

Modeling with ArchiMate® using Enterprise Architect

Two Day Course Syllabus

DAY I

Introduction to Enterprise Architect

User Interface

- Desktop layout
- Portals window
- Visual styles
- Commonly used Views
- Workspace Layouts, Menu Sets, and Perspectives

Managing Projects

- Creating and opening Projects
- Creating Root Nodes, Views and Packages
- Adding Models using the Wizard
- Organizing Models with Views and Packages

Managing Diagrams

- Toolbox
- Creation techniques
- Menu options, properties and toolbar
- Navigation between diagrams
- Floating diagrams
- Copy/paste across diagrams

Creating Diagram Elements

- Creation techniques
- Properties
- Drag and drop

Managing Diagram Elements

- Appearance, layering, and feature visibility
- Alignment, resizing, automatic layout
- Info view

Deleting Model Elements

- Diagram level deletions
- Repository level deletions

Managing Connectors

- Creation (toolbox and Quick Linker)
- Redirection
- Advanced options
- Line bends and styles
- Virtualizing Connector ends

Managing Package Content

- Package Navigator
- Package Browser/List View

Tool Configuration

- Defining People
- Defining Types
- Common Option Settings

COURSE LEADER

Frank Truyen

is a principal consultant and trainer, with 20+ years of experience in the IT industry as a developer, architect, consultant and manager.

Strong expertise in different modeling notations such as UML®, SoaML™, DDS™, UPDM™, ArchiMate® and BPMN™, allied with his extensive experience in using the Enterprise Architect modeling tool, allows Frank to successfully provide training and consulting services to a broad variety of customers across many industries.

ArchiMate

Overview

Business Layer

Active Structure Concepts

- Actor
- Role
- Collaboration
- Interface
- Location
- Exercise 1

Behavioral Concepts

- Process
- Function
- Interaction
- Event
- Service
- Exercise 2

Passive Structure Concepts

- Business Object
- Representation
- Meaning
- Value
- Product
- Contract
- Exercise 3

Application Layer

Active Structural Concepts

- Component
- Collaboration
- Interface
- Exercise 4

Behavioral Concepts

- Function
- Interaction
- Service
- Exercise 5

Passive Structure Concepts

- Data Object

Technology Layer

Active Structural Concepts

- Node
- Device
- System Software
- Infrastructure Interface
- Network
- Communication Path
- Exercise 6

Behavioral Concepts

- Infrastructure Function
- Infrastructure Service

Passive Structure Concepts

- Artifact
- Exercise 7

Dependencies across Layers

- Business-to-Application Dependencies
- Application-to-Technology Dependencies

Relationships

DAY 2

Traceability and Navigation

- Overview
- The Relationships window
- The Relationship Matrix
- The Gap Analysis Matrix
- The Traceability window
- Other traceability features

Core Tool Features

Documentation Generation

- Template driven RTF generator
- Diagram and Package options
- Linking into Microsoft Word
- Model documents
- Master documents
- Generating to an Artifact
- HTML generator

Document Artifacts

- Creating
- Linked Documents
- External document links

Model Searches

- Initiating
- Configuring
- Viewing results
- Custom searches
- Other features

Managing Baselines and comparing models

- Creating baselines
- Administering baselines
- Package comparisons
- Diagram comparisons

Extra Tool Features

- Diagram features
 - Boundaries, Swimlanes, Matrix, and Kanban
 - Content filters
 - Notes
 - Active legends
- Element features
 - Browser
 - Compartments
 - Replication
- Tool features
 - Working Sets
 - Charts, Dashboards, and Heatmaps
 - Managing hyperlinks
 - Keyboard shortcuts
 - Getting help

End-to-End Modeling Exercise/Workshop

- The Online Bookstore model, or
- A User defined modeling exercise