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| <p>PM57 2 day</p> <p><i>Also available in condensed 1-day version</i></p> | <h2 style="text-align: center;">UML for the Project Manager</h2> <p><i>The UML is the standard modeling and design technique for IT projects. This seminar introduces UML from the perspective of a Project Manager and shows how its use can de-risk and simplify projects and their management.. The UML provides the basis for low-risk project development, but for this to be realized the Project Manager must be able to understand and manage the process so that a win-win outcome is achieved. By the end of this seminar Project Managers will understand the UML and its terminology, and its influence on Acceptance tests, Development Lifecycle, iterative development and deployment. An overview of current OO thinking is part of this seminar based on UML 2.0. Product Breakdown Structure planning is explained within a UML / OO context leading to simpler planning and tracking of project. There are extensive exercises and opportunities for discussion. The course can provide a PRINCE2 framework for the UML if required.</i></p> | |
| <p>Course Objectives</p> <ul style="list-style-type: none"> ▪ Present OO in the UML context ▪ Show how UML integrates with Analysis, Design, Test and Deployment ▪ Show how to choose and manage an SDLC ▪ Show how to discover Use Cases ▪ Explain how Use Cases can be used for effort-estimation and progress monitoring ▪ Provide Project-safe rules for Use Case development ▪ Present an integration of UML and Acceptance test creation ▪ Show how Product Breakdown Structure can be used to simplify the Project Management tasks within a UML-based project | <ul style="list-style-type: none"> ▪ Present the UML as part of an end-to-end project delivery process ▪ Show a low-risk, high-payback development strategy. ▪ Explain patterns and show how they can lead to superior products and reduced costs ▪ Discuss the future directions of UML from the PM perspective | <p>Audience</p> <ul style="list-style-type: none"> ▪ Management wanting to familiarize themselves with current OO and UML technology. ▪ Team Leaders wanting to benefit from UML at team-level ▪ Staff moving into Project Management and needing a management-oriented-slant on UML <p>Prerequisites</p> <ul style="list-style-type: none"> ▪ Some awareness of OO ▪ Need to manage projects using OO and / or UML <p>Timetable Register at 09:00 for 09:30 start. Finish at 17:00.</p> <p>Presentation Style Lectures, demonstrations, exercises and group discussions.</p> <p>Dates and Venues Refer to <i>Course Schedules</i>.</p> |

PM57

2 day

UML for the Project Manager

The seminar covers:

Object Orientation for the PM

- ☞ Where do Objects Come from?
- ☞ Analysis and Design with UML
- ☞ Overview of UML Process
- ☞ UML Components
- ☞ Classes
- ☞ Objects
- ☞ Toolsets

Software Development Lifecycles

- ☞ SDLCs and the UML
- ☞ Spiral
- ☞ Waterfall
- ☞ Staged
- ☞ RUP (Rational Unified Process)
- ☞ Agile Processes
- ☞ Extreme Programming
- ☞ SDLC Trends
- ☞ The Nail Driving Approach
- ☞ Customer and Technical Staging

UML Introduction: Terminology and Uses :

- ☞ Use Cases - Business and System
- ☞ Actors - what they are and how to find them
- ☞ How to capture the Business Rules
- ☞ Associations
- ☞ Aggregations
- ☞ Inheritance - when it should and should not be used!
- ☞ Interaction
- ☞ State diagrams and State charts
- ☞ Robustness
- ☞ Deployment Diagrams
- ☞ UML and the Architecture

UML, The UML Process and the PM

- ☞ Use Cases and Risk Reduction
- ☞ Requirements and Use Cases
- ☞ Use Cases and Acceptance Testing
- ☞ Project Increments (Stages)and Use Case Groups
- ☞ Product Breakdown structure and UML Use Cases
- ☞ Effort Estimation using Use Cases
- ☞ Project Monitoring via EVA and use Cases
- ☞ GUI Testing vs. Functional Testing

Decision Tables within the UML - How to capture Business Rules for the Use Cases

- ☞ Tables used to capture Requirements
- ☞ Tables used to define Test Plans and Test status
- ☞ Tables used to define scope of requirements
- ☞ Decision Table technology

UML and Project Management - Summary

- ☞ Use-Case Based Increments
- ☞ Use Cases bridging User - Designer Gap
- ☞ Low Risk Approach
- ☞ Scenarios / Acceptance Tests
- ☞ Use Case Points
- ☞ Estimation and progress monitoring
- ☞ Test Consequences