

# Tutorial Summary

- UML Topics Not Covered Here
- What's Next for UML?
- Where Have We Been?
- Revisiting the Goals

## UML Topics Not Covered Here

- There are a number of UML topics that we did not have time to cover in this tutorial
  - Predefined stereotypes
  - Interface notation
  - Parameterized Class / Template
  - Importing Packages
  - Composite Objects
  - Qualifiers
  - General Dependencies
  - Concurrency, focus of control, conditional, recursion, and destruction in Sequence Diagrams
  - Pattern Structure
  - Active Objects
  - Message Flow Notations
  - Complex Transitions
  - Transitions to Nested States, History Transitions
  - Internal Transitions
  - Activity Diagrams
  - Control Icons
  - Implementation Diagrams
  - Deployment Diagrams
  - OCL (Object Constraint Language Specification)
  - Others?

## What's Next for UML?

- There are a number of important activities going that could influence UML in significant ways
  
- **OMG Analysis & Design Task Force Action Semantics RFP**
  - Requesting proposals for a consistent way of precisely specifying actions and activities
  
- **OMG Analysis & Design Task Force Process Working Group**
  - Looking at Process Specification Languages as a means to store, manipulate, share, compare, and contrast software processes
  
- **OMG Analysis & Design Task Force Real-time Modeling Working Group**
  - Looking at extensions specific to modeling real-time systems
  
- **OMG Analysis & Design Task Force Agent Working Group**
  - Looking at extensions specific to modeling agent-oriented systems

## Where Have We Been?

- Analysis vs. Design: What's the Difference?
  
- UML Meets Analysis
  - Use Case Diagrams
  - Class Diagrams
  - Interaction Diagrams
  - State Diagrams, Actions, and Activities
  
- Moving into Design
  
- Tutorial Summary

## Revisiting the Goals

- To have you understand a practical and useful distinction between “analysis” and “design”
- Give you a tour of a practical, usable subset of UML in the context of this definition of “analysis” and “design”
- To give you a set of references so that you can get more information about UML after the tutorial is over