

Modeling with the Unified Modeling Language (UML®) Using Enterprise Architect 16.x

Primer Level (Two-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
UML Activity diagram (core features)
 Exercise

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 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 Sequence diagram

- Combined Fragments

Exercise

Traceability and Navigation

Overview

- The Relationships window

- The Relationship Matrix

- The Traceability window

- Other traceability features

Exercise

Optional half-day extension to the above training course

Option 1: 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