

Business Process Modeling with BPMN™ using Enterprise Architect

Two Day Course Syllabus

DAY I

Introduction to BPMN

BPMN Elements and Concepts

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
- 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
- Alignment
- Resizing

Deleting Model Elements

- Diagram level deletions
- Repository level deletions

Managing Connectors

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

Managing Package Content

- Package Navigator
- Package Browser/List View

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.

Core Concepts

Process

Steps for modeling a business process

Flow Objects

Events

Definition and handling strategies

Event types

- Cancel
- Terminate
- None
- Timer
- Compensation
- Conditional
- Signal
- Error
- Link

Start Event

End Event

Intermediate Event

Activity

Definition, properties and rules

Sub-Process

- Event Sub-Process
- Transaction Sub-Process

Task

- Service
- Send
- Receive
- User
- Manual
- Business Rule
- Script

Call Activity

Standard loop semantics

DAY 2

Gateway

- Exclusive
- Inclusive
- Parallel
- Event-Based
- Complex

Lanes

Definition and properties

Mapping to Roles

Core Concepts (continued)

Items and Data

- Data Object

 - Lifecycle and accessibility

- Data Association

Artifacts

- Group,

- Text Annotation,

- Association

Appendix 1 - Sequence Flow

Appendix 2 - Common Elements

- Category

- Error

- Escalation

- Message

- ResourceRole

- Signal

Appendix 3 – Compensation Handling

Appendix 4 – Collaboration Models

- Pool

- Participant

- PartnerEntity / PartnerRole

- Message Flow

End-to-End Modeling Exercise

The Change Control Board (CCB) Process, or

A User Defined Modeling Exercise