### UML 2 INTERMEDIATE EXAM

1. **Determine if you’re eligible for an academic, INCOSE, member, military, or retake Discount.**
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2. **Create/sign into your Pearson VUE account**, via which you can book and cancel your exams as well as access your score reports.

3. **During/after Training (optional) or Self Preparation (use Recommend Study Materials below) schedule & pay** (using a discount code if applicable) for your exam via your **Pearson VUE** account. Schedule at a secure test center or online with a reliable internet connection.

4. **Once you pass your exam, immediately Claim and Share your Credly Digital Credentials** (check your inbox and junk folder for an email from admin@credly.com) with your peers. **Print a .pdf or hardcopy of your certificate.**

5. **If you fail your exam, Request A 20% Exam Retake Discount** with an attached copy of your **Pearson VUE** score report.

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**Accommodations**
For learning or physical disability exam accommodations, please contact certification@omg.org.

**Cancellations/Refunds**
An exam may be cancelled >24 hours prior to its scheduled date via Pearson VUE for a full refund or the exam price will be forfeited.

**Duration**
105 mins in native English-speaking countries. 135 mins in all others.
**Note:** Extra time confirmed following exam order completion.

**Fee**
US$350 + taxes (regional currency equivalent and taxes)

**Format**
Multiple choice (text and images)

**Languages**
English. Use of translation apps during the exam is prohibited.

**Passing Score**
>=51/90 correct answers or >=57% correct answers

**Prerequisites**
Passing score on UML 2 Foundation exam.

**Technical Issues**
Contact Pearson VUE Customer Service. Make sure to perform a System Test on your computer before scheduling an online exam.

**Validity**
Certifications expire 5 years after exam date. Take the same or higher level exam to extend certification validity.

**www.omg.org/certification/uml**  
**certification@omg.org**
STANDARD AREAS COVERED

- **Unified Modeling Language (UML) v.2.5.1**: Chapter 7 (Constraints, Dependencies, Namespaces, and Types & Multiplicity), Chapter 8 (Intervals and Time), Chapter 9 (Classifiers, Generalization Sets, Instances, Operations, and Properties), Chapter 10 (Interfaces and Signals), Chapter 11 (Associations, Classes, Collaborations, Components, Encapsulated Classifiers, Receptions, and Structured Classifiers), Chapter 12 (Packages), Chapter 13 (Events and Behaviors), Chapter 14 (ProtocolStateMachine and StateMachine Topics), Chapter 15 (Activities, Activity Groups, Control Nodes, and Object Nodes), Chapter 16 (Actions, Expansion Regions, Invocation Actions, and Structured Actions), Chapter 17 (Communication Diagrams, Fragments, Interactions, Interaction Uses, Lifelines, Messages, and Sequence Diagrams), Chapter 18 (Use Cases), Chapter 19 (Artifacts and Nodes), and Chapter 20 (Information Flows).

RECOMMENDED STUDY MATERIALS

- UML 2.0 in a Nutshell (Pitman)
- UML 2 for Dummies (Schardt)
- Model Organization with Packages and the Package Diagram (Baker)
- Concurrency in UML (Stachecki)
- Getting It Right on the Dot