

Object-Oriented Analysis in Practice

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.

Affiliate	Duration	Course price	ITB
Praha	2	10 600 Kč	0
Brno	2	10 600 Kč	0
Bratislava	2	460 €	0

The prices are without VAT.

Course terms

Date	Duration	Course price	Type	Course language	Location
26.08.2026	2	10 600 Kč	Presence	CZ/SK	GOPAS Praha
03.12.2026	2	10 600 Kč	Presence	CZ/SK	GOPAS Praha

The prices are without VAT.

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

GOPAS Praha

Na Strži 2097/63
140 00 Praha 4 - Krč
Tel.: +420 226 201 390
info@gopas.cz

GOPAS Brno

Nové sady 996/25
602 00 Brno
Tel.: +420 530 513 590
info@gopas.cz

GOPAS Bratislava

Dr. Vladimíra Clementisa 10
Bratislava, 821 02
Tel.: +421 902 903 132
info@gopas.sk



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- 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
- 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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