

Best Practices in Modeling using Enterprise Architect

Three 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 general types
- Personal configuration options

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.

Modeling Business Architecture

Managing Requirements

- Creating Requirements via a diagram
- Creating Requirements using the Specification Manager
- Other features
- Importing & exporting Requirements
- Organizing Requirements

Structural models

- UML (Conceptual) Class diagram

Behavioral models

- UML Use Case diagram
 - Definition
 - Best practices
 - Use Case diagrams
 - Discovering Actors
 - Guidelines for creating Use Cases
 - Modeling Use Case Scenarios
 - Defining constraints
 - Using Behavioral diagrams to illustrate Scenarios
 - Tracing Requirements to Use Cases
- UML Activity diagram

DAY 2

Modeling Application Architecture

Structural models

- UML Class diagram (Attributes)
 - Diagram creation
 - Modeling relationships
 - Defining Attributes
 - Defining Stereotypes and Tagged Values
- UML Component diagram
- UML Deployment diagram

Behavioral models

- UML Class diagram (Operations)
 - Defining Operations and Interfaces
- UML Sequence diagram
 - Combined Fragments
- UML State Machine
- UML Interaction Overview diagram

Modeling Technology Architecture

Database schema

- Creating a data model via Transformation
- Data model patterns
- Creating Tables graphically
 - Adding Columns, Indexes, Triggers and Constraints
 - Adding Procedures, Functions, Sequences and Views
- Generating DDL
- Importing schemas
- Miscellaneous features
- Using the Database Builder

Traceability and Navigation

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

DAY 3

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

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