

Agile UML in Visual Studio 2010

An introduction to use case driven, iterative development in Microsoft Visual Studio 2010

Delivery: On-site & Open Enrolment

Course Length: 2 days

Course Approach: Lecture, discussions, excercises, hands-on

Level: Introductory

Audience

This course focuses on Business Analyst, Systems Analyst, Designer & Developer competencies and skills.

Prerequisites

None

Recommended Experience

A basic understanding of software development is required.

Related Courses

For students interested in continued learning in this field, we suggest:

- *Use Case Modeling*
- *Advanced Use Case Modelling*
- *Introduction to the Essential Unified Process*
- *Applying the Essential Unified Process*

Course Description

This 2-day instructor led training, will get you kick started with requirements and modeling in Visual Studio 2010. The course is aimed at analysts, designers & developers who want to combine the benefits of agile development, with the clarity of communication that comes from using UML, and use cases to manage requirements & drive development.

You will learn everything from eliciting requirements as use cases, down to designing classes using an iterative approach to modeling & developing. There will be a blend of theory and practice, but with a focus on hands-on examples in Visual Studio, so that you will be equipped with both essential knowledge and practical skills.

Course Outline

- The Essentials of Visual Studio 2010
- The Essentials of Modeling with UML
- The Essentials of Use Case Modeling
- Detailing Use Cases
- Setting the Stage for Iterative Development
- How Use Cases Drive Development
- Creating Test Cases
- Realising Use Cases
- Using Activity & Component Diagrams



Course Modules & Topics Covered

Module 00 - Introduction

- Overview of the course structure & objectives
- Understanding different types of requirements

Module 01 - The Essentials of Visual Studio 2010

- Navigating the tool
- Creating basic UML diagrams]

Module 02 – The Essentials of Modelling

- The different diagrams within UML & their use & purpose

Module 03 – The Essentials of Use Case Modelling

- Why Actors communicate with a system
- How many Actors, Use Cases versus organisation roles
- Finding Actors & Use Cases
- Creating the Use Case model in Visual Studio

Module 04 – Detailing Use Cases

- Use Case descriptions: from Bulleted Outline to Fully Described
- How long should they be, and when are they complete?
- Creating Use Case descriptions in Visual Studio

Module 05 – Setting the Stage for Iterative Development

- What are iterations?
- Length of iterations
- Prioritising Use Cases
- Creating the Use Case/Risk matrix

Module 06 – How Use Cases Drive Development

- Creating & tracking Use Case Modules

Module 07 – Creating Test Cases

- From Use Cases to Test Cases

Module 08 – Realising Use Cases

- Sequence Diagrams versus Activity Diagrams
- Class Diagrams
- Creating Sequence & Class Diagrams in Visual Studio

Module 09 – Using Additional UML Diagrams

- Activity Diagrams
- Component Diagrams

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