

The Unified Modeling Notation (UML®) using Enterprise Architect

Three Day Course Syllabus

DAY I

Introduction to Modeling

Classification of Modeling Practices
Reaching Higher Levels of Modeling Practice
Leveraging Frameworks

Introduction to UML 2.x

Overview and Background
Diagram Types
Samples from the UML Metamodel
Major Changes from UML 1.x

Introduction to Enterprise Architect

Desktop Layout

- Toolbox and diagram relationship
- Hiding, docking, moving, closing and restoring windows

Managing Projects

- Creating Projects
- Creating root nodes, views and packages
- Organizing models

Managing Diagrams

- Creating diagrams
- Diagram options and properties
- Diagram tips and tricks

User Interface

- Commonly used windows
- Saving & restoring custom layouts
- Keyboard shortcuts

Tool Configuration

Defining People
Defining Types
Common Option Settings

Modeling the Problem Space

Modeling the Business

- Defining a Business Architecture
- Creating a Conceptual Model
- Creating a Process Model
- Capturing Business Goals and Rules
- Business Rules Nomenclature
- Modeling Business Rules

Frank Truyen

is a principal consultant and trainer, with 15+ years of experience in the IT industry as a developer, architect, consultant and manager.

Strong expertise in different modeling notations such as UML® and BPMN™, allied with a wide experience of different modeling tools, has allowed Frank to successfully provide training and consulting services over the last decade to a broad variety of customers across many industries.

- Managing Requirements
 - Requirement definition
 - Creating requirements
 - Importing requirements
 - Organizing requirements

DAY 2

Modeling the Problem Space (continued)

- Use Case Management
 - Definition
 - Best practices
 - 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
- Estimating Project Efforts from Use Cases

Modeling the Solution Space

- Defining the Structural Model
 - Object-Oriented principles
 - Classes and Objects
 - Element visibility
 - Relationships
 - Attributes
 - Rules and constraints
 - Stereotypes and Tagged Values
 - Grouping elements into Packages
- Defining the Behavioral Model
 - Discovering and Assigning Responsibilities
 - Patterns for Assigning Responsibilities
 - Operations
 - Interfaces
 - Activity diagrams
 - Sequence diagrams
 - Communication diagrams
- Building Traceability

DAY 3

Modeling the Solution Space (continued)

Defining the Implementation Model

Component diagrams

Deployment diagrams

End-to-End Modeling Exercise

The Online Bookstore Model, or

A User Defined Modeling Exercise

Enterprise Architect Features

Documentation Generation

Template driven RTF generator

Legacy generator

HTML generator

Virtual documents

Searching the Repository

Using the Discussion Forum

Model Validation

Managing Baselines

Comparing and Merging Models

Document Artifacts

Other Topics (as time permits...)