

Modeling with ArchiMate® 3.0 using Enterprise Architect 13.x or 14.x

Two Day Course Syllabus

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
- Model patterns
- Project Browser Features

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

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.

ArchiMate 3.0

Overview

Motivation Elements

Stakeholder

Driver

Assessment

Exercise1

Goal

Outcome

Principle

Requirement

Constraint

Exercise 2

Meaning

Value

Exercise 3

Strategy Elements

Resource

Capability

Course of Action

Exercise 1

Business Layer

Active Structure Elements

Actor

Role

Collaboration

Interface

Exercise 1

Behavioral Elements

Process

Function

Interaction

Event

Service

Exercise 2

Passive Structure Elements

Business Object

Contract

Representation

Composite Elements

Product

Exercise 3

DAY 2

Application Layer

Active Structural Elements

- Component
- Collaboration
- Interface
- Exercise 4

Behavioral Elements

- Function
- Interaction
- Process
- Event
- Service
- Exercise 5

Passive Structure Elements

- Data Object

Technology Layer

Active Structural Elements

- Node
- Device
- System Software
- Collaboration
- Interface
- Path
- Communication Network
- Exercise 6

Behavioral Elements

- Function
- Process
- Interaction
- Event
- Service

Passive Structure Elements

- Object
- Artifact
- Exercise 7

Dependencies across Layers

Business-to-lower layer alignment

Application-to-Technology alignment

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