UML for Java Developers

Class Diagrams

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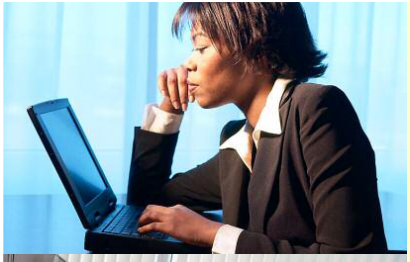

"I am currently working on a team which is [in] the process of adopting RUP and UML standards and practices. After one of our design sessions, I needed to lookup some information and came across your site. Absolutely great! Most [of] the information I've had questions about is contained within your tutorials and then some."

"Really great site... I have been trying to grasp UML since the day I saw Visual Modeler. I knew a few things but there were gaps. Thanks to your site they have shrunk considerably."

"I went on a UML training course three months ago, and came out with a big folder full of hand-outs and no real understanding of UML and how to use it on my project. I spent a day reading the UML for .NET tutorials and it was a much easier way to learn. 'Here's the diagram. Now here's the code.' Simple."

UML for Java Developers (5 Days)

Since Autumn 2003, over 100,000 Java and .NET developers have learned the Unified Modeling Language from **Parlez UML** (http://www.parlezuml.com) , making it one of the most popular UML training resources on the Internet.

UML for Java Developers is designed to accelerate the learning process by explaining UML in a language Java developers can understand – Java!

From Requirements to a Working System

Many UML courses focus on analysis and high-level design, falling short of explaining how you get from there to a working system. **UML for Java Developers** takes you all the way from system requirements to the finished code because that, after all, is why we model in the first place.

Learning By Doing

UML modeling is a practical skill, like driving a car or flying a plane. Just as we don't learn to drive just by looking at PowerPoint presentations, you cannot properly learn UML without getting plenty of practice at it.

Your skills will be developed by designing and building a working piece of software, giving you a genuine understanding of how UML can be applied throughout the development lifecycle.

www.parlezuml.com/training.htm

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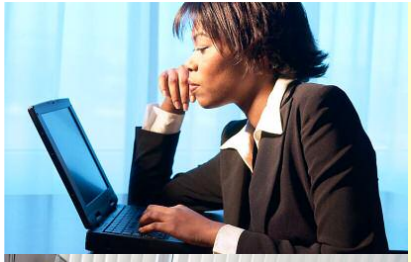


UML for Java Developers covers the most useful aspects of the UML standard, applying each notation within the context of an iterative, object oriented development process

Use Case Diagrams

Model the users of the system and the goals they can achieve by using it

Class Diagrams

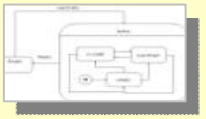
Model types of objects and the relationships between them.

Sequence Diagrams

Model how objects interact to achieve functional goals

Activity Diagrams

Model the flow of use cases and single and multi-threaded code

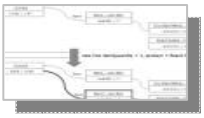


Statechart Diagrams

Model the behaviour of objects and event-driven applications

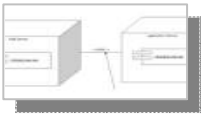
Design Principles

Create well-designed software that's easier to change and reuse



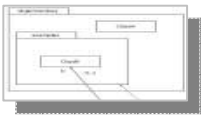
Object Diagrams & Filmstrips

Model snapshots of the running system and show how actions change object state



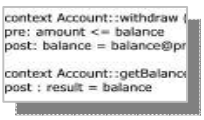
Implementation Diagrams

Model the physical components of a system and their deployment architecture



Packages & Model Management

Organise your logical and physical models with packages

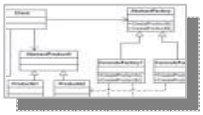


Object Constraint Language

Model business rules and create unambiguous specifications

User Experience Modeling

Design user-centred systems with UML



Design Patterns

Apply proven solutions to common OO design problems

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