagrams
- Explain the purpose and elements of the Design model
- Identify the essential elements of a UML Communication diagram
- Create a Communication diagram view of the Design model
- Identify the essential elements of a UML Sequence diagram
- Create a Sequence diagram view of the Design model

Modeling Object State Using State Machine Diagrams
- Model object state
- Describe the essential elements of a UML State Machine diagram

Applying Design Patterns to the Design Model
- Define the essential elements of a software pattern
- Describe the Composite pattern
- Describe the Strategy pattern
- Describe the Observer pattern
- Describe the Abstract Factory pattern

Introducing Architectural Concepts and Diagrams
- Distinguish between architecture and design
- Describe tiers, layers, and systemic qualities
Introducing the Architectural Tiers
- Describe the concepts of the Client and Presentation tiers
- Describe the concepts of the Business tier
- Describe the concepts of the Resource and Integration tiers
- Describe the concepts of the Solution model

Refining the Class Design Model
- Refine the attributes of the Domain model
- Refine the relationships of the Domain model
- Refine the methods of the Domain model
- Declare the constructors of the Domain model
- Annotate method behavior
- Create components with interfaces

Overview of Software Development Processes
- Explain the best practices for OOSD methodologies
- Describe the features of several common methodologies
- Choose a methodology that best suits your project
- Develop an iteration plan

Overview of Frameworks
- Define a framework
- Describe the advantages and disadvantages of using frameworks
- Identify several common frameworks
- Understand the concept of creating your own business domain frameworks

Course Review
- Review the key features of object orientation
- Review the key UML diagrams
- Review the Requirements Analysis (Analysis) and Design workflows

Refining the Domain Model
- Refine the attributes of the Domain model
- Refine the relationships of the Domain model
- Refine the methods of the Domain model
- Declare the constructors of the Domain model

Applying Design Patterns to the Solution Model
- Define the essential elements of a software pattern
- Describe the Composite pattern
- Describe the Strategy pattern
- Describe the Observer pattern
- Describe the Abstract Factory pattern

Modeling Complex Object State Using Statechart Diagrams
- Model object state
- Describe techniques for programming complex object state

Schedule (as of 5)

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