

ADE700 : Sparx Systems Enterprise Architect

Code : ADE700 **Duration :** 1 day **Category :** Analysis and Design

Audience :

Software engineers and other future users of Enterprise Architect.

Prerequisites :

To join this course basic knowledge of UML and object orientation is desirable.

Realization :

The theory is discussed by means of presentation slides. The concepts are illustrated with demos and there is opportunity to practice. The course material is in English.



Enterprise Architect Introduction



Contents :

The "Enterprise Architect" Training is a classroom training that is ideally suited for students with UML experience and experience with object oriented development to become acquainted with the UML modeling tool Enterprise Architect from Sparx Systems. The course follows the development cycle of an application. The course provides students with the knowledge and the hands-on experience to make UML models and execute code generation using Enterprise Architect. After completion of the course, the student has an overview of the functionality of Enterprise Architect. The student has explored existing models and has knowledge of modeling aspects such as Requirements, Use Case Diagrams, Class Diagrams, Activity Diagrams, State Diagrams and Sequence Diagrams in Enterprise Architect. The student will gain broad knowledge about generating documents and web pages, about code generation and reverse engineering and about team collaboration and data modeling in Enterprise Architect.

Module 1 : EA Intro

- What is Enterprise Architect?
- UML Modeling Tool of Choice
- Share Models
- Capture Requirements
- Generate Documentation
- Code Generation
- Reverse Engineering
- MDA Transformations
- Model Databases
- Link EA to IDE's
- MDG Technologies

Module 2 : Requirements and Use Cases

- Understanding Requirements
- Vision Documents
- Requirement Types
- Functional Requirements
- Non-Functional Requirements
- Requirements Determination
- Requirements Classification
- Use Cases and Actors
- Use Case Modeling
- System Context Diagram
- Identifying Use Cases
- Use Case Diagram
- Scenarios
- Structuring Use Case Model
- include and extends

Module 3 : Domain Modeling

- Domain Modeling
- Conceptual Classes
- UML Notation and Classes
- Associations
- Roles in Associations
- Multiplicity
- Naming Associations
- Generalization
- Specialization
- Aggregation
- Composition
- Attributes

Module 4 : Interaction Diagrams

- Realizing Requirements
- From Analysis to Design
- Object Sequence Diagrams
- Responsibilities and Methods
- Class Responsibilities
- Class Collaborations
- Interaction Modeling
- Collaboration Diagrams
- Translate System Operations
- Diagram Notations
- Sequence Diagrams

Module 5 : MDG Technologies

- MDG Products
- MDG Technologies
- MDG Examples
- Visual Studio.NET
- Eclipse
- Loading MDG Examples
- BPMN
- SysML

Module 6 : MDA Transformations

- What is MDA?
- MDA Characteristics
- Kernel Idea of MDA
- MDA Directions
- MDA Terminology
- MDA Helicopter View
- Platform Models
- Basic Principles of MDA
- Building MDA Applications
- Platform Specific Model
- Marking a Model
- Multiple Middleware Models
- Model Transformations
- Generate Implementation