Business & Application Architecture
using Enterprise Architect 16.x or later

Three Day Course Syllabus

COURSE LEADER

Frank Truyen

is a principal consultant and trainer, with 25+ years of experience in the IT industry as a developer, architect, consultant and manager.

Strong expertise in key modeling notations (UML®, SysML®, ArchiMate®, and BPMN™), as well as architectural frameworks (UPDM™, UAF®, SABSA®), 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.

Introduction to Enterprise Architect

User Interface
- Desktop layout
  - Overview, Start Page, Visual Style, Portals
- Ribbons
- Perspectives, Workspace Layouts, and ribbon configuration

Managing Projects
- Creating and opening Projects
- Creating Root Nodes and Packages
- Browser features
- Organizing models

Managing Diagrams
- Toolbox
- Creation techniques
- Options in ribbons, context menu, properties dialog and window
- Navigation between diagrams
- Floating diagrams
- Copy/paste across diagrams
- Inline Specification Manager

Managing Elements
- Creation techniques
- Editing properties
- Drag and drop
- Diagram only elements

Customizing Diagram Element Appearance
- Background color, font, image
- Layering
- Feature visibility
- Sizing and alignment

Deleting Model Elements
- Diagram level deletions
- Repository level deletions

Managing Connectors
- Creation (toolbox and Quick Linker)
- Redirection
- Line bends and styles

Managing Packages
- Package Navigation
- Identifying and selecting favorite Packages
- Package Browser/List View (overview)

Tool Configuration

Defining general types
Personal and global configuration options

Modeling Business Architecture

Managing Requirements

Creating Requirements via a diagram
Creating Requirements using the Specification Manager
Other features
Importing & exporting using Microsoft Excel
Organizing Requirements
Exercise

Structural models

UML (Conceptual) Class diagram

Behavioral models

UML Use Case diagram
      Key relationships
      Diagram creation
      Include and Extend relationships
      Modeling and viewing (structured) Scenarios
      Defining constraints
      Tracing Requirements to Use Cases
      Exercise

Modeling Application Architecture

Structural models

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

Behavioral models

UML Class diagram (Operations)
      Defining Operations, Receptions, and Interfaces
      Exercise
UML Activity diagram
      Exercise
UML Sequence diagram
      Combined Fragments
      Exercise
UML State Machine diagram
      Exercise
UML Interaction Overview diagram

Traceability and Navigation

Overview
The Relationships window
The Relationship Matrix
The Traceability window
Other traceability features
Exercise

Core Tool Features

Documentation Generation

RTF/DOCX/PDF generator
Diagram, Package, and Element options
Linking generated documents into Microsoft Word
Model documents
Master documents
Generating HTML
Other features
Exercise

Document Artifacts

Creating
Linked Documents
External document links
Document window
Exercise

Model Searches

Initiating
Configuring
Viewing results
Custom searches
Other features
Exercise

Managing Baselines and comparing models

Creating baselines
Administering baselines
Package comparisons
Diagram comparisons
Exercise

Optional half-day extensions to the above training course

Option 1-

Collaboration Features
Sharing strategies
Model data (XML /XMI) import/export
> Understanding globally unique identifiers (GUIDs)

Version Control
> Setup
> Usage
> Other features

Security
> Administration
> Usage

Import/Export of Reference Data
Element Discussions
Formal Reviews

Option 2 -

Extra Tool Features

Diagram features
Automatic layout
Element resizing
Connector features
Boundaries, Swimlanes, Matrix, and Kanban
Content filters
Notes
Active legends

Element features
Info View
Element Browser
Composite elements
Linking notes to feature documentation
Cloning diagrams, elements, Packages
Time Aware Modeling

Other features
Working Sets
Package management
Charts, Dashboards, and Heatmaps
Managing Hyperlinks
Keyboard shortcuts
Getting help
Glossary

Option 3 -

Advanced Features

Patterns
Leveraging the GOF patterns
Creating custom patterns

Model-to-Model Transformations

Tool Customization
Importing and using UML profiles
Building and deploying UML profiles
Defining language types
Defining a template package

Model Audit

Project Management
Element maintenance
   Tracking Defects, Changes, Issues, Tasks, Decisions, and Events.
Project Issues
Roadmap diagrams
MDG Technology for Project Management

Test Management
Workspace
Importing Use Case Scenarios
Reports

Option 4 -

End-to-End Modeling Exercise
The Online Bookstore model, or a User defined modeling exercise