

Object-Oriented Analysis and Design Using UML

- Examining Object-Oriented Concepts and Terminology
- Introducing Modeling and the Software Development Process
- Creating Use Case Diagrams
- Creating Use Case Scenarios and Forms
- Creating Activity Diagrams
- Determining the Key Abstractions
- Constructing the Problem Domain Model
- Transitioning from Analysis to Design using Interaction Diagrams
- Modeling Object State Using State Machine Diagrams
- Applying Design Patterns to the Design Model
- Introducing Architectural Concepts and Diagrams
- Introducing the Architectural Tiers
- Refining the Class Design Model
- Overview of Software Development Processes
- Overview of Frameworks
- Course Review