



Modeling with the Unified Modeling Language (UML®)

Using Enterprise Architect 15.x or 16.x

Intermediate Level (Two-and-a-half-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)

Exercise

UML Sequence diagram

Combined Fragments

Exercise

UML State Machine diagram

Exercise

UML Interaction Overview diagram

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