



OBJ-102: Object Oriented Analysis and Design

Course Details

Course Code: OBJ-102

Duration: 5 days

Notes:

- This course syllabus should be used to determine whether the course is appropriate for the students, based on their current skills and technical training needs.
- Course content, prices, and availability are subject to change without notice.
- Terms and Conditions apply

Elements of this syllabus are subject to change.

About this course

This intensive five-day course provides a practical working knowledge of object-oriented analysis and design using the Object Modelling Technique (OMT). The methodology is applied to a case study in order to see where and how concepts are best implemented. This course emphasizes effectiveness of using a consistent, robust methodology in object-oriented design through extensive written exercises.

Course Objective

After completing this course, participants should be able to:

- Describe the object model and how to apply it
- Derive an object model, dynamic model and functional model via an analytic process
- Create an object-oriented system design
- Recognize the current strengths and limitations of object-oriented analysis and object-oriented design.

Prerequisites

Participants should have experience in analysis and design plus an overall understanding of object-oriented concepts.

Intended Audience

This course may prove useful to people such as systems analysts, designers and developers who will design and develop object-oriented programs.

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Object-Oriented Concepts

- The need for object technology

Object Model

- Class and object diagrams
- Attributes and operations
- Associations and links
- Multiplicity (cardinality)
- Aggregation and inheritance

Dynamic Model

- States and events
- Specialization and concurrency
- Advanced actions

Functional Model

- Transforms and terminal transforms
- Data stores and control flows
- Hierarchy of functions
- Definition of terminals

Relationship of OMT Models Object-Oriented Analysis

- Analysis vs. design
- Constructing an object model
- When to build a dynamic model
- When to use a functional model
- Iteration

System Design

- Subsystems
- Concurrency and processor allocation
- Control architecture
- Design trade-offs

Object Design

- Combining the models
- Implementing control
- Maximize inheritance
- Object representation and storage

Pragmatics

- Immaturity of OOA/OOD
- New metrics
- Change and reuse
- Development considerations