

# Pick 'n' Mix Training

**Step 1:** Select Modules According to YOUR Needs

**Step 2:** Book your Training

## Core Modules

Delivered with:  
 **ENTERPRISE ARCHITECT**

### Introductory

Introduction to OO, UML & CASE Tools

UML Overview & Diagram Types

Fundamentals of Enterprise Architect

### Foundation

UML Classes & Objects

Introduction to BPMN

Use Cases

Behavioural Diagrams

Components, Deployment & Package Diagrams

### Advanced

Model Documents in Enterprise Architect

RTF Templates in Enterprise Architect

Sharing Models in a Team Environment

Using Version Control

### Expert

Stereotypes & Tagged Values

Shape Scripts in Enterprise Architect

UML Profiles

Model Driven Technologies

Enterprise Architect Scripts

More...

## Specialist Modules

### Business Analysis

Agile Requirements

Business Process Modelling - Using BPMN

Prototyping in Screen Architect

Effective Requirements Analysis

More...

### Development

Enterprise Architect Transformations

### Support

Enterprise Architect Administration

Configuring Version Control & Auditing

### Test Analysis

Enterprise Architect for Test Analysts

Testing with Enterprise Tester

## Overview

**An agile approach to training delivery;** Pick 'n' Mix Training gets rid of the unnecessary downtime that is created attending training that is only partially applicable to your needs. By providing a number of targeted, two-hour modules training can be selected & scheduled to suit staff needs and availability.

Training is offered in full and half-day blocks for groups of up to twelve per module, where pricing is set at \$4,500 per full-day and \$3,000 per half-day.

## Introductory

**These introductory modules are strongly recommended for individuals who have not used UML or Enterprise Architect before. They also serve as a great refresher for those who have had previous exposure to these areas, but are not actively using them.**

### Introduction to OO, UML & CASE Tools

“The introduction of object orientated (OO) approaches fundamentally changed the approach to the analysis, design and development of software. OO and UML are now the defacto standards for the SDLC.”

This module covers why OO was developed, how it relates to UML and the use of CASE tools. Students are then introduced to Enterprise Architect features and its use.

#### Topics Covered:

- An Introduction to the Object Orientated Approach
- Case Tools
- Setting up Enterprise Architect
- Using Enterprise Architect

Module Code: INTUMLCASE

### UML Overview & Diagram Types

“Most current analysis and design / development methodologies in some way embody the UML or some of its components.”

This module provides students with an understanding of the key UML diagrams and how they relate to the roles in the SDLC phases, whether a waterfall or agile approach is used. Enterprise Architect features are explored and developed further.

#### Topics Covered:

- UML Overview
- Diagram Types
- Key Diagrams & Typical Diagram Usage
- Core UML Relationships
- Using Enterprise Architect

Module Code: INTUMLODT

### Fundamentals of Enterprise Architect

“Enterprise Architect’s UML tools are the most powerful and flexible software design tools available today.”

This module designed to provide students with an understanding of how to use Enterprise Architect for modelling without using the standard UML notation. It looks at Enterprise Architect features and functionality only.

#### Topics Covered:

- Installing & Setting up Enterprise Architect
- Workspaces, Packages, Diagrams, Elements and Connectors
- Enterprise Architect Views and windows
- Search and Reporting in Enterprise Architect

Module Code: INTFUNDEA

## Foundation

These modules provide a foundation understanding of UML and BPMN notations, along with guidance on the effective use of Enterprise Architect. They serve as a foundation on which the more advanced and special interest modules can be built.

### UML Classes & Objects

“Today, software solution delivery is based on the use of objects and classes. They are used to understand, define and build the structural components of modern solutions.”

This module covers the class and object diagrams, showing the difference between the two and typical uses for them.

#### Topics Covered:

- Class Overview
- Modelling Classes
- Typical Uses for Classes
- Class Relationships & Objects

Module Code: FDNUMLCO

### Introduction to BPMN

“Understanding the business process is fundamental to delivery of an effective solution that fully supports the business needs. BPMN is now the international standard used to capture this information.”

This module introduces the Business Process Modelling Notation (BPMN) with a focus on being able to understand diagrams created using the notation, and to create basic diagrams.

#### Topics Covered:

- What is BPMN?
- BPMN Core Elements
- Pools & Lanes
- BPMN Element Types

Module Code: FDNINTBPMN

### Use Cases

“Use Cases are the most commonly used tool for discovering and documenting the behaviour and functional requirements of software solutions.”

This module covers the fundamentals of working with Use Cases. Effective modelling techniques are introduced to ensure complex scenarios can be decomposed into individual Use Cases that are well defined and testable. The module is targeted at those who create, or need to reference, the information captured in a Use Case.

#### Topics Covered:

- Types of Use Cases
- Use Case Diagrams
- Use Case Relationships
- Use Case Details
- Effective Use Case Modelling

Module Code: FDNUSECASE

### Behavioural Diagrams

“UML behavioural diagrams play an important role in gaining an understanding of the internal behaviour of systems and if they meet expectations.”

This module covers the main behavioural diagrams that are used to augment the other UML diagrams, showing different behavioural views of the system.

**Topics Covered:**

- Sequence Diagrams
- State Machines
- Communication Diagrams
- Interaction Diagrams

Module Code: FDNBD

**Components,  
Deployment &  
Package Diagrams**

“When a solution is to be implemented physical resources have to be allocated and the various system components deployed.”

This module explains the diagrams that are used to show these components and the way that they are deployed for the system.

**Topics Covered:**

- Components & Deployment
- Component Diagrams
- Deployment Diagrams

Module Code: FDNCBPD

**Advanced**

**These modules cover more advanced usage of the Enterprise Architect tool and create value through providing information that is of special interest to targeted users of the tool.**

**Model Documents  
in Enterprise  
Architect**

“The ability to easily create stylised documents from models is a key strength of Enterprise Architect.”

This module deals with the use of master documents and model documents to produce standard or ad hoc documents from the models you create.

**Topics Covered:**

- Documentation Options
- Creating Document Models
- Generating Documents

Module Code: ADVMDEA

**RTF Templates  
in Enterprise  
Architect**

“For total control over the format and style of the documents you create from your models you will need to create your own Rich Text Format templates.”

This module covers the creation and use of custom Rich Text Format (RTF) templates. This allows you to select the information and layout for each of your model sections and to ensure standardisation and consistency between projects.

**Topics Covered:**

- Creating RTF Templates to Render Elements
- Using RTF Templates to Render Selections of Your Model

Module Code: ADVRTFEA

**Sharing Models in  
a Team  
Environment**

“Effective sharing of information between models saves time and improves quality by avoiding the duplication of information.”

This module explores the considerations, that should be made, and the effective use of Enterprise Architect in a multi-user environment where models and elements are shared

between users, within groups and between groups.

**Topics Covered:**

- Securing Models
- Exporting & Importing
- Package Control & Version Control
- Using Information in a Shared Repository

Module Code: ADVSMTE

### Using Version Control

“Version control automates most of the tasks associated with effectively controlling packages in a shared environment.”

This module explains fundamentals of versions control within Enterprise Architect.

**Topics Covered:**

- Advantages of Version Control
- Setting up Version Control
- Controlling Packages
- Checking Packages In & Out
- Working with Branches
- Working with Different Versions

Module Code: ADVVERSC

## Expert

**These modules deal with the advanced customisation of the Enterprise Architect environment and should be completed by expert users of UML and Enterprise Architect as means of self development, and getting the most out of the tool.**

### Stereotypes & Tagged Values

“In many cases UML provides a great starting point, but needs to be tailored to include elements and relationships that are more meaningful to your organisation.”

This module looks at the basic customisation of Enterprise Architect, using stereotypes and tagged values to redefine UML elements and to capture additional information within your models.

**Topics Covered:**

- Stereotypes
- Tagged Values
- Application in Enterprise Architect

Module Code: EXPSTV

### Shapescrpts in Enterprise Architect

“While UML is a great notation it lacks the WOW factor in its visual presentation.”

This module introduces the Enterprise Architect drawing language that enables the appearance of elements and connectors to change, allowing images and custom shapes to be associated with stereotypes. This will allow you to present your models in a richer manner.

**Topics Covered:**

- Shapescrpts
- Drawing Commands
- Conditional Flows

Module Code: EXPSEA

## UML Profiles

“As your organisation matures and you move up the CMMI levels, so you will need to start to optimise your models.”

This module covers the UML profiles which allow you to create you own reusable modelling elements. These combine stereotypes, tagged values and shapescrpts into drag-and-drop elements.

### Topics Covered:

- Overview
- Creating UML Profiles
- Working with UML Profiles
- Using Profiles

Module Code: EXPUMLPRO

## Model Driven Technologies Module 1

“Once you start optimising the use of UML in your organisation you will want to ensure that people are using the correct customisations, and that deployment of these to end users is simplified.”

This module introduces the use of Model Driven Generation (MDG) technology files to package and deploy customisations. UML profiles for diagrams and tool boxes are introduced, as well as UML patterns and model templates.

### Topics Covered:

- Overview
- Creating an MDG Technology
- Additional Profiles

Module Code: EXPMDGONE

## Model Driven Technologies Module 2

“Learn how to extend the contents of your MDG technologies and effectively deploy them to end users.”

This module completes the use of Model Driven Generation (MDG) technology files including the editing of MDG Specification files to include diagram & toolbox profiles, and other references that need to be manually added.

### Topics Covered:

- Model Technology Specification (MTS) Files
- Editing MTS Files
- Deploying MDG Files

Module Code: EXPMDGTWO

## Enterprise Architect Scripts

“New for Version 7.5 of Enterprise Architect - Corporate and above - in-built scripting to automate Enterprise Architect.”

This module introduces scripting within Enterprise Architect.

### Topics Covered:

- Why Add Scripting?
- The Scripting Window
- Scripting Objects
- Console Commands
- Script Editor
- Examples

Module Code: EXPEASPT

## Business Analysis

These modules are targeted at work preformed by Business Analysts both within and around Enterprise Architect.

### Agile Requirements

“Enterprise Architect has a set of powerful features, which support most agile methodologies and provides for the fast and effective management of requirements using these approaches.”

This module explores the effective use of requirements in Enterprise Architect and introduces a structured hierarchy, which supports an agile feature driven approach to development.

#### Topics Covered:

- Requirements Hierarchies
- Effective Requirements Modelling in Enterprise Architect
- Combining Requirements with Use Cases
- Activity Diagrams

Module Code: BAMODAR

### Business Process Modelling - Using BPMN

“Understanding the correct usage of BPMN elements and connectors is critical to producing quality models that are clear and avoid ambiguity.”

This module reviews the BPMN elements and connectors, and teaches the correct use of them via an interactive session covering the common mistakes modellers make when using the notation. It is designed for people that will be creating BPMN diagrams.

#### Topics Covered:

- Review of Notations
- Common Mistakes
- Structuring BPMN Models

Module Code: BAMODBPM

### Prototyping in Screen Architect

“Prototyping is an effective tool for ensuring that end users can understand how usable the system will be.”

This module covers the use of Screen Architect, the award winning add-on for Enterprise Architect, which produces visually rich prototypes that include data and navigation between screens.

#### Topics Covered:

- Why Prototype?
- Using Screen Architect

Module Code: BAMODSA

### Requirements Gathering

“It is important to apply the most appropriate analysis method when capturing requirements.”

This module covers the ten common analysis methods which can be applied to capture requirements; noting the importance of applying a method which will create accurate and timely requirements so as to ensure the quality of the output produced.

#### Topics Covered:

- Analytical Approaches
- Interactive & Technological Approaches

Module Code: BAMODSA

### Effective Requirements Analysis

“There are many techniques and tools available for analysis. A Business Analyst should be capable of working with more than one technique, even if he or she prefers a particular one.”

This module covers common approaches and tools that may be used by Business Analysts in the analysis of requirements. An understanding of these topics will provide the student with both a wider range of options for expressing requirements and an understanding of documentation and models that have been prepared by others.

#### Topics Covered:

- Business Process Analysis - Flow Charts
- Object-orientated Analysis - Use Cases & UML
- Structured Analysis - Functional
- Useful Tools

Module Code: BAMODERA

### Communicating Requirements

“Communicating requirements is an important aspect of business analysis because the Business Analyst is working to bring the stakeholders to a common understanding of the requirements.”

This module reviews the importance of stakeholder communications and provides techniques for success, taking into consideration when and where communications need to take place, what communication approach is appropriate in each situation, and how each communication should be presented.

#### Topics Covered:

- Developing a Communication Plan
- Managing Conflict
- Presenting Requirements
- Requirement Reviews & Sign-Off

Module Code: BAMODCOM

### Requirements Planning & Management

“Managing the process of gathering, analysing and communicating is critical to delivering on time, on cost and on quality.”

This module addresses the key areas that students need to plan and manage effectively to provide excellent analysis services to their organisation and/or clients every time.

#### Topics Covered:

- Roles & Responsibilities
- The RACI Matrix
- Activities & Work Division
- Managing Scope, Managing Change & Managing Risk

Module Code: BAMODSA

### Development

**These modules are targeted at work preformed by Developers within and around Enterprise Architect.**

### Enterprise Architect Transformations

“Transformations are a huge productivity boost, and reduce the need to manually implement stock classes and elements for a particular implementation domain.”

Information available on request.

Module Code: DEVMODEAT

## Support

These modules are targeted at work preformed by the Support Team within and around Enterprise Architect.

### Configuring Version Control & Auditing

“Enterprise Architect allows precise management of the development process and the ability to share different models and frameworks across an entire organisation.”

Information available on request.

Module Code: SUPMODEAT

### Enterprise Architect Administration

“Understanding application security within Enterprise Architect is an important consideration when using the product in multi-user environment.”

This module covers the design, implementation and operational side of administering security within a multi-user environment. It is designed for people that will be involved in the design or administration of a secure EA environment.

#### Topics Covered:

- Designing Security
- Managing Security
- Implementing Security

Module Code: SUPMODEAA

## Test Analysis

These modules are targeted at work preformed by Test Analysts both within and around Enterprise Architect.

### Enterprise Architect for Test Analysts

“Enterprise Architect has a rich testing capability, which can be used to great effect within the test team.”

This module covers the testing capability of Enterprise Architect. Test planning, design, execution and reporting within Enterprise Architect are covered, along with additional features such as the ability to create test scripts by importing from elements. This module is designed for people who understand the basic concepts of testing.

#### Topics Covered:

- Test Management
- Work with Tests
- Importing Information
- Managing Defects

Module Code: TAMODEAT

### Testing with Enterprise Tester

“Enterprise Tester is a fully integrated, web-based test management solution, which provides world-first integration with Enterprise Architect and JIRA.”

This module covers the use of Enterprise Tester, which utilising a unique transformation framework facilitates traceability from UML requirements to test cases and defects. Enterprise Tester enables your organisation to improve test scripting and management process whilst reducing software defects, project costs and time frames.