



UML 2 INTERMEDIATE EXAM

- 1 Review our [Exam Discounts Webpage](#) info on discounts and how to purchase single exam or bulk exam vouchers.
- 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 [Training](#) (optional) or Self Preparation (use exam info 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](#).
- 4 Within hours of passing your exam, [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, 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

$\geq 51/90$ correct answers
or $\geq 57\%$ 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 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 5 years after exam date. Take the same or higher level exam to extend certification validity.



UML 2 INTERMEDIATE EXAM

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