



Methods

Modeling, analysis and development methodologies

The complexity of computer systems led more and more to the use of standard tools to support their specification, design and development. These tools are based, where possible, on standard methods and languages.

Ac6-training offers training on the most common modeling language UML (*Unified Modeling Language*); these courses are tailored to the industrial and embedded systems environment and the specific needs of real-time applications.

We also offer training on management tools for the software development process, as *Eclipse*.

You can see detailed course descriptions of the various trainings by using the above navigation bar. You can also click on course identifiers in the following course briefs hereafter.

Main Courses

C7 - UML Real-Time UML for embedded and real-time systems

C8 - Critical Systems Safety Embedded systems are more and more critical and subject to safety constraints. This training introduces the main concepts and standards applicable to safety-critical systems.

C9 - Software Architecture with UML Embedded systems are increasingly complex and therefore can no more be directly designed using existing schemes. One need to first create a detailed architecture to control and plan their development and integration appropriately. This course will help address these phases efficiently and avoid common pitfalls; it will explain you why Software Architecture is needed and how architecture processes can be implemented in an enterprise environment.

E1 - Eclipse Utilisation de l'environnement de développement Eclipse pour C, C++ et Java

Additional Courses

RT1 - Real Time and Multi-Core programming Programming Linux real-time and multi-core systems; av
Real-time and embedded code, especially targetting multicore processors, cannot be effectively tested; it m
RT3 - FreeRTOS Real Time Programming Real-time programming applied to the FreeRTOS operating s