Course code: GOC28

The course is intended for everyone who wants to design IS using an object-oriented approach. Course participants will learn how to create consistent system models in UML, the fundamentals of the object-oriented approach and its application in developing an information system based on a business processes model.

Who is the course for

The course is intended primarily for developers who want to design IS using an object-oriented approach.

What we teach you

Applying UML and object methods to IS design

Building a Use Case model

Creating a verbal scenario

Designing an analytical model

Using class diagrams

Dividing the system into modules

Separating the user interface and

Application logic

Required skills

Basic UML skills at course level GOC26

Course Outline

Introduction to the terminology and theory
- Introduction to object methods (OM)
- Applying UML and OM to IS design

Deriving an IS from business processes
- Building a Use Case model
- Basic procedure
- Practical tips and tricks
- Example and practice
- Creating verbal scenarios
- Basic procedure
- Practical tips and tricks
- Example and practice

Designing an analytical model
- Sequence diagram
- Basic procedure
- Practical tips and tricks
- Example and practice
- Activity diagram
- Basic procedure
- Practical tips and tricks
- Example and practice
- Class diagram
- Basic procedure

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- Practical tips and tricks
- Example and practice
- Checking the model's consistency
- Legibility and comprehensibility of diagrams

System design
- Designing system architecture
- Dividing the system into modules
- Separating the user interface and application logic
- Link between object and data model
- Putting modules into development

Final recommendations
- Using case tools
- Creating documentation
- Practical tips and tricks

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