The Unified Modeling Notation (UML®)
Using Enterprise Architect 13.x or 14.x

Two Day Course Syllabus

DAY 1

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 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.
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

Behavioral models
UML Class diagram (Operations)
  Discovering and assigning responsibilities
  Patterns for assigning responsibilities
  Defining Operations, Receptions, and 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 Traceability window
Other traceability features
Core Tool Features (as time allows)

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

Document Artifacts
Creating
Linked Documents
External document links
Document window

Model Searches
Initiating
Configuring
Viewing results
Custom searches
Other features

Managing Baselines and comparing models
Creating baselines
Administering baselines
Package comparisons
Diagram comparisons