

Royal University of Law and Economics

Introduction to UML Course

Academic Year: 2009-2010

Semester: 1

Lecturer: IECH SETHA

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Who should learn this course?

- Programmers who need to learn more about design and specifically how the tools of UML help in design.
- Team leaders and analysts who need a tool to help communicate what the project is all about.
- Business analysts and clients who need to communicate with systems developers.

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Knowledge to Apply for this Course

- Programming Language: Microsoft Visual Basic .Net 2005 or 2008
- Database Management System (DBMS): Microsoft SQL Server 2000, 2005, 2008
- Concept of Database Analysis
- Concept of Software Engineering

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What you need to have?

- Pencil and paper to draw UML diagrams
- Modeling tools such as MS-Visio, MagicDraw, Rational Rose, etc.

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Course Contents

- Chapter 1: Introduction to UML
- Chapter 2: Review of OOP
- Chapter 3: Use Case Modeling
- Chapter 4: Activity Diagram
- Chapter 5: Class and Object Modeling
- Chapter 6: Sequence and Collaboration Modeling
- Chapter 7: State-chart Modeling
- Chapter 8: Component and Deployment Modeling

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This Course will Apply

- Inventory Controls System
- Receivable System
- Payable System
- Point of Sale System in Supermarket, Restaurant, Minimart, etc.
- Hotel System

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Score Evaluation

- Attendance 20%
- Midterm 15%
- Group Assignment + Homework 25%
- Final Exam 40%

- Total 100%

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References

- UML Weekend Crash Course (Thomas A.Pender, 2002)
- Professional UML with Visual Studio .Net (Andrew Filev, Tony Loton, Kevin McNeish, Ben Schoellmann, John Slater, Chaur G. Wu, 2002)

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