

# The Unified Modeling Language (UML®) Using Enterprise Architect

Two Day Course Syllabus

DAY 1

## 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

## 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 Sequence diagram
  - Combined Fragments

## Traceability and Navigation

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

## Collaboration Features

- Sharing strategies
- Model data (XML/XMI) import/export
  - Understanding globally unique identifiers (GUIDs)
- Version Control
  - Usage
  - Other features
- Reference Data Import/Export

## 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