



UML with Enterprise Architect for Beginners:

Course Overview

This course is designed to be an introduction to Enterprise Architect; it is aimed at people who want to quickly gain a proficiency in the use of UML and Enterprise Architect and who have no prior experience in either. It is broad in its coverage and attempts to teach most of the important aspects of the language and application, its structure and features.

What will I learn?

This course is aimed at new comers to UML and EA and as such its objectives are to cover the most commonly used diagrams and features in the tool. Delegates will gain a practical knowledge of UML and EA to allow them to immediately start working on projects using UML and EA.

Course Style

This course is hands on and consists of 50% lecture and 50% practical exercises.

Course Contents

Getting Started This module provides a general overview of Enterprise Architect, teaching the student the application's main features.

Diagrams: This course will cover the most common UML 2.0 diagrams, these are: Use Case diagrams, Activity diagrams, Sequence diagrams, Communication diagrams, Class diagrams, Object diagrams, State Chart diagrams, Component diagrams, and Deployment diagrams. The focus will be on how to draw the diagrams as well as when to use the various diagram types.

Documenting a Project: This module describes the unique documentation features that are part of the Enterprise Architect application. It covers how to use existing document templates and also how to customise your own templates to get what you need out of the model.

Version Control: In this module we will look at how to integrate your Enterprise Architect model with your version control system. We will also cover baselining and discuss what processes should be followed to get the most out of version control.

Code Engineering: This module will provide an introduction to the code generation and reverse engineering features of Enterprise Architect. Topics covered will be forward and reverse engineering of code and databases, transformations, and debugging within EA.

Prerequisites

Some knowledge of OO concepts would be ideal but is not required

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