

Simplicity Institute, LLC

Training Offerings

An Executive Introduction to the Unified Process (UP)

Duration:	one day
Organization:	government, corporation or non-profit near beginning of UP pilot or enterprise-wide implementation
Audience:	business executives, IT executives, project managers, other business stakeholders
Pre-requisite Knowledge:	some knowledge of software development processes
Equipment:	none required (paper exercises only)
Interactivity:	85% lecture 15% exercises
High-Level Syllabus	<ol style="list-style-type: none">1. The State of Software Development1. Introduction to UP1. The Cornerstones1. Some Perspectives1. What's Missing from UP1. Planning for UP Success

Organizations who will benefit most from this course are those committed to implementing the Unified Process (UP) and now trying to grapple with the steps involved in this effort. This course can be one of the first steps toward the goal of a better software lifecycle using UP.

This course provides executives and managers with insights into how a corporate implementation of the Unified Process (UP) will feel. Rather than focus on the UP phases, activities and details, this course sticks to the fundamental underlying “**cornerstones**” of the process and shows the **impact**, positive and negative, that these cornerstones have on an organization. Making the transition to UP is not an easy job, but it is worth the effort. Executives and managers attending this course have a headstart on the changes they will need to make, and the pitfalls they will be able to avoid.



Focus on Business Needs with Use Cases

Duration:	two days
Audience:	First Day only – all stakeholders and project team members Full Course – business analysts, use case analysts, requirements specifiers
Pre-requisite	none
Knowledge:	
Equipment:	none required (paper exercises only)
Interactivity:	40% lecture 60% exercises
High-Level	1. The Requirements Problem
Syllabus:	2. A Common Language Between Business and Technology
	3. Use Cases in Three Steps
	4. Facade Use Cases
	5. Filled Use Cases
	6. Focused Use Cases
	7. Non-Functional Requirements and Business Rules
	8. Managing with Use Cases
	9. Requirements Challenges

Organizations who will benefit most from this course are those struggling with “the requirements problem,” where business people are often dissatisfied with the results from IT projects and technology people feel they have undue pressure to do the impossible. Use cases, used in a thoughtful and realistic way, can fit into the “chasm between business and technology” and help bridge this disconnect.

This course is taught in two parts. The first day is open to any stakeholder of IT projects who has an interest in the requirements of the software being built. The second day focuses in on the people responsible for producing use cases: the business analysts or “requirements specifiers” in UP terminology.

In the first day, participants will learn the value of good requirements for software, whether custom-built or packaged. Then they will learn how use cases are different, and better, from other styles of requirements gathering. Use cases are more like stories of how business people wish to interact with the software. With use cases, business people have a clearer picture of software being built and simultaneously technology people have a clearer definition of what needs to be built or bought.

In the second day, the business analysts go through a set of exercises using life-like situations. They iterate through the three-step process (described in the book *Use Cases: Requirements in Context* (Addison-Wesley, 2003)) until they have requirements that meet the business needs and are useful for the technology team.

Iterative/Incremental Software Project Management

Duration:	two days
Audience:	project managers, program managers
Pre-requisite:	basic PMI-style project management principles
Knowledge:	
Equipment:	none required (paper exercises only)
Interactivity:	50% lecture 50% exercises
High-Level Syllabus:	<ol style="list-style-type: none">1. Program and Project Terminology1. Coming from Waterfall Project Management1. The Reality of Current Techniques1. Iterative/Incremental Software Development1. The Project Plan Revisited1. Planning, Leading, Organizing, Controlling, Staffing1. New Skills, New Tools1. Letting Go

Organizations who will benefit most from this course are those undergoing a transition to a new iterative/incremental software development process such as the Unified Process (UP) or eXtreme Programming (XP). Neither of these methodologies provides strong guidance for program and project managers, yet these roles are hit the hardest with the changes of an iterative/incremental lifecycle.

The objective of this course is to provide program and project managers with the skills and tools they need to effectively manage the seemingly chaotic software lifecycles of UP or XP. The course assumes program/project managers come from the waterfall lifecycle, and offers them a path forward to understand, appreciate and manage software development teams under UP or XP.



Object-Oriented Analysis and Design using the UML

Duration:	three days
Audience:	software development team members
Pre-requisite	some knowledge of analysis, design, programming and testing
Knowledge:	
Equipment:	none required (paper exercises only)
Interactivity:	60% lecture 40% exercises
High-Level	1. What is UML?
Syllabus:	1. Object-Oriented Concepts 1. Project Vision and Use Cases 1. Elaboration and the Class Diagram 1. Sequence and Collaboration Diagrams 1. State and Activity Diagrams 1. Business Rules, Distribution and Prototypes 1. Architecture, Design, Component/Deployment Diagrams

Organizations who will benefit most from this course are those undergoing a transition to object-oriented analysis and design using methodologies such as the Unified Process (UP) or eXtreme Programming (XP). The Unified Modeling Language (UML) is a powerful tool to communicate software system designs and architectures.

The objectives of this course are to help IT analysts and designers create models in the UML that can effectively communicate every aspect of a software application. Creating models is less about learning tools like Rational Rose or MagicDrawUML and more about knowledge of the concepts and reasons for the UML diagrams and how they can help a team describe an object-oriented system to the widest possible audience.

An Introduction to the Internet Technology Landscape

Duration:	two days
Audience:	anyone at any level who wishes to understand more about distributed computer technology
Pre-requisite Knowledge:	casual knowledge of computer technology
Equipment:	none required
Interactivity:	95% lecture 05% exercises
High-Level Syllabus:	<ol style="list-style-type: none">1. Defining Internet Technology2. Understanding Networks3. Client to Server Database Technology4. Client/Server and the Internet5. Component Technologies6. User Interface Design7. Application Partitioning8. The Tool Box

Organizations who are dedicated to helping employees within the IT department and peripheral to it understand the details of how Internet and client/server technology works.

This course provides detailed technology information explained in a way that people from every department can grasp and appreciate its meaning. This course has been very popular for many years.

The objectives of this course are to orient people with exactly how technology works under-the-covers. The target audience for this course is very wide, including technology specialists who wish to understand a broader perspective, as well as business people who have heard technology acronyms and would like to understand how they fit together.