

Requirements Center: Advanced Data and User Interfaces

This hands-on course teaches advanced concepts and practical skills of using Requirements Center to model and simulate data objects, business rules, and interactive user interface prototypes.

Building upon the prerequisite Requirements Center Essentials course, students further elaborate requirements models, utilizing advanced Data and User Interface techniques. Students learn to enhance the validation of requirements with different stakeholders (end users, subject matter experts, reviewers, developers, testers, etc.) via step by step walkthroughs and user experience simulations.

Intended Audience

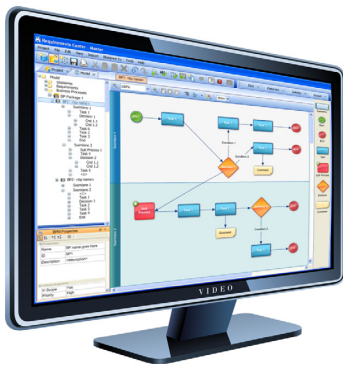
This course is intended for Business Analysts, System Analysts, Architects & Designers who would like to model and simulate more complex data objects, business rules, and/or higher delity interactive UI prototypes. Test Developers may also find this course benecial to understand the impact of data and UI Mockup screens on simulation based validation of a requirements model and test generation.

Prerequisites

Requirement Center Essentials (training course)

System Requirements

See:www.blueprintsys.com/product_rc_tech.php for hardware & operating system requirements for Requirements Center, and versions of MS Word & Excel, and Adobe Reader needed to perform the hands-on exercises in this course.



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Requirements Center: Advanced Data & User Interfaces

Duration: 2 Days

Overview

This advanced course builds upon the prerequisite Requirements Center Essentials course. Students learn advanced concepts and practical skills to model and simulate: data objects, business rules, and interactive prototypes of user interfaces. The hands-on exercises begin with an existing pre-populated project and requirements models. Students further elaborate the models, modifying use cases and adding data and UI elements to: address changes in requirements / enhancement requests, incorporate business rules, and model desired UI behavior.

In **Advanced Data**, students learn how to:

- Create global data objects including Single Values, Lists, and Tables
- Set data types, initial values, and other properties
- Define business rules (data operations) to set (modify) data values, and query data values

In **Advanced User Interfaces**, students learn how to:

- Create UI Mockup screens via drag & drop of widgets, clone of screens, rapid prototype, using screen shots, capture and hotspots, and annotation with notes.
- Set widget properties and initial state / data values, including making the widget active
- Attach UI Mockup screens to different use case step types and set screen (allow user input) and widget (visible, disable, highlight) settings per step
- Model User Interface behavior via a combination of use case flows / branches and data operations to set widget states / data values and query widget events and widget data values

Throughout the course, students observe and understand the effects of Data and User Interface Mockup screens on simulation (and vice versa):

- How to control simulation flow with data operations querying: global Data object values, UI Mockup screen widget events or widget data values
- How values of global Data objects and UI Mockup screen widgets are mixed in data operations
- The effects of mixing data types
- How to combine query data operations via "AND" / "OR" operations
- The effects of global data objects or UI Mockup screen widgets having a Data value or widget event of Undetermined, and Read-Only property
- The effects of restarting simulation or stepping backwards

Guidance is provided on simulating and validating requirements models containing Data and UI Mockup screens, with different stakeholders (End Users, Subject Matter Experts, Reviewers, Developers, Testers, etc.):

- Step-by-Step walkthrough
- User Experience test driving , via interaction with UI Mockup screen widgets
- Show / hide data operations and impacted (changed) data object values
- How screens can communicate requirements for reports and instructions for users / reviewers

Tips are provided to apply and extend the Data and User Interface techniques covered in the course exercises. Conguration Management (CM) options for team collaboration are mentioned during this course. However, the hands-on exercises are not performed under CM, using the Blueprint Team Repository.