UML 2 INTERMEDIATE EXAM

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2 Create/sign into your Pearson VUE account, via which you can book, purchase, cancel, and reschedule your exams as well as access your exam receipts and score reports.

3 During/after OMG Accredited Training (optional) or Self Preparation (use exam info sheets in tabbed section below) schedule & pay (using a discount/promo code if applicable) for your exam via your Pearson VUE account. Schedule at a secure test center or online (test your system before scheduling online).

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5 If you fail your exam, check your score report for a 20% discount code to retake your exam.

Accommodations
For learning or physical disability exam accommodations, please contact certification@omg.org.

Languages
English. Use of translation apps during the exam is prohibited.

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.

Passing Score
>=51/90 correct answers
or >=57% correct answers

Duration
105 mins in native English-speaking countries. 135 mins in all others.
Note: Extra time confirmed via email following exam order completion.

Prerequisites
Passing score on UML 2 Foundation exam.

Fee
US$350 + taxes
(regional currency equivalent and taxes)

Technical Issues
Contact Pearson VUE Customer Service. Make sure to perform a System Test on your computer before scheduling an online exam.

Format
Multiple choice
(text and images)

Validity
Certifications expire 3 years after exam date. Take the same or higher level exam to extend certification validity.

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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**

20%	**Activities & Actions**
16%	**Basic Structure**
14%	**Interactions**
13%	**StateMachines & Use Cases**
12%	**Components**
10%	**Common Behavior**
9%	**Structured Classifiers**
6%	**Classification**