



Modeling with Patterns: from Business to Design

Length: Three days

Level: Intermediate - Advanced

DESCRIPTION

Building flexible information systems that meet the business requirements and allow short product release cycles is a challenge for many organizations. Despite the fact that many projects do near identical things these projects are still a little bit like black magic. This course provides a collection of patterns that help explain the basic forces and solutions for the design of information systems that are aligned with the core business model of organizations.

OBJECTIVES

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

- Define patterns and pattern languages.
 - Describe the structure of a pattern.
 - Identify the characteristics of a good pattern.
 - Describe the development process of a pattern.
 - Describe the relationship between the different categories of patterns.
 - Select appropriate patterns and pattern languages.
 - Apply patterns to develop sound object-oriented architectures and efficient business, analysis, and design models.
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TOPICS

- What Is a Pattern?
 - Design Patterns
 - Infrastructure Patterns
 - Analysis Patterns
 - Business Process Patterns
 - Business Patterns
 - Linking It All Together
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AUDIENCE

- Software Analysts
 - Business Analysts
 - Software Developers
 - Software Architects
 - Application Specialists
 - Project Managers
 - Process Engineers
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PREREQUISITES

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