Modeling the Business and Application Architecture with the Unified Modeling Language (UML®)
Using Enterprise Architect 13.x or 14.x

Two Day Course Syllabus

COURSE LEADER

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

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 Business Architecture

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

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

UML Activity diagram

Modeling Application Architecture

Structural models
UML Class diagram (Attributes)
  Object-Oriented principles
  Classes and Objects
  Element visibility
  Relationships
  Defining Attributes
  Adding rules and constraints
  Defining 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 Sequence diagram
  Combined Fragments
Traceability and Navigation

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

Core Tool Features (as time permits)

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