UML with Enterprise Architect (EA) basic course for developers

Duration: 2 days

Target Audience

Everyone involved in the development of information technology (for instance project managers, systems designers or developers) and everyone interested in simplifying analysis, design and development by using object-oriented methods.

Prerequisites

A fundamental understanding of CASE tools and of the concept of object-oriented programming is helpful.

Contents

- Introduction to UML, survey of UML diagrams
- Introduction to UML support for analysis tasks
- Drawing class diagrams as examples for domain modelling
- Drawing class diagrams for code structuring and code generation
- Planning of code behaviour by drawing of sequence diagrams
- Forward and reverse engineering, i.e. source code generation out of class diagrams and vice versa
- Automatic drawing of sequence diagrams out of a debugging session
- Designing a database model within EA
- Generating database structure diagrams via ODBC from DBs
- Metrics for quality assurance (overview)
- Requirements management and the relationship matrix
- Testing
- Project task handling
- Issue tracking functionality
- Automatic generation of project documentation (HTML, RTF)
- Team collaboration in EA, versioning
- Usage of customised UML-patterns
- UML profiles
- Data migration from other UML Tools (eg. Together, Rational, etc.)
- Illustration of all topic areas based on practical examples and best practice sharing

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