Three 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 and global configuration options

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**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 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
   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
   Stereotypes and Tagged Values
   Grouping elements into Packages
UML Composite Structure diagram
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
UML State Machine diagram
UML Interaction Overview diagram
Traceability and Navigation

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

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

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
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
  Model Views
  Glossary

End-to-End Modeling Exercise (if time permits)
The Online Bookstore model, or
A User defined modeling exercise