

## Modeling Theory and Practice

Course	Description
<a href="#"><u>The Theory and Practice of Modeling Language Design</u></a>	This course teaches the theory and pragmatics of designing a high-level modeling language that can be used in design and development of software systems. Special emphasis is placed on designing domain-specific languages.
<a href="#"><u>The Unified Modeling Language (UML 2)</u></a>	This course teaches the essentials of the industry standard UML 2 modeling language and related support technologies (course taught by one of the original UML designers)
<a href="#"><u>Developing Real-Time and Embedded Software with UML 2</u></a>	This course teaches the essentials of applying the industry standard UML 2 language and related profiles to the development of large and complex real-time and embedded systems using agile development approaches
<a href="#"><u>The Theory and Practice of Model-Based Software Engineering</u></a>	This course teaches the theory and pragmatics of model-based software engineering. Special emphasis is placed on modeling languages and tool technology.
<a href="#"><u>Software Architecture Using Model-Based Engineering for Real-Time and Embedded Systems</u></a>	This course teaches the essentials of modern model-based engineering techniques and technologies and how these can be used in the architectural design and specifications of complex systems, with a special focus on real-time and embedded systems.

## Domain-Specific Languages

Course	Description
<a href="#"><u>Building a Domain-Specific Language with Rational Software Architect/Developer</u></a>	A hands on course that introduces the participants to developing a domain-specific language on top of RSA/RSD including language definition and generating code or other artifacts from it.
<a href="#"><u>Building a Graphical Domain-Specific Language with Eclipse</u></a>	A hands-on course that introduces the participants to developing a domain-specific language in Eclipse including language definition and generating code or other artifacts from it.
<a href="#"><u>Building a Textual Domain-Specific Language with Eclipse</u></a>	A hands-on course that introduces the participants to developing a domain-specific language in Eclipse including language definition and generating code or other artifacts from it.

## Modeling with Eclipse

Course	Description
<a href="#"><u>Eclipse Model Transformation Technologies</u></a>	A hands-on course that introduces the participants to the model transformation technologies available in Eclipse.