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On-Demand OCSMP Accelerator™ SysML Training Course Syllabus

Course Title: On-Demand OCSMP Accelerator™ SysML Training Course (2022 Edition)

Objectives

- Enable participants to achieve the SysML proficiency they need to create effective systems models as members of a model-based systems engineering (MBSE) team
- Prepare candidates for the *OMG Certified Systems Modeling Professional (OCSMP) Model User* (Level 1) certification exam
- Prepare candidates for the *OMG Certified Systems Modeling Professional (OCSMP) Model Builder: Fundamental* (Level 2) certification exam

Duration

- 48 hours of self-paced modules delivered on demand through the Delligatti Associates Learning Center (Appendix A contains a detailed breakdown of content duration.)

Course Textbook:

- *SysML Distilled: A Brief Guide to the Systems Modeling Language*.
(**Not included in course fee;** client can purchase this book from any retail bookseller.)

Training materials (electronic files downloadable from Delligatti Associates Learning Center):

- SysML model of the *DellSat-77 Satellite* example system from the course textbook in the MagicDraw native file format
- 95 OCSMP certification exam sample questions, covering all ten course topics
- “Elements of Definition versus Elements of Usage” study aid
- “SysML Training Resources Guide” with links to additional learning resources on the internet
- Course completion certificate. This certificate is valid documentation to claim recertification Professional Development Units (PDUs) for technical certifications (e.g., INCOSE CSEP, IEEE CSDP).

Training materials/equipment (provided by Client):

- A copy of the course textbook, *SysML Distilled: A Brief Guide to the Systems Modeling Language* (The book may be purchased from any retail bookseller such as Amazon, Barnes & Noble, and in electronic format from the publisher's online store www.informit.com)
- Computer with high-speed internet connection and the ability to stream video content from Vimeo. (Note: the course is accessed via the Delligatti Associates Learning Center learning management system which uses Vimeo to stream the training videos. Some organizations' IT policies prevent streaming from Vimeo, in which case we recommend learners access the course from outside their organization's IT network, including VPN.)
- Though a modeling tool is not required for this course, learners who would like to open and view the example system model may request a 30-day complimentary license for Cameo Systems Modeler from Dassault Systèmes. (The link to request a complimentary license will be provided after purchase.)

Scope of Coverage

This course consists of the following modules:

Module	Topic	Duration (h:mm)
0	Introduction	0:33
1	Block Definition Diagrams (Part 1)	6:42
2	Block Definition Diagrams (Part 2)	4:16
3	Internal Block Diagrams	3:02
4	Use Case Diagrams	2:18
5	Activity Diagrams (Part 1)	3:12
6	Activity Diagrams (Part 2)	4:54
7	Sequence Diagrams (Part 1)	3:43
8	Sequence Diagrams (Part 2)	2:34
9	State Machine Diagrams (Part 1)	3:37
10	State Machine Diagrams (Part 2)	2:31
11	Constraints and Parametric Diagrams	2:59
12	Package Diagrams	2:47
13	Requirements Diagrams	2:41
14	Allocation Relationships	2:33

Detailed breakdown of concepts by topic:

Module 1: Block Definition Diagrams (Part 1)

Coverage: purpose of a BDD, frame of a BDD, elements of definition versus elements of usage, blocks, part properties, reference properties, value properties, constraint properties, standard ports, interfaces, nonatomic flow ports, flow specifications, flow properties, atomic flow ports, operations, receptions, signals

Module 2: Block Definition Diagrams (Part 2)

Coverage: reference associations, composite associations, generalizations, dependencies, actors, primitive value types, structured value types, enumerations, constraints, constraint blocks, comments, designing to abstractions

Module 3: Internal Block Diagrams

Coverage: purpose of an IBD, frame of an IBD, part properties, reference properties, connectors, flow ports, standard ports, port compatibility, item flows, nested properties, dot notation, encapsulation

Module 4: Use Case Diagrams

Coverage: purpose of a use case diagram, use cases, use case specifications, use cases versus scenarios, frame of a use case diagram, system boundary, actors, associations, base use cases, included use cases, extending use cases

Module 5: Activity Diagrams (Part 1)

Coverage: purpose of an activity diagram, frame of an activity diagram, activities, object tokens, control tokens, basic actions, opaque expressions, object nodes, pins, activity parameters, streaming versus nonstreaming, object flows, control flows, criteria for initiating an action

Module 6: Activity Diagrams (Part 2)

Coverage: call behavior actions, send signal actions, accept event actions, wait time actions, absolute time events, relative time events, initial nodes, activity final nodes, flow final nodes, decision nodes, merge nodes, fork nodes, join nodes, activity partitions

Module 7: Sequence Diagrams (Part 1)

Coverage: purpose of a sequence diagram, frame of a sequence diagram, interactions, lifelines, selector expressions, event occurrences, messages, message send occurrences, message receive occurrences, asynchronous messages, synchronous messages, reply messages, create messages, creation occurrences, delete messages, destruction occurrences, execution specifications, execution start occurrences, execution termination occurrences, valid traces versus invalid traces

Module 8: Sequence Diagrams (Part 2)

Coverage: time constraints, duration constraints, state invariants, combined fragments, operands, *opt* interaction operator, *alt* interaction operator, *loop* interaction operator, *par* interaction operator, interaction uses, actual gates, formal gates

Module 9: State Machine Diagrams (Part 1)

Coverage: purpose of a state machine diagram, frame of a state machine diagram, state machines, simple states, *entry* behavior, *do* behavior, *exit* behavior, composite states, substates, final states, transitions, triggers, guards, effects, self-transitions, run-to-completion step semantics, external transitions versus internal transitions

Module 10: State Machine Diagrams (Part 2)

Coverage: signal events, receptions, call events, operations, absolute time events, relative time events, change events, initial pseudostates, junction pseudostates, regions

Module 11: Constraints and Parametric Diagrams

Coverage: blocks and constraint blocks (on BDDs), purpose of a parametric diagram, frame of a parametric diagram, constraint properties, constraint parameters, value properties, nesting notation versus dot notation, binding connectors, noncausal nature of constraints

Module 12: Package Diagrams

Coverage: purpose of a package diagram, frame of a package diagram, packages, namespaces, namespace containment, crosshair notation, nesting notation, fully qualified name strings, relative qualified name strings, dependencies, package import relationships, models, model libraries, profiles, stereotypes, views, viewpoints, conform relationships

Module 13: Requirements Diagrams

Coverage: purpose of a requirements diagram, frame of a requirements diagram, requirements, containment relationships, trace relationships, derive requirement relationships, refine relationships, satisfy relationships, verify relationships, direct notation, compartment notation, callout notation, matrices, tables, rationale

Module 14: Allocation Relationships

Coverage: purposes of allocation relationships, behavioral allocations, structural allocations, requirements allocations, direct notation, compartment notation, callout notation, matrices, tables, allocation activity partitions, allocation of definition versus allocation of usage

OCSMP Certification

The course fee does not include the cost of the OCSMP certification exam. Each participant who wishes to pursue this certification after the course ends must individually schedule and pay for the exam via the Pearson Vue website.

Cost

Item	Rate
On-demand OCSMP Accelerator™ SysML Training Course 1-Year Subscription	Price for single 1-year subscription: \$525 / participant <u>Bulk purchase tiers:</u> <ul style="list-style-type: none">• Tier 1 - minimum purchase of 25 seats: \$475 / participant• Tier 2 - minimum purchase of 50 seats: \$420 / participant• Tier 3 - minimum purchase of 100 seats: \$370 / participant• Tier 4 - minimum purchase of 200 seats: \$315 / participant

Payment Terms

- Individual seats up to a quantity of 25 can be purchased via credit card in our [online store](https://ei194.infusionsoft.app/app/storeFront/showCategoryPage?categoryId=2) (<https://ei194.infusionsoft.app/app/storeFront/showCategoryPage?categoryId=2>).
- For bulk purchases, Delligatti Associates will electronically submit one invoice to the Client in accordance with Client's invoicing instructions. The Client will pay the invoice at the standard rate listed above within 30 calendar days of receipt of the invoice. Client will remit payment on the invoice either by credit card or via ACH electronic funds transfer (EFT).

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- For purchases made in the online store, buyers will receive an automated confirmation email with access codes and instructions for accessing the training in the Delligatti Associates Learning Center. To help ensure delivery of this email, please be sure to add the delligattiassociates.com domain to your safe senders list. Buyers purchasing this course on behalf of others (i.e., you are not the participant), will need to provide the access code(s) and instructions to the participant(s).
- For purchases made by purchase order and invoiced by other means, Delligatti Associates will email a list of access codes along with instructions for learners to redeem them to the client's point of contact (POC) within one (1) business day of Delligatti Associates receiving payment.
- Access codes are valid for one (1) year from the date they are provided to the client POC. Once a learner redeems an access code, they will have access to the On-demand OCSMP Accelerator™ SysML Training Course until the end of the period of service. No extensions will be granted.
- Access codes for the On-demand OCSMP Accelerator™ SysML Training Course cannot be traded for access codes for the On-demand OOSEM Accelerator™ MBSE Methodology Training Course and vice versa.
- Each access code may only be redeemed once by a single named individual. Access codes are not transferrable once redeemed.
- Access codes not redeemed prior to the period of service end date will be forfeited. No refunds will be provided for unused access codes.

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Appendix A

OCSMP Accelerator™ SysML Training Course (2022 Edition) Content Durations

Summary

Total Course Duration: 48 hours, 23 minutes, 10 seconds

Average Module Duration: 3 hours, 13 minutes, 33 seconds

Longest Module (Module 1): 6 hours, 42 minutes, 24 seconds

Longest Segment (Module 6 Segment 5): 54 minutes, 34 seconds

<u>Content Item</u>	<u>Content Description</u>	<u>Duration (h:mm:ss)</u>
Module 0	Course Introduction	0:32:39
Segment 1	Instructor Bio and Course Objectives	0:18:56
Segment 2	What is MBSE?	0:13:43
Module 1	Block Definition Diagrams (Part 1)	6:42:24
Segment 1	Diagram Header; Namespace	0:25:06
Segment 2	Checkpoint Question 1-1	0:06:16
Segment 3	Purpose of a BDD; Classifiers (Elements of Definition)	0:25:04
Segment 4	Blocks	0:16:20
Segment 5	Overview of Structural Features/Properties (Elements of Usage)	0:29:28
Segment 6	Part Properties	0:22:57
Segment 7	Checkpoint Question 1-2	0:04:47
Segment 8	Reference Properties	0:16:25
Segment 9	Checkpoint Question 1-3	0:03:53
Segment 10	Value Properties	0:22:01
Segment 11	Checkpoint Question 1-4	0:04:59
Segment 12	Constraint Properties	0:21:32
Segment 13	Checkpoint Question 1-5	0:06:31
Segment 14	Ports (an Overview)	0:08:43
Segment 15	Full Ports (in SysML 1.3 and later)	0:16:15
Segment 16	Proxy Ports (in SysML 1.3 and later)	0:12:29
Segment 17	Flow Ports (in SysML 1.2 and earlier)	0:28:24
Segment 18	Checkpoint Question 1-6	0:02:59
Segment 19	Standard Ports (in SysML 1.2 and earlier)	0:20:57
Segment 20	Checkpoint Question 1-7	0:03:12
Segment 21	Overview of Behavioral Features	0:36:44
Segment 22	Operations	0:16:57
Segment 23	Receptions	0:32:41
Segment 24	Checkpoint Question 1-8	0:03:38
Segment 25	Checkpoint Question 1-9	0:03:31
Segment 26	Checkpoint Question 1-10	0:10:35
Module 2	Block Definition Diagrams (Part 2)	4:15:49
Segment 1	Overview of Associations	0:30:20

Segment 2	Reference Associations	0:22:04
Segment 3	Checkpoint Question 2-1	0:04:18
Segment 4	Composite Associations	0:31:44
Segment 5	Checkpoint Question 2-2	0:04:44
Segment 6	Generalizations	0:30:45
Segment 7	Checkpoint Question 2-3	0:03:55
Segment 8	Dependencies	0:16:21
Segment 9	Checkpoint Question 2-4	0:03:23
Segment 10	Actors	0:29:44
Segment 11	Checkpoint Question 2-5	0:05:56
Segment 12	Value Types	0:21:17
Segment 13	Checkpoint Question 2-6	0:05:02
Segment 14	Constraint Blocks	0:24:07
Segment 15	Checkpoint Question 2-7	0:03:39
Segment 16	Checkpoint Question 2-8	0:08:36
Segment 17	Checkpoint Question 2-9	0:09:54
Module 3	Internal Block Diagrams (IBDs)	3:02:19
Segment 1	Purpose of an IBD	0:13:57
Segment 2	IBD and BDD Comparison	0:21:37
Segment 3	Part Properties and Reference Properties	0:11:04
Segment 4	Checkpoint Question 3-1	0:04:06
Segment 5	Checkpoint Question 3-2	0:03:05
Segment 6	Connectors	0:31:03
Segment 7	Checkpoint Question 3-3	0:05:13
Segment 8	Connecting Compatible Standard Ports	0:13:58
Segment 9	Checkpoint Question 3-4	0:04:57
Segment 10	Connecting Compatible Flow Ports	0:17:00
Segment 11	Checkpoint Question 3-5	0:03:54
Segment 12	Item Flows	0:15:25
Segment 13	Checkpoint Question 3-6	0:03:02
Segment 14	Nesting Notation to Express Both System and Model Hierarchy	0:11:33
Segment 15	Dot Notation to Express System Hierarchy	0:11:42
Segment 16	Checkpoint Question 3-7	0:02:53
Segment 17	Checkpoint Question 3-8	0:07:50
Module 4	Use Case Diagrams	2:17:59
Segment 1	Purpose of a Use Case Diagram	0:13:35
Segment 2	Use Case Key Ideas and Heuristics	0:38:08
Segment 3	Use Case Elements in SysML	0:13:05
Segment 4	Checkpoint Question 4-1	0:03:48
Segment 5	System Boundary	0:10:10
Segment 6	Checkpoint Question 4-2	0:02:11
Segment 7	Associating Actors and Use Cases	0:20:47
Segment 8	Checkpoint Question 4-3	0:07:08

Segment 9	Include Relationship	0:10:13
Segment 10	Checkpoint Question 4-4	0:04:49
Segment 11	Extend Relationship	0:08:35
Segment 12	Checkpoint Question 4-5	0:05:30
Module 5	Activity Diagrams (Part 1)	3:12:16
Segment 1	Overview of Behaviors in SysML	0:21:36
Segment 2	Purpose of an Activity Diagram	0:12:09
Segment 3	Overview of Activity Diagram Elements	0:13:20
Segment 4	Checkpoint Question 5-1	0:01:46
Segment 5	Token Flow and Edges	0:14:21
Segment 6	Overview of Actions	0:19:12
Segment 7	Overview of Object Nodes	0:27:37
Segment 8	Checkpoint Question 5-2	0:03:05
Segment 9	Checkpoint Question 5-3	0:05:31
Segment 10	Multiplicity on Object Nodes	0:26:31
Segment 11	Streaming vs. Nonstreaming Object Nodes	0:16:13
Segment 12	When Does an Action Start?	0:21:07
Segment 13	Checkpoint Question 5-4	0:06:22
Segment 14	Checkpoint Question 5-5	0:03:26
Module 6	Activity Diagrams (Part 2)	4:54:07
Segment 1	Call Behavior Actions	0:33:36
Segment 2	Checkpoint Question 6-1	0:03:27
Segment 3	Send Signal Actions	0:25:33
Segment 4	Checkpoint Question 6-2	0:02:16
Segment 5	Accept Event Actions	0:54:34
Segment 6	Wait Time Actions	0:18:45
Segment 7	Ways an Activity Can Terminate	0:06:14
Segment 8	Checkpoint Question 6-3	0:10:08
Segment 9	Overview of Control Nodes	0:10:11
Segment 10	Initial Nodes	0:08:45
Segment 11	Activity Final Nodes and Flow Final Nodes	0:15:01
Segment 12	Checkpoint Question 6-4	0:07:25
Segment 13	Decision Nodes and Merge Nodes	0:26:32
Segment 14	Checkpoint Question 6-5	0:07:59
Segment 15	Fork Nodes and Join Nodes	0:22:31
Segment 16	Checkpoint Question 6-6	0:05:05
Segment 17	Activity Partitions	0:18:42
Segment 18	Checkpoint Question 6-7	0:03:02
Segment 19	Checkpoint Question 6-8	0:14:21
Module 7	Sequence Diagrams (Part 1)	3:43:06
Segment 1	Purpose of a Sequence Diagram	0:14:06
Segment 2	Overview of Sequence Diagram Elements	0:15:26
Segment 3	Lifelines	0:23:45

Segment 4	Checkpoint Question 7-1	0:03:20
Segment 5	Overview of Event Occurrences	0:09:33
Segment 6	Overview of Messages	0:14:41
Segment 7	Checkpoint Question 7-2	0:02:24
Segment 8	Asynchronous Messages	0:17:38
Segment 9	Checkpoint Question 7-3	0:02:27
Segment 10	Synchronous Messages and Reply Messages	0:23:10
Segment 11	Checkpoint Question 7-4	0:04:09
Segment 12	Create Messages	0:10:09
Segment 13	Checkpoint Question 7-5	0:04:56
Segment 14	Delete Messages	0:12:38
Segment 15	Execution Specifications	0:19:28
Segment 16	Identifying Event Occurrences	0:09:35
Segment 17	Checkpoint Question 7-6	0:05:22
Segment 18	Traces	0:22:25
Segment 19	Checkpoint Question 7-7	0:07:54
Module 8	Sequence Diagrams (Part 2)	2:34:00
Segment 1	Overview of Constraints	0:08:38
Segment 2	Time Constraints	0:14:31
Segment 3	Duration Constraints	0:09:06
Segment 4	State Invariants	0:20:32
Segment 5	Checkpoint Question 8-1	0:05:25
Segment 6	Overview of Combined Fragments	0:16:23
Segment 7	“Opt” Combined Fragment	0:05:06
Segment 8	Checkpoint Question 8-2	0:07:32
Segment 9	“Alt” Combined Fragment	0:06:23
Segment 10	Checkpoint Question 8-3	0:05:23
Segment 11	“Loop” Combined Fragment	0:13:49
Segment 12	Checkpoint Question 8-4	0:02:48
Segment 13	“Par” Combined Fragment	0:12:49
Segment 14	Checkpoint Question 8-5	0:03:09
Segment 15	Gates and Interaction Uses	0:18:13
Segment 16	Checkpoint Question 8-6	0:04:13
Module 9	State Machine Diagrams (Part 1)	3:36:55
Segment 1	Purpose of a State Machine Diagram	0:23:33
Segment 2	Overview of State Machine Diagram Elements	0:11:48
Segment 3	Overview of States	0:23:59
Segment 4	Scenario 1: Trigger event occurs and guard is true	0:18:05
Segment 5	Scenario 2: Trigger event occurs and guard is false	0:06:35
Segment 6	Scenario 3: Run-to-completion step at behavior start	0:08:50
Segment 7	Scenario 4: Trigger event occurs for a non-active state	0:05:35
Segment 8	Scenario 5: Same trigger event for multiple transitions	0:06:53
Segment 9	Scenario 6: Triggerless transition with a guard	0:10:29

Segment 10	Scenario 7: Triggerless transition with no guard	0:06:51
Segment 11	Scenario 8: Triggerless transition with no do behavior	0:15:10
Segment 12	Checkpoint Question 9-1	0:05:00
Segment 13	Overview of Composite States	0:15:16
Segment 14	Scenario 9: Transitioning into a composite state	0:09:46
Segment 15	Scenario 10: Transitioning between nested substates	0:06:45
Segment 16	Scenario 11: Transitioning out of a composite state	0:07:32
Segment 17	Checkpoint Question 9-2	0:05:51
Segment 18	Internal Transitions vs. External Transitions	0:18:08
Segment 19	Checkpoint Question 9-3	0:05:21
Segment 20	Checkpoint Question 9-4	0:05:28
Module 10	State Machine Diagrams (Part 2)	2:31:04
Segment 1	Overview of Events	0:11:58
Segment 2	Signal Event Triggers	0:15:05
Segment 3	Checkpoint Question 10-1	0:05:14
Segment 4	Call Event Triggers	0:13:12
Segment 5	Checkpoint Question 10-2	0:02:32
Segment 6	Time Event Triggers	0:13:04
Segment 7	Checkpoint Question 10-3	0:09:10
Segment 8	Change Event Triggers	0:14:00
Segment 9	Checkpoint Question 10-4	0:05:51
Segment 10	Overview of Pseudostates	0:08:06
Segment 11	Initial Pseudostates	0:06:20
Segment 12	Junction Pseudostates	0:14:56
Segment 13	Checkpoint Question 10-5	0:09:28
Segment 14	Regions	0:14:50
Segment 15	Checkpoint Question 10-6	0:07:18
Module 11	Parametric Diagrams	2:59:10
Segment 1	Purpose of a Parametric Diagram	0:19:42
Segment 2	Overview of Parametric Diagram Elements	0:08:08
Segment 3	Parametric Diagram and BDD Comparison	0:33:44
Segment 4	Determining Ownership (Namespace)	0:25:53
Segment 5	Checkpoint Question 11-1	0:03:06
Segment 6	Checkpoint Question 11-2	0:03:14
Segment 7	Checkpoint Question 11-3	0:04:03
Segment 8	Checkpoint Question 11-4	0:02:12
Segment 9	Stage 1: Building the Constraint Model	0:19:00
Segment 10	Stage 2: Binding the Constraint Model to the Structural Model	0:32:08
Segment 11	Checkpoint Question 11-5	0:11:45
Segment 12	Reasons to Create a Parametric Model of Your System	0:16:15
Module 12	Package Diagrams	2:47:07
Segment 1	Purpose of a Package Diagram	0:19:04
Segment 2	Overview of Package Diagram Elements	0:07:13

Segment 3	What a Package Is...and What It Isn't	0:17:36
Segment 4	Nesting Notation	0:10:55
Segment 5	Checkpoint Question 12-1	0:02:43
Segment 6	Crosshair Notation	0:06:24
Segment 7	Checkpoint Question 12-2	0:05:03
Segment 8	Qualified Name String Notation	0:20:04
Segment 9	Checkpoint Question 12-3	0:02:48
Segment 10	Dependencies	0:08:46
Segment 11	Checkpoint Question 12-4	0:02:58
Segment 12	Package Import Relationships	0:10:30
Segment 13	Checkpoint Question 12-5	0:02:45
Segment 14	Special Kinds of Packages	0:07:04
Segment 15	Models	0:05:48
Segment 16	Model Libraries	0:06:08
Segment 17	Profiles (and Stereotypes)	0:18:22
Segment 18	Views (and Viewpoints)	0:10:18
Segment 19	Checkpoint Question 12-6	0:02:38
Module 13	Requirements Diagrams	2:41:26
Segment 1	Purpose of a Requirements Diagram	0:11:32
Segment 2	Requirements	0:22:54
Segment 3	Checkpoint Question 13-1	0:02:40
Segment 4	Overview of Requirements Relationships	0:07:49
Segment 5	Trace Relationship	0:02:37
Segment 6	Checkpoint Question 13-2	0:02:06
Segment 7	Derive Requirement Relationship	0:05:01
Segment 8	Checkpoint Question 13-3	0:06:03
Segment 9	Refine Relationship	0:06:21
Segment 10	Checkpoint Question 13-4	0:05:47
Segment 11	Satisfy Relationship	0:07:38
Segment 12	Checkpoint Question 13-5	0:03:22
Segment 13	Verify Relationship	0:09:08
Segment 14	Checkpoint Question 13-6	0:02:20
Segment 15	Copy Relationship	0:07:26
Segment 16	Overview of Dependency Notations	0:04:38
Segment 17	Direct Notation	0:03:48
Segment 18	Compartment Notation	0:08:05
Segment 19	Checkpoint Question 13-7	0:06:25
Segment 20	Callout Notation	0:05:01
Segment 21	Checkpoint Question 13-8	0:04:45
Segment 22	Matrices	0:06:07
Segment 23	Tables	0:05:43
Segment 24	Review of Namespace Containment Notations	0:10:09
Segment 25	Checkpoint Question 13-9	0:04:01

Module 14	Allocation Relationships	2:32:49
Segment 1	Overview of Allocations	0:10:43
Segment 2	Requirements Allocation	0:04:55
Segment 3	Resource Allocation	0:08:21
Segment 4	Behavioral Allocation	0:20:19
Segment 5	Checkpoint Question 14-1	0:02:43
Segment 6	Structural Allocation	0:09:37
Segment 7	Checkpoint Question 14-2	0:03:34
Segment 8	Overview of Allocation Notations	0:04:02
Segment 9	Direct Notation	0:03:00
Segment 10	Compartment Notation	0:04:53
Segment 11	Checkpoint Question 14-3	0:03:54
Segment 12	Callout Notation	0:03:57
Segment 13	Checkpoint Question 14-4	0:05:06
Segment 14	Matrices	0:04:08
Segment 15	Tables	0:04:27
Segment 16	Allocation Activity Partitions	0:10:29
Segment 17	Checkpoint Question 14-5	0:03:35
Segment 18	Allocation Classification in 2 Dimensions	0:19:04
Segment 19	Checkpoint Question 14-6	0:02:25
Segment 20	Checkpoint Question 14-7	0:03:54
Segment 21	Farewell...and Future Study	0:19:43