



## A tutorial on UML: Standard ways to describe Software



**About the Speaker: Dr Qixin Wang** received the BE and ME degrees from the Department of Computer Science and Technology, Tsinghua University, Beijing, China, in 1999 and 2001, respectively, and the PhD degree from the Department of Computer Science, University of Illinois at Urbana-Champaign in 2008. He joined the Dept. of Computing of the Hong Kong Polytechnic Univ. in 2009 as an assistant professor, and is currently an associate professor. He has published over 15 first/lead author refereed papers on top journals and conferences, and over 40 papers/articles on various academic venues. He has won an IEEE Transactions on Industrial Informatics Best Paper Award in 2008, and has one paper chosen as the featured article by IEEE Transactions on Mobile Computing 2008 May issue. He has served many top conference TPCs and is serving the editorial board of Taylor & Francis's journal of Cyber-Physical Systems. His main research interests include cyber-physical systems, real-time and embedded systems, and wireless network reliability. He is a member of the IEEE and the ACM.



### Online Seminar

Date  
9 March 2020  
Time  
6:00 - 7:00 PM

For Registration & Seminar  
Link

**About the Presentation:** Abstract: UML is the set of standard ways to draw diagrams that describe software. It provides the critical communications language for all stakeholders of a software project, including the customers, managers, designers, and developers. In this tutorial, we will introduce various UML diagrams, and understand how they help building a holistic picture of a software system.

This is an SFPE CPD Event: One-hour CPD certificate will be provided to each attendee.