Introduction to the Unified Modeling language

Richard Thomas
Queensland University of Technology

The Unified Modeling Language (UML) is emerging as one of the leading new object-oriented analysis and design notations. The UML is a rich language that attempts to provide a standard notation for all aspects of object-oriented system development. This half-day tutorial uses the design of a small system to introduce the key features of the UML. Upon completing this tutorial, participants will have an understanding of the UML and its application to object-oriented analysis and design.

This tutorial is aimed at software developers who are comfortable with basic object technology concepts and who are familiar with an object-oriented analysis and design method.

The material for this tutorial is drawn from a number of professional development courses that Richard has run for organizations throughout Australia and North America.

Richard Thomas is a lecturer in software engineering in the School of Computing Science at the Queensland University of Technology (QUT). At QUT, Richard has established a range of undergraduate and graduate courses in software engineering. Richard is also a director of Thomaco Consultancies, a technology consultancy that specializes in software engineering and object technology. He has practiced object technology for a decade as a designer, implementer, researcher, lecturer and consultant.