



MagicDraw Fundamentals

Length: One day

Level: Beginner

DESCRIPTION

In this course, participants develop their tool competence through hands-on use of visual modeling MagicDraw. They will practice all basic aspects of the tool and leave with an understanding of the most useful MagicDraw features and the value of visual modeling.

OBJECTIVES

Upon completion of the course, participants will be able to:

- Customize MagicDraw behavior.
 - Set up a MagicDraw model for team development.
 - Develop UML models using MagicDraw to support software development activities.
 - Determine when and why to use specific UML diagrams.
 - Structure a MagicDraw model with views and packages to reflect and support the architecture, making the model easy to develop, understand, and maintain.
 - Run several MagicDraw reports to identify and MagicDraw model problems.
 - Perform round-trip engineering to keep the MagicDraw model and the generated source code synchronized.
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TOPICS

- MagicDraw basics
 - Using MagicDraw in a team
 - Requirements
 - Analysis and design
 - Implementation
 - Business modeling
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AUDIENCE

- Programmer Analysts
 - Application Designers
 - Functional Architects
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PREREQUISITES

- Good understanding of the software development cycle.
- Good understanding of basic object oriented concepts and principles.
- Good understanding of the UML notation.