

## **UML, OO, Java and RUP Fundamentals**

### **Course Summary**

#### **Description**

This course is an overview of an entire process from a business need to an implementation using Java. The course teaches you which UML models are used most frequently in projects, couples the models with a Java fundamentals course allowing you to implement those models, and walks you through a RUP like process. This course is meant for Systems Analysts and developers who would like to know how to implement solutions from UML models. We have numerous exercises to help your students internalize fundamentals and then apply them to a sample Model-View-Controller (MVC) project (an ATM). The last session shows how we can reuse our Java classes when building an on-line banking system using JSPs/Servlets running on Tomcat.

Each lesson follows a similar format. The lesson first discusses modeling requirements using UML and shows how the models are part of an overall process. The lesson continues with training on Java fundamentals. The Java lessons make use of console applications with a provided text editor or we can use an Interactive Development Environment (IDE) such as Netbeans or Eclipse

#### **Topics**

- Getting Started with Objects
- Everything is an Object
- Dynamic Behavior of Objects
- System/Object Design
- System/Object Design (cont)
- Graphical User Interface Design
- Event Delegation Model and Concurrency
- Input/Output
- Networking and Intro to Web Development

#### **Audience**

This course is meant for Systems Analysts and developers who would like to know how to implement solutions from UML models

#### **Prerequisites**

There are no prerequisites for this course.

#### **Duration**

Five days