

Overview

In this lively Process Exchange workshop, you will gain first-hand experience in Feature Driven Development (FDD), the Unified Modeling Language (UML), modeling in color with archetypes, and the Domain Neutral Component business patterns. This step-by-step journey through the process will introduce the participant to the major concepts that are the core of Feature-Driven Development.

Workshop Format

All Process Exchange workshops use the amplified learning technique pioneered by Peter Coad. Using a combination of lecture snippets, and hands-on exercises, participants quickly begin to learn the subject matter.

Working in teams of three, participants will experience the power of collaboration while working together on such tasks as: writing a statement of purpose for the project, gathering requirements, modeling the problem, defining features, creating a plan, and designing a solution.

Workshop Objectives

After attending this workshop, participants should be able to:

- Understand the five steps of FDD.
- Know where FDD fits in the Software Development Life Cycle
- Draw and read the following UML Diagrams:
 - Activity Diagrams
 - Class Diagrams
 - Sequence Diagrams
- Define a project scope.
- Identify Features, Feature Sets, and Major Feature Sets.
- Be familiar with the FDD project roles.
- Build a feature list.
- Prioritize the project work.
- Report on project status.

Workshop Topics

1. Introduction to Feature Driven Development
2. Selecting a project
Exercise: Define the Project Scope
3. The Unified Modeling Language
4. Class Diagrams
5. The Domain Neutral Component
Exercise: Model the Business Domain
6. Activity Diagrams
Exercise: Modeling Business
7. Identifying Features
Exercise: Build the Feature List
8. Feature Sets, Major Feature Sets
Exercise: Plan By Feature
9. Tracking Progress on an FDD Project
Design By Feature
10. Build By Feature

Target Audience

This workshop is ideal for teams. Participants can be Project Managers, Business & System Analysts, Designers, Architects, Testers, & Programmers.

Prerequisites

A basic understanding of UML and an Object-Oriented Programming Language is helpful, but not necessary.

Recommended Workshops

Process Exchange Workshops:

FDD02	Best Practices
FDD03	UML, Color Modeling and the
/UML10	Domain Neutral Component
UML01	Unified Modeling Language Overview
UML03	Working with Activity Diagrams
UML04	Working with Class Diagrams
UML05	Working with Sequence Diagrams

Number of Participants

10 to 15 students

Duration

1 day