
Course Catalog

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Table Of Contents

a. Locations	3
1. OMG	4
A. Altova MissionKit	4
i. BPMN using UModel.....	4
ii. UML using UModel.....	6
B. BPMN	8
i. Business Process Model and Notation using Altova UModel.....	8
ii. Business Process Model and Notation using Enterprise Architect.....	10
iii. Notation and Concepts.....	12
C. Enterprise Architect	14
i. BPMN - Business Process Model and Notation.....	14
D. Software Design	16
i. Business Process Modeling using BPMN.....	16
ii. Requirements Analysis with Use Cases.....	18
E. UML	20
i. Design and Analysis.....	20
ii. Notation and Concepts.....	22
iii. UML Modeling using Enterprise Architect.....	24
iv. UML using Altova UModel.....	26
b. Disclaimer	28

a. Locations



Our trainings take place at various locations in the German-speaking countries.

Public trainings:

You can enroll for public trainings at our training centers across Germany like in Berlin, Dresden, Hamburg, München / Munich, Düsseldorf, Frankfurt, and Stuttgart. Not all public trainings will be organized in all cities but you can still book a particular training for your team in one of our training and conference centers.

In Austria you can attend seminars and trainings in Wien / Vienna while we offer training dates in Switzerland in Zürich / Zurich.

On-site trainings:

We have mobile and flexible trainers / lecturers who like to visit you and your team for an on-site training or a training in a conference center or hotel near you.

USA

Chicago	Tel: Fax:
Miami	Tel: +1.305.395.7962 Fax: +1.305.395.7964
New York	Tel: +1.212.380.1181 Fax: +1.305.395.7964

1. OMG

A. Altova MissionKit



(i) BPMN using UModel



Overview

Course ID	2024709
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	
Target Group	Project managers, systems analysts, programmers, developers, consultants
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,850.00 USD	1,800.00 USD	1,850.00 USD
27-28 Aug 22-23 Oct 24-25 Dec	06-07 Aug 01-02 Oct 26-27 Nov	13-14 Aug 08-09 Oct 03-04 Dec

Prices plus local taxes.



Course Description

Business Process Management and Notation (BPMN) is a graphical representation for specifying business processes in a business process model. The primary goal of BPMN is to provide a standard notation readily understandable by all business stakeholders. These include the business analysts who create and refine the processes, the technical developers responsible for implementing them, and the business managers who monitor and manage them. Consequently, BPMN serves as a common language, bridging the communication gap that frequently occurs between business process design and implementation. This training explains the three diagram types of BPMN, their elements and functions, and their correct usage for modeling activities and processes.



Course Outline

A. Overview

BPMN Scope - BPMN Elements - BPMN Diagram Types - Use of Text, Color, Size, and Lines in a Diagram - Flow Object Connection Rules - BPMN Extensibility

B. Collaboration

Basic Collaboration Concepts - Pool and Participant - Message Flow - Conversations - Process within Collaboration
- Choreography within Collaboration

C. Process

Basic Process Concepts - Activities - Items and Data - Events - Gateways - Compensation - Lanes - Process Instances,
Unmodeled Activities, and Public Processes - Auditing - Monitoring

D. Choreography

Basic Choreography Concepts - Data - Use of BPMN Common Elements - Choreography Activities - Events - Gateways
- Choreography within Collaboration



(ii) UML using UModel



Overview

Course ID	2024708
Language	en
Duration	3 D ys
Delivery mode	Classroom
Course Type	
Target Group	Programmers, software architects, managers,
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,800.00 USD	1,700.00 USD	1,800.00 USD
17-19 Aug 12-14 Oct 14-16 Dec	03-05 Aug 28-30 Sep 23-25 Nov	10-12 Aug 05-07 Oct 30 Nov - 02 Dec

Prices plus local taxes.



Course Description

Unified Modeling Language (UML) is a standardized, general-purpose modeling language for software engineering and modeling. The Unified Modeling Language includes a set of graphic notation techniques to create visual models of object-oriented software-intensive systems. The Unified Modeling Language (UML) offers a standard way to visualize a system's architectural blueprints, including elements such as: activities actors, business processes, database schemas, (logical) components, programming language statements, and reusable software components. UML has 14 types of diagrams divided into two categories. Seven diagram types represent structural information, and the other seven represent general types of behavior, including four that represent different aspects of interactions. This training covers these diagrams and their elements, as well as their relationships and their usage scenarios in the software design life cycle.



Course Outline

A. UML Structure Diagrams: Class / Object Diagram and Package Diagram

(0.75 Days) Diagrams: Class Diagram, Package Diagram, Object Diagram - Node Types: Class, Interface, InstanceSpecification, Package - Path Types: Aggregation, Association, Composition, Dependency, Generalization, InterfaceRealization, Realization, Usage, Package Merge, PackageImport

B. UML Structure Diagrams: Composite Structure Diagram, Component Diagram, Deployment Diagram

(0.5 Days) Component Diagram: Component, Interface, ComponentRealization, Interface Realization, Usage Dependencies, Class, Artifact, Port - Composite Structure Diagram: Part, Port, Collaboration, CollaborationUse, Connector, Role Binding - Deployment Diagram: Artifact, Node, Deployment Specification, Association, Dependency, Generalization, Deployment, Manifestation

C. UML Behavior Diagrams: Use Case Diagram and Activity Diagram

(0.5 Days) Activity Diagram: Action, Activity and ActivityPartition, Modeling the Logical Flow (ControlFlow and ObjectFlow, Nodes: ActivityFinal, ActivityNode, ControlNode, DecisionNode, FinalNode, FlowFinal, ForkNode, InitialNode, JoinNode, MergeNode), Modeling Data (DataStore, ObjectNode), Modeling Containment (InterruptibleActivityRegion, ExceptionHandler, ExpansionRegion) - Use Case Diagram: Actor, Extend/Include Relationship, UseCase

D. UML Behavior Diagrams: State Machine Diagram

(0.25 Days) State Machine, Typology of States (Choice / History / Initial/ Junction Pseudostate, Composite State, Final State), Transition between States, Actions (Receive / Send Signal Action)

E. UML Behavior Diagrams: Sequence Diagram and Communication Diagram

(0.5 Days) Sequence Diagram: Frame, Lifeline, Execution Specification, InteractionUse, CombinedFragment, Continuations, Coregion, Modeling Constraints (TimeConstraint, DurationConstraint, StateInvariant), Modelling Messages (Message, Found / Lost Message) - Communication Diagram: Frame, Lifeline, Message Interchange

F. UML Behavior Diagrams: Timing Diagram and Interaction Overview Diagram

(0.5 Days) Interaction Overview Diagram: Frame, Interaction and InteractionUse - Timing Diagram: Frame, Message, Lifeline, Modeling Time

A. BPMN



(i) Business Process Model and Notation using Altova UModel



Overview

Course ID	2024715
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	Intensive
Target Group	Project managers, systems analysts, programmers, developers, consultants
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,850.00 USD	1,800.00 USD	1,850.00 USD
30-31 Jul 29-30 Oct 31 Dec - 01 Jan	17-18 Sep 03-04 Dec	15-16 Oct 10-11 Dec

Prices plus local taxes.



Course Description

Business Process Management and Notation (BPMN) is a graphical representation for specifying business processes in a business process model. The primary goal of BPMN is to provide a standard notation readily understandable by all business stakeholders. These include the business analysts who create and refine the processes, the technical developers responsible for implementing them, and the business managers who monitor and manage them. Consequently, BPMN serves as a common language, bridging the communication gap that frequently occurs between business process design and implementation. This training explains the three diagram types of BPMN, their elements and functions, and their correct usage for modeling activities and processes.



Course Outline

A. Overview

BPMN Scope - BPMN Elements - BPMN Diagram Types - Use of Text, Color, Size, and Lines in a Diagram - Flow Object Connection Rules - BPMN Extensibility

B. Collaboration

Basic Collaboration Concepts - Pool and Participant - Message Flow - Conversations - Process within Collaboration
- Choreography within Collaboration

C. Process

Basic Process Concepts - Activities - Items and Data - Events - Gateways - Compensation - Lanes - Process Instances,
Unmodeled Activities, and Public Processes - Auditing - Monitoring

D. Choreography

Basic Choreography Concepts - Data - Use of BPMN Common Elements - Choreography Activities - Events - Gateways
- Choreography within Collaboration



(ii) Business Process Model and Notation using Enterprise Architect



Overview

Course ID	2024718
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	
Target Group	Project managers, systems analysts, programmers, developers, consultants
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,850.00 USD	1,800.00 USD	1,850.00 USD
03-04 Sep 05-06 Nov	08-09 Oct 10-11 Dec	20-21 Aug 22-23 Oct 17-18 Dec

Prices plus local taxes.



Course Description

Business Process Management and Notation (BPMN) is a graphical representation for specifying business processes in a business process model. The primary goal of BPMN is to provide a standard notation readily understandable by all business stakeholders. These include the business analysts who create and refine the processes, the technical developers responsible for implementing them, and the business managers who monitor and manage them. Consequently, BPMN serves as a common language, bridging the communication gap that frequently occurs between business process design and implementation. This training explains the three diagram types of BPMN, their elements and functions, and their correct usage for modeling activities and processes.



Course Outline

A. Overview

BPMN Scope - BPMN Elements - BPMN Diagram Types - Use of Text, Color, Size, and Lines in a Diagram - Flow Object Connection Rules - BPMN Extensibility

B. Collaboration

Basic Collaboration Concepts - Pool and Participant - Message Flow - Conversations - Process within Collaboration
- Choreography within Collaboration

C. Process

Basic Process Concepts - Activities - Items and Data - Events - Gateways - Compensation - Lanes - Process Instances,
Unmodeled Activities, and Public Processes - Auditing - Monitoring

D. Choreography

Basic Choreography Concepts - Data - Use of BPMN Common Elements - Choreography Activities - Events - Gateways
- Choreography within Collaboration



(iii) Notation and Concepts



Overview

Course ID	2024716
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	
Target Group	Project managers, systems analysts, programmers, developers, consultants
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,850.00 USD	1,800.00 USD	1,850.00 USD
30-31 Jul 29-30 Oct 31 Dec - 01 Jan	17-18 Sep 03-04 Dec	15-16 Oct 10-11 Dec

Prices plus local taxes.



Course Description

Business Process Management and Notation (BPMN) is a graphical representation for specifying business processes in a business process model. The primary goal of BPMN is to provide a standard notation readily understandable by all business stakeholders. These include the business analysts who create and refine the processes, the technical developers responsible for implementing them, and the business managers who monitor and manage them. Consequently, BPMN serves as a common language, bridging the communication gap that frequently occurs between business process design and implementation. This training explains the three diagram types of BPMN, their elements and functions, and their correct usage for modeling activities and processes.



Course Outline

A. Overview

BPMN Scope - BPMN Elements - BPMN Diagram Types - Use of Text, Color, Size, and Lines in a Diagram - Flow Object Connection Rules - BPMN Extensibility

B. Collaboration

Basic Collaboration Concepts - Pool and Participant - Message Flow - Conversations - Process within Collaboration
- Choreography within Collaboration

C. Process

Basic Process Concepts - Activities - Items and Data - Events - Gateways - Compensation - Lanes - Process Instances,
Unmodeled Activities, and Public Processes - Auditing - Monitoring

D. Choreography

Basic Choreography Concepts - Data - Use of BPMN Common Elements - Choreography Activities - Events - Gateways
- Choreography within Collaboration

A. Enterprise Architect



(i) BPMN - Business Process Model and Notation



Overview

Course ID	2023685
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	
Target Group	Project managers, systems analysts, programmers, developers, consultants
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,850.00 USD	1,800.00 USD	1,850.00 USD
20-21 Aug 15-16 Oct 17-18 Dec	10-11 Sep 12-13 Nov	06-07 Aug 01-02 Oct 26-27 Nov

Prices plus local taxes.



Course Description

Business Process Management and Notation (BPMN) is a graphical representation for specifying business processes in a business process model. The primary goal of BPMN is to provide a standard notation readily understandable by all business stakeholders. These include the business analysts who create and refine the processes, the technical developers responsible for implementing them, and the business managers who monitor and manage them. Consequently, BPMN serves as a common language, bridging the communication gap that frequently occurs between business process design and implementation. This training explains the three diagram types of BPMN, their elements and functions, and their correct usage for modeling activities and processes.



Course Outline

A. Overview

BPMN Scope - BPMN Elements - BPMN Diagram Types - Use of Text, Color, Size, and Lines in a Diagram - Flow Object Connection Rules - BPMN Extensibility

B. Collaboration

Basic Collaboration Concepts - Pool and Participant - Message Flow - Conversations - Process within Collaboration
- Choreography within Collaboration

C. Process

Basic Process Concepts - Activities - Items and Data - Events - Gateways - Compensation - Lanes - Process Instances,
Unmodeled Activities, and Public Processes - Auditing - Monitoring

D. Choreography

Basic Choreography Concepts - Data - Use of BPMN Common Elements - Choreography Activities - Events - Gateways
- Choreography within Collaboration

A. Software Design



(i) Business Process Modeling using BPMN



Overview

Course ID	2020790
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	
Target Group	Project managers, systems analysts, programmers, developers, consultants
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,850.00 USD	1,800.00 USD	1,850.00 USD
06-07 Aug 01-02 Oct 03-04 Dec	13-14 Aug 08-09 Oct 17-18 Dec	20-21 Aug 15-16 Oct 10-11 Dec

Prices plus local taxes.



Course Description

Business Process Management and Notation (BPMN) is a graphical representation for specifying business processes in a business process model. The primary goal of BPMN is to provide a standard notation readily understandable by all business stakeholders. These include the business analysts who create and refine the processes, the technical developers responsible for implementing them, and the business managers who monitor and manage them. Consequently, BPMN serves as a common language, bridging the communication gap that frequently occurs between business process design and implementation. This training explains the three diagram types of BPMN, their elements and functions, and their correct usage for modeling activities and processes.



Course Outline

A. Overview

BPMN Scope - BPMN Elements - BPMN Diagram Types - Use of Text, Color, Size, and Lines in a Diagram - Flow Object Connection Rules - BPMN Extensibility

B. Collaboration

Basic Collaboration Concepts - Pool and Participant - Message Flow - Conversations - Process within Collaboration
- Choreography within Collaboration

C. Process

Basic Process Concepts - Activities - Items and Data - Events - Gateways - Compensation - Lanes - Process Instances,
Unmodeled Activities, and Public Processes - Auditing - Monitoring

D. Choreography

Basic Choreography Concepts - Data - Use of BPMN Common Elements - Choreography Activities - Events - Gateways
- Choreography within Collaboration



(ii) Requirements Analysis with Use Cases



Overview

Course ID	2020943
Language	en
Duration	1 Day
Delivery mode	Classroom
Course Type	
Target Group	Programmers, software architects, managers,
Prerequisites	Knowledge in software development, project experience
Method	Lecture and discussion
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,250.00 USD	1,200.00 USD	1,250.00 USD
11-11 Sep 06-06 Nov	14-14 Aug 16-16 Oct 18-18 Dec	04-04 Sep 13-13 Nov

Prices plus local taxes.



Course Description

A use case is a list of steps, typically defining interactions between a role (actor) and a system, to achieve a goal. The actor can be a human or an external system. In the Unified Modeling Language, the relationships between the use cases and actors are represented in a Use Case Diagram. As an important requirement technique, use case has been widely used in modern software engineering over the last two decades. Use case driven development is a key method in the analysis / documentation and design step of a software project. This training teaches you how to write and formulate understandable and well-structured use cases.



Course Outline

A. Use Cases and Their Role in Software Design

(0.1 Days) Introduction to Use Cases - The Advantages of Use Cases - Stakeholders and Actors and Their Goals - Graphic Symbols for Use Cases - The Use Case as a Contract for Behavior - Use Case Formats

B. Scope and Use Cases

(0.1 Days) Functional Scope - Design Scope - The Actor-Goal List - The Use Case Briefs - Using Graphical Icons to Highlight the Design Scope

C. Stakeholders and Actors

(0.1 Days) Stakeholders - Primary Actors - Supporting Actors - The System Under Discussion

D. Named Goal Levels

(0.1 Days) User Goals - Summary Level - Subfunctions - Finding the Right Goal Level - Graphical Icons to Highlight The Goal Level

E. Writing Use Cases

(0.5 Days) Scenarios and Steps - Main Success Scenario as the Simple Case - Preconditions, Triggers, Guarantees - Extensions and Extension Handling - Linking Use Cases

F. Use Cases in UML

(0.1 Days) The Use Case Diagram and its Elements - The Include-/Extend-Relationships - Generalization and Specialization for Actors and Use Cases

A. UML



(i) Design and Analysis



Overview

Course ID	2020929
Language	en
Duration	2 D ys
Delivery mode	Classroom
Course Type	
Target Group	Programmers, software architects, managers,
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,400.00 USD	1,350.00 USD	1,400.00 USD
13-14 Aug 15-16 Oct 10-11 Dec	20-21 Aug 08-09 Oct 26-27 Nov	27-28 Aug 22-23 Oct 24-25 Dec

Prices plus local taxes.



Course Description



Course Outline

A. Modeling a System's Behavior using Use Cases

(0.25 Days) Advantages and Usage Scenarios of Use Cases - User Stories - Scope - Stakeholders and Actors - Goal Levels and their Hierarchy - Pre-/Post-Conditions, Triggers, Invariants - Scenarios - Use Case Formats - Use Cases in the Overall Process of a Project

B. Modeling a System's Behavior using UML Behavior Diagrams

(0.25 Days) UML Use Case Diagram: System Boundaries, Actor, Use Case, Association, Generalization, Include / Extend Relationship - UML Activity Diagram: UML Metamodel, Action, Control and Object Flow, Object Nodes, Signals, Decisions and Logical Behavior, Connections, Forking, Associations, Condition, Interruption

C. Modeling of Data Structures with UML Structure Diagrams

(0.5 Days) UML Class / Object Diagram - Class, Attributes, Operations - Relationships between Data - Aggregation and Composition of Classes - Inheritance by Generalization and Specialization - From UML Models to XML Schema and Relational Data Structures

D. Modeling Action and Interaction using UML Behavior Diagrams

(0.5 Days) UML Activity Diagram: Action, Control Flow, Object Nodes, Signals, Decisions and Logical Flow, Connections, Forking, Associations, Conditions, Interruption, Expansion - UML Sequence Diagram: Lifeline, Messages, Interactions, Combined Fragments

E. Modeling the System's Architecture

(0.5 Days) Possibilities and Options for using the UML in Modeling the System Architecture using UML Composite Structure Diagrams, the UML Component Diagram, and the UML Deployment Diagram - Modeling the System Architecture using MS Visio - Modeling the System's Structure and its Relationships between Database, Servers and Software Components



(ii) Notation and Concepts



Overview

Course ID	2020904
Language	en
Duration	3 D ys
Delivery mode	Classroom
Course Type	
Target Group	Programmers, software architects, managers,
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,800.00 USD	1,700.00 USD	1,800.00 USD
10-12 Aug 05-07 Oct 07-09 Dec	17-19 Aug 12-14 Oct 30 Nov - 02 Dec	24-26 Aug 19-21 Oct 21-23 Dec

Prices plus local taxes.



Course Description

Unified Modeling Language (UML) is a standardized, general-purpose modeling language for software engineering and modeling. The Unified Modeling Language includes a set of graphic notation techniques to create visual models of object-oriented software-intensive systems. The Unified Modeling Language (UML) offers a standard way to visualize a system's architectural blueprints, including elements such as: activities actors, business processes, database schemas, (logical) components, programming language statements, and reusable software components. UML has 14 types of diagrams divided into two categories. Seven diagram types represent structural information, and the other seven represent general types of behavior, including four that represent different aspects of interactions. This training covers these diagrams and their elements, as well as their relationships and their usage scenarios in the software design life cycle.



Course Outline

A. UML Structure Diagrams: Class / Object Diagram and Package Diagram

(0.75 Days) Diagrams: Class Diagram, Package Diagram, Object Diagram - Node Types: Class, Interface, InstanceSpecification, Package - Path Types: Aggregation, Association, Composition, Dependency, Generalization, InterfaceRealization, Realization, Usage, Package Merge, PackageImport

B. UML Structure Diagrams: Composite Structure Diagram, Component Diagram, Deployment Diagram

(0.5 Days) Component Diagram: Component, Interface, ComponentRealization, Interface Realization, Usage Dependencies, Class, Artifact, Port - Composite Structure Diagram: Part, Port, Collaboration, CollaborationUse, Connector, Role Binding - Deployment Diagram: Artifact, Node, Deployment Specification, Association, Dependency, Generalization, Deployment, Manifestation

C. UML Behavior Diagrams: Use Case Diagram and Activity Diagram

(0.5 Days) Activity Diagram: Action, Activity and ActivityPartition, Modeling the Logical Flow (ControlFlow and ObjectFlow, Nodes: ActivityFinal, ActivityNode, ControlNode, DecisionNode, FinalNode, FlowFinal, ForkNode, InitialNode, JoinNode, MergeNode), Modeling Data (DataStore, ObjectNode), Modeling Containment (InterruptibleActivityRegion, ExceptionHandler, ExpansionRegion) - Use Case Diagram: Actor, Extend/Include Relationship, UseCase

D. UML Behavior Diagrams: State Machine Diagram

(0.25 Days) State Machine, Typology of States (Choice / History / Initial/ Junction Pseudostate, Composite State, Final State), Transition between States, Actions (Receive / Send Signal Action)

E. UML Behavior Diagrams: Sequence Diagram and Communication Diagram

(0.5 Days) Sequence Diagram: Frame, Lifeline, Execution Specification, InteractionUse, CombinedFragment, Continuations, Coregion, Modeling Constraints (TimeConstraint, DurationConstraint, StateInvariant), Modelling Messages (Message, Found / Lost Message) - Communication Diagram: Frame, Lifeline, Message Interchange

F. UML Behavior Diagrams: Timing Diagram and Interaction Overview Diagram

(0.5 Days) Interaction Overview Diagram: Frame, Interaction and InteractionUse - Timing Diagram: Frame, Message, Lifeline, Modeling Time



(iii) UML Modeling using Enterprise Architect



Overview

Course ID	2020145
Language	en
Duration	3 D ys
Delivery mode	Classroom
Course Type	
Target Group	Programmers, software architects, managers,
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,800.00 USD	1,700.00 USD	1,800.00 USD
17-19 Aug 05-07 Oct 23-25 Nov	31 Aug - 02 Sep 19-21 Oct 07-09 Dec	07-09 Sep 26-28 Oct 14-16 Dec

Prices plus local taxes.



Course Description

Unified Modeling Language (UML) is a standardized, general-purpose modeling language for software engineering and modeling. The Unified Modeling Language includes a set of graphic notation techniques to create visual models of object-oriented software-intensive systems. The Unified Modeling Language (UML) offers a standard way to visualize a system's architectural blueprints, including elements such as: activities actors, business processes, database schemas, (logical) components, programming language statements, and reusable software components. UML has 14 types of diagrams divided into two categories. Seven diagram types represent structural information, and the other seven represent general types of behavior, including four that represent different aspects of interactions. This training covers these diagrams and their elements, as well as their relationships and their usage scenarios in the software design life cycle.



Course Outline

A. UML Structure Diagrams: Class / Object Diagram and Package Diagram

(0.75 Days) Diagrams: Class Diagram, Package Diagram, Object Diagram - Node Types: Class, Interface, InstanceSpecification, Package - Path Types: Aggregation, Association, Composition, Dependency, Generalization, InterfaceRealization, Realization, Usage, Package Merge, PackageImport

B. UML Structure Diagrams: Composite Structure Diagram, Component Diagram, Deployment Diagram

(0.5 Days) Component Diagram: Component, Interface, ComponentRealization, Interface Realization, Usage Dependencies, Class, Artifact, Port - Composite Structure Diagram: Part, Port, Collaboration, CollaborationUse, Connector, Role Binding - Deployment Diagram: Artifact, Node, Deployment Specification, Association, Dependency, Generalization, Deployment, Manifestation

C. UML Behavior Diagrams: Use Case Diagram and Activity Diagram

(0.5 Days) Activity Diagram: Action, Activity and ActivityPartition, Modeling the Logical Flow (ControlFlow and ObjectFlow, Nodes: ActivityFinal, ActivityNode, ControlNode, DecisionNode, FinalNode, FlowFinal, ForkNode, InitialNode, JoinNode, MergeNode), Modeling Data (DataStore, ObjectNode), Modeling Containment (InterruptibleActivityRegion, ExceptionHandler, ExpansionRegion) - Use Case Diagram: Actor, Extend/Include Relationship, UseCase

D. UML Behavior Diagrams: State Machine Diagram

(0.25 Days) State Machine, Typology of States (Choice / History / Initial/ Junction Pseudostate, Composite State, Final State), Transition between States, Actions (Receive / Send Signal Action)

E. UML Behavior Diagrams: Sequence Diagram and Communication Diagram

(0.5 Days) Sequence Diagram: Frame, Lifeline, Execution Specification, InteractionUse, CombinedFragment, Continuations, Coregion, Modeling Constraints (TimeConstraint, DurationConstraint, StateInvariant), Modelling Messages (Message, Found / Lost Message) - Communication Diagram: Frame, Lifeline, Message Interchange

F. UML Behavior Diagrams: Timing Diagram and Interaction Overview Diagram

(0.5 Days) Interaction Overview Diagram: Frame, Interaction and InteractionUse - Timing Diagram: Frame, Message, Lifeline, Modeling Time



(iv) UML using Altova UModel



Overview

Course ID	2024712
Language	en
Duration	3 D ys
Delivery mode	Classroom
Course Type	
Target Group	Programmers, software architects, managers,
Prerequisites	Knowledge in software development, project experience
Method	Lecture with examples and exercises.
Course level	Beginning



Course Dates

Chicago	Miami	New York
1,800.00 USD	1,700.00 USD	1,800.00 USD
24-26 Aug 19-21 Oct 21-23 Dec	07-09 Sep 09-11 Nov	03-05 Aug 28-30 Sep 23-25 Nov

Prices plus local taxes.



Course Description

Unified Modeling Language (UML) is a standardized, general-purpose modeling language for software engineering and modeling. The Unified Modeling Language includes a set of graphic notation techniques to create visual models of object-oriented software-intensive systems. The Unified Modeling Language (UML) offers a standard way to visualize a system's architectural blueprints, including elements such as: activities actors, business processes, database schemas, (logical) components, programming language statements, and reusable software components. UML has 14 types of diagrams divided into two categories. Seven diagram types represent structural information, and the other seven represent general types of behavior, including four that represent different aspects of interactions. This training covers these diagrams and their elements, as well as their relationships and their usage scenarios in the software design life cycle.



Course Outline

A. UML Structure Diagrams: Class / Object Diagram and Package Diagram

(0.75 Days) Diagrams: Class Diagram, Package Diagram, Object Diagram - Node Types: Class, Interface, InstanceSpecification, Package - Path Types: Aggregation, Association, Composition, Dependency, Generalization, InterfaceRealization, Realization, Usage, Package Merge, PackageImport

B. UML Structure Diagrams: Composite Structure Diagram, Component Diagram, Deployment Diagram

(0.5 Days) Component Diagram: Component, Interface, ComponentRealization, Interface Realization, Usage Dependencies, Class, Artifact, Port - Composite Structure Diagram: Part, Port, Collaboration, CollaborationUse, Connector, Role Binding - Deployment Diagram: Artifact, Node, Deployment Specification, Association, Dependency, Generalization, Deployment, Manifestation

C. UML Behavior Diagrams: Use Case Diagram and Activity Diagram

(0.5 Days) Activity Diagram: Action, Activity and ActivityPartition, Modeling the Logical Flow (ControlFlow and ObjectFlow, Nodes: ActivityFinal, ActivityNode, ControlNode, DecisionNode, FinalNode, FlowFinal, ForkNode, InitialNode, JoinNode, MergeNode), Modeling Data (DataStore, ObjectNode), Modeling Containment (InterruptibleActivityRegion, ExceptionHandler, ExpansionRegion) - Use Case Diagram: Actor, Extend/Include Relationship, UseCase

D. UML Behavior Diagrams: State Machine Diagram

(0.25 Days) State Machine, Typology of States (Choice / History / Initial/ Junction Pseudostate, Composite State, Final State), Transition between States, Actions (Receive / Send Signal Action)

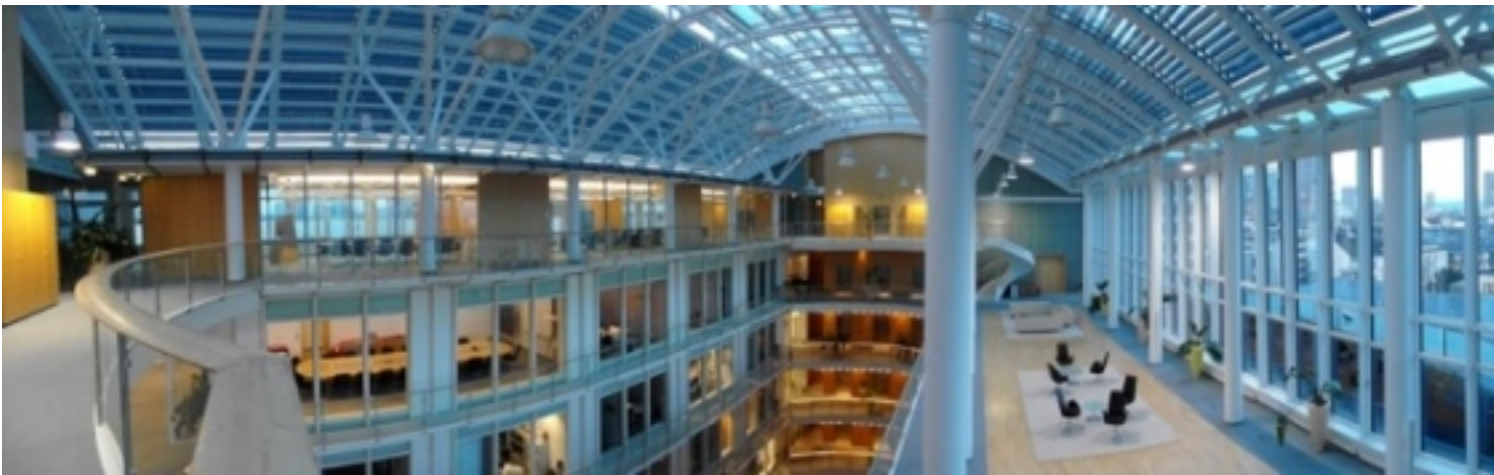
E. UML Behavior Diagrams: Sequence Diagram and Communication Diagram

(0.5 Days) Sequence Diagram: Frame, Lifeline, Execution Specification, InteractionUse, CombinedFragment, Continuations, Coregion, Modeling Constraints (TimeConstraint, DurationConstraint, StateInvariant), Modelling Messages (Message, Found / Lost Message) - Communication Diagram: Frame, Lifeline, Message Interchange

F. UML Behavior Diagrams: Timing Diagram and Interaction Overview Diagram

(0.5 Days) Interaction Overview Diagram: Frame, Interaction and InteractionUse - Timing Diagram: Frame, Message, Lifeline, Modeling Time

b. Disclaimer



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