CEPHAS CONSULTING

SPARX SYSTEMS Authorised Training Partner

Best Practices in Modeling
using Enterprise Architect 13.x or 14.x

Two Day Course Syllabus

DAY I

Introduction to Enterprise Architect

User Interface
- Desktop layout
- Portals
- Commonly used Windows/Ribbons
- Perspectives, Workspace Layouts, Menu, and Ribbon Configuration

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/ribbon options, context menu, properties and toolbar
- Navigation between diagrams
- Floating diagrams
- Copy/paste across diagrams

Creating Diagram Elements
- Creation techniques
- Editing properties
- Drag and drop

Customizing Diagram Element Appearance
- Color, Font, Image
- Layering
- Feature Visibility
- Layout and Alignment

Deleting Model Elements
- Diagram level deletions
- Repository level deletions

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

Managing Package Content
- Package Navigator
- Package Browser/List View (overview)

Tool Configuration

Defining general types

Personal and global 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®, SysML®, 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.

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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

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
Using the Schema Composer

WSDL

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

Code engineering

Configuration (repository level, User level, other options)
Modeling conventions
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 Traceability window
Other traceability features