

The Unified Modeling Notation (UML®) 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®, 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 Application Architecture

Structural models

UML Class diagram (Attributes)

- Object-Oriented principles
- Classes and Objects
- Element visibility
- Relationships
- Defining Attributes
- Adding rules and constraints
- Stereotypes and Tagged Values
- Grouping elements into Packages

UML Component diagram

UML Deployment diagram

DAY 2

Behavioral models

UML Class diagram (Operations)

- Discovering and assigning responsibilities
- Patterns for assigning responsibilities
- Defining Operations
- Defining Interfaces

UML Activity diagram

UML Sequence diagram

- Combined Fragments

UML State Machine diagram

Modeling Technology Architecture

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

Core Tool Features (as time allows)

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