

# Best Practices in Modeling 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 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<sup>®</sup>, SoaML<sup>™</sup>, DDS<sup>™</sup>, UPDM<sup>™</sup>, ArchiMate<sup>®</sup> and BPMN<sup>™</sup>, 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

## 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

### XML schema

- Creating a schema model via Transformation
- Creating a schema graphically
- Generating a schema
- Importing a schema
- Other features

### WSDL

- Creating a WSDL model via Transformation
- Creating a WSDL model graphically
- Generating WSDL
- Importing WSDL

### Code engineering

- Generation options
- Generating from Class models
- Importing code files and libraries
- Using the built-in code editor
- Customizing the generators
- Build, test, run and other scripts
- Application patterns
- Miscellaneous features

### Traceability and Navigation

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