



# Modeling with the Unified Modeling Language (UML®) Using Enterprise Architect 15.x or 16.x

Advanced Level (Three-day course syllabus) 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 COURSE LEADER

# Frank Truyen

is a principal consultant and trainer, with 30+ years of experience in the IT industry as a developer, architect, consultant and project leader. 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.





# **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

# **Behavioral models**

UML Use Case diagram Definition Best practices Creating 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 **Multiple exercises** 

# **Modeling Application Architecture**

### **Structural models**

UML Class diagram (Attributes) **Classes and Objects** Element visibility Relationships **Defining Attributes** Adding rules and constraints **Defining Stereotypes and Tagged Values** Grouping elements into Packages **Multiple exercises** UML Composite Structure diagram Part Port Connector Exercise UML Component diagram Interfaces Ports Information Flows Exercise UML Deployment diagram **Optional exercise** 





# **Behavioral models**

UML Class diagram (Operations) Discovering and assigning responsibilities Patterns for assigning responsibilities Defining Operations, Receptions, and Interfaces Exercise UML Activity diagram **Core Features** Advanced Features (Part 1) Advanced Features (Part 2) Exercise UML Sequence diagram **Combined Fragments** Exercise UML State Machine diagram Exercise UML Interaction Overview diagram

# **Advanced Features**

#### **Patterns**

Leveraging the GOF patterns Creating custom patterns

#### **Model-to-Model Transformations**

#### **Tool Customization**

Creating UML profiles Importing and using UML profiles Exercise

Defining language types Defining a template package Introduction to scripting

# **Traceability and Navigation**

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





# Optional half-day extensions to the above training course

### **Option 1: Workshop: UML end-to-end Modeling Exercise**

The online bookstore model, or a User defined model

# **Option 2: Core tool features**

#### **Documentation Generation**

RTF/DOCX/PDF generator Diagram, Package, and Element options Linking generated documents into Microsoft Word Creating Model Documents Creating Report Packages Generating HTML Creating Custom Documents Other features

#### **Document Artifacts**

Creating Document Artifacts Creating Linked Documents Adding (dynamic) model content External document links Document window

#### **Model Searches**

Initiating Configuring Viewing results Defining custom searches Other features

#### **Managing Baselines and comparing models**

Creating baselines Administering baselines Package comparisons Diagram comparisons

#### **Option 3: Collaboration features**

Model sharing strategies Model data (XML /XMI) import/export Understanding globally unique identifiers (GUIDs) Import/Export of Reference Data

Version Control Setup Usage Other features





Security Administration Usage

Element Discussions Formal Reviews

### **Option 4: 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 5: 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 **Exercise** 





# **Option 6: Management Features**

#### **Project Management**

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

#### **Test Management**

Workspace Importing Use Case Scenarios Reports **Exercise** 

#### **Model Audit**