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Course 318:

Understanding and Using the Unified Process

(4 days)

Course Description...

The Unified Process (UP) is a disciplined approach to assigning and managing tasks and responsibilities in a development organization. The goal of this process is to produce, within a predictable schedule and budget, high-quality software that meets the needs of its end users. This course provides an in-depth look at UP and its components and provides workshops and exercises to help the student become conversant in the UP method.

Learning Objectives...

- Understand how UP works and its components, practices and activities
- Show the benefits of using UP to create higher quality software products
- Apply UP to the organization's projects, both large and small
- Define the phases, activities and workflows of UP
- Practice using various of the UP techniques such as Use Case in real-life situation

Who should attend...

Audience includes anyone developing software, managing the development of software products, or creating software artifacts.

Prerequisites...

There are no pre-requisites for this course.

See next page for a detailed course outline...



Course Outline...

Introduction and Overview

Course Objectives

Unit 1: The Big Picture

Unit Objectives

- Software development practices
- Characteristics of UP
 - Iterative and incremental
 - Two perspectives
 - Management perspective
 - Technical perspective
 - Effort and schedule
 - UML
- Use-case driven
 - Identifying use cases
 - Evolving use cases
 - Organizing use cases
- Architecture-centric
 - Importance of models
 - Importance of architecture
- The UP model
 - Workers
 - Activities
 - Artifacts
 - Workflows
- Developing the project plan
 - Identifying and mitigating risks
 - Assigning and tracking issues
- The business case
- Project acceptance plan
- UP activities
 - Planning
 - Analysis
 - Architecture
 - Design
 - Implementation
 - Integration
 - Test/Assessment

Unit 2: Core Workflows

Unit Objectives

- Project management workflow
- Business modeling workflow
- Requirements workflow



- Analysis and design workflow
- Implementation workflow
- Test workflow
- Configuration and change management workflow
- Environment workflow
- Deployment workflow
- Layering strategies

Unit 3: Phases

Unit Objectives

- Inception
 - The original product vision
 - Essential activities
 - Entry criteria
 - Use cases
 - Information sets
 - Exit criteria
 - Outcomes
- Elaboration
 - Analyzing the problem domain
 - Essential activities
 - Entry criteria
 - The baseline software architecture
 - Exit criteria
 - Outcomes
- Construction
 - Fleshing out the architecture baseline
 - Essential activities
 - Entry criteria
 - Exit criteria
 - Outcomes
- Transition
 - Moving the solution into use
 - Essential activities
 - Entry criteria
 - Exit criteria
 - Outcomes

Unit 4: Artifacts

Unit Objectives

- Requirements Set
- Design Set
- Implementation Set
- Deployment Set
- Management Set



Unit 5: Workers

Unit Objectives

- Business Analyst
- Architect
- Designer
- Coder
- Tester

Unit 6: Characteristics

Unit Objectives

- Characteristics
 - Use Case Driven
 - Architecture Centric
 - Iterative and Incremental
 - Object Oriented
- Views
 - 4+1
 - Logical View
 - Implementation View
 - Process View
 - Deployment View
 - Use-Case View

Unit 7: UML Overview

Unit Objectives

- Use Case Diagram
- Communication Diagram
- Sequence Diagram
- Statemachine
- Activity Diagram
- Interaction Diagram
- Composite Structure Diagram
- Package Diagram
- Object Diagram
- Class Diagram
- Timing Diagram
- Component Diagram
- Deployment Diagram

Unit 8: Application

- Class Exercise

Unit 9: Course Summary

Ideas to use

Where to go for more information

Please contact your ROI representative to discuss course tailoring!!!