

UML 2 ADVANCED EXAM

- 1 Determine if you're eligible for an academic, INCOSE, member, military, or retake [Discount](#). We also offer discounted bulk exam vouchers.
- 2 Create/sign into your [Pearson VUE account](#), via which you can book and cancel your exams as well as access your score reports.
- 3 During/after [Training](#) (optional) or Self Preparation (use Recommend Study Materials below) schedule & pay (using a discount code if applicable) for your exam via your [Pearson VUE](#) account. Schedule at a secure test center or online with a reliable internet connection.
- 4 Once you pass your exam, immediately [Claim and Share your Credly Digital Credentials](#) (check your inbox and junk folder for an email from admin@credly.com) with your peers. [Print a.pdf or hardcopy of your certificate](#).
- 5 If you fail your exam, [Request A 20% Exam Retake Discount](#) with an attached copy of your [Pearson VUE](#) score report.



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

>=57/90 correct answers
or >=63% correct answers



Duration

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



Prerequisites

Passing scores on UML 2 Foundation and Intermediate exams.



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 5 years after exam date. Take the same or higher level exam to extend certification validity.

UML 2 ADVANCED EXAM

STANDARD AREAS COVERED

- **[Unified Modeling Language \(UML\) v.2.5.1](#)**: Chapter 7 (Name Expressions, Realization, and Templates), Chapter 8 (String Expressions and Values), Chapter 9 (Classifiers, Classifier Templates, Features, Generalization Sets, Operations, and Properties), Chapter 11 (Associations, Collaborations, and Components), Chapter 12 (Profiles), Chapter 13 (Events [Event Pool and FunctionBehavior] and Behaviors [Reentrant]), Chapter 14 (Behavior StateMachines, ProtocolStateMachines and StateMachine Redefinition), Chapter 15 (Activities, Activity Groups, Control Nodes, ExceptionHandler, Executable Nodes, and Object Nodes), Chapter 16 (Accept Event Actions, Invocation Actions, and Structured Actions [RaiseExceptionAction], and Object Actions [ValueSpecificationActions]), Chapter 17 (Fragments, Interactions, Interaction Uses, Lifelines, Messages, Occurrences, and Summary), Chapter 19 (Artifacts and Deployments), and Chapter 20 (Information Flows).
- **[Action Language for Foundational UML \(Alf\) v1.1](#)**: Chapter 1 (Scope), Chapter 2.3 (Semantic Conformance), Chapter 6.2 (Integration with UML Models), and Chapter 7 (Lexical Structure).
- **[Semantics of a Foundational Subset for Executable UML Models \(fUML\) v1.5](#)**: Chapter 1 (Scope), Chapter 4 (Terms and Definitions), Chapter 7.1 (Abstract Syntax Overview), Chapter 8 (Behavioral Semantics), and Chapter 8.1 (Execution Model Overview).

RECOMMENDED STUDY MATERIALS

- **[UML 2.0 in a Nutshell \(Pitman\)](#)**
- **[UML 2 for Dummies \(Schardt\)](#)**
- **[The Value of Modeling \(IBM Software Group\)](#)**
- **[Why Model? \(Epstein\)](#)**
- **[Business Modeling: A Practical Guide to Realizing Business Value-Excerpt from Chapter 7: Model Value Analysis \(Zahavi\)](#)**
- **[Why Domain Modeling \(Wirfs-Brock\)](#)**
- **[Model Organization with Packages and the Package Diagram \(Baker\)](#)**
- **[Concurrency in UML \(Stachecki\)](#)**

UML 2 ADVANCED EXAM

21%	Common Structure
14%	Classification
12%	The MOF & Metamodeling
9%	Activities
9%	Interactions
8%	Structured Classifiers
7%	Actions
6%	Alf
6%	fUML
5%	StateMachines
3%	Common Behavior