INTRODUCTION TO SOFTWARE ARCHITECTURE

- Designing Visually
- Microsoft's Modeling Strategy
- Understanding Model-Driven Development
- Understanding Domain-Specifi c Languages
- The "Code Understanding" Experience
- The Architecture Tools in Visual Studio Ultimate 2013
- Use Case Diagrams
- Activity Diagrams
- Sequence Diagrams
- Component Diagrams
- Class Diagrams
- Layer Diagrams
- Architecture Explorer
- What's New with Architecture Tools in
- Visual Studio Ultimate 2013
- Code Maps
- Visual Studio Visualization and Modeling SDK

TOP-DOWN DESIGN WITH USE CASE, ACTIVITY, SEQUENCE, COMPONENT, AND CLASS DIAGRAMS

- Use Case Diagrams
- Creating a Use Case Diagram
- Use Case Diagram Toolbox
- Activity Diagrams
- Creating an Activity Diagram
- Activity Diagram Toolbox
- Adding an Activity Diagram to a Use Case Diagram
- Sequence Diagrams
- Creating a Sequence Diagram
- Sequence Diagram Toolbox
- Component Diagrams
- Creating a Component Diagram
- Component Diagram Toolbox
- Class Diagrams
- Creating a Class Diagram
- Class Diagram Toolbox
- Generating Code from a UML Class Diagram

ANALYZING APPLICATIONS USING ARCHITECTURE EXPLORER, DEPENDENCY GRAPHS, AND CODE MAPS

- Understanding the Code Base
- Architecture Explorer Basics
- Understanding the Architecture Explorer Window
- Architecture Explorer Options
- Navigating Through Architecture Explorer

**USING LAYER DIAGRAMS TO MODEL
AND ENFORCE APPLICATION ARCHITECTURE 343**