COMC 2750: UML Modeling and Iterative Process

A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 1
Lab Hours/Week: 2
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

This course covers fundamental concepts of object modeling, the process (using the Agile) and notation (using UML) of object oriented analysis and design, the use of design tools, strategies and patterns for applying object oriented methodologies to realistic applications, and design implementation. (Prerequisite or concurrent enrollment in COMC2742) (2 Credits: 1 lecture/1 lab)

B. COURSE EFFECTIVE DATES: 05/04/1998 - Present

C. OUTLINE OF MAJOR CONTENT AREAS
D. LEARNING OUTCOMES (General)
  1. Determine problem domain classes
  2. Describe use cases
  3. Determine human interaction classes
  4. Determine data management classes
  5. Determine system interaction classes
  6. Determine actors/participants
  7. Determine place classes
  8. Determine tangible thing classes
  9. Determine descriptive classes
 10. Determine transaction classes
 11. Determine class attributes
 12. Determine class inheritance
 13. Determine object aggregations
 14. Determine object associations
 15. Determine class methods (behaviors)
 16. Determine problem domain dynamics
 17. Determine window objects
 18. Determine report objects
 19. Determine human interaction scenarios
 20. Determine system interaction dynamics
 21. Determine data management dynamics
 22. Apply reuse mechanisms
 23. Implement HI-PD sequence diagram
 24. Implement HI-PD-DM sequence diagram
 25. Display professional attitude

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
   None

F. LEARNER OUTCOMES ASSESSMENT
   As noted on course syllabus

G. SPECIAL INFORMATION
   This course was previously called Object Oriented Analysis and Design