UML 2 INTERMEDIATE EXAM

1. Determine if you’re eligible for an academic, INCOSE, member, military, or retake Discount. We also offer discounted bulk exam vouchers.

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 30% Exam Retake Discount with an attached copy of your Pearson VUE score report.

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.

Contact
www.omg.org/ocup-2 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 (ProtocolStateMachines 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**

<table>
<thead>
<tr>
<th>%</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>20%</td>
<td>Activities &amp; Actions</td>
</tr>
<tr>
<td>16%</td>
<td>Basic Structure</td>
</tr>
<tr>
<td>14%</td>
<td>Interactions</td>
</tr>
<tr>
<td>13%</td>
<td>StateMachines &amp; Use Cases</td>
</tr>
<tr>
<td>12%</td>
<td>Components</td>
</tr>
<tr>
<td>10%</td>
<td>Common Behavior</td>
</tr>
<tr>
<td>9%</td>
<td>Structured Classifiers</td>
</tr>
<tr>
<td>6%</td>
<td>Classification</td>
</tr>
</tbody>
</table>