Enterprise Architect Training Courses

Tassc trainers are expert practitioners in Enterprise Architect with over 10 years experience in object technology. They will guide you through the theory and share real project experiences with you. Enterprise Architect training courses have a high practical content with hands-on sessions relating to each of the key concepts taught. Theory is regularly updated to reflect the latest UML, SysML and BPMN notations and features supported by Enterprise Architect.

Tassc provides a flexible approach to Enterprise Architect training:
- simply select one of our popular predefined course outlines below, or
- ‘mix and match’ from our catalogue of modules to build your own custom course

**EA Essentials**
1 Day - £1,350 + VAT + expenses *

Aimed at anyone who needs an overview of Enterprise Architect’s capabilities and an opportunity to experience producing some of the core UML diagrams.

| EA 00 | Introduction |
| EA 01 | Navigation (with hands-on) |
| EA 04 | Use Case Diagrams (with hands-on) |
| EA 06 | Activity Diagrams (with hands-on) |
| EA 07 | Domain Models (with hands-on) |
| EA 17 | Generating Documents (with hands-on) |

Prerequisite: Tassc UML Essentials or similar level course

**EA for Business Analysts**
1½ Days - £2,025 + VAT + expenses *

Ideal for business and systems analysts who already have experience of using BPMN and UML to model and analyse their requirements. This course includes hands-on sessions to produce and document these models in Enterprise Architect.

| EA 00 | Introduction |
| EA 01 | Navigation (with hands-on) |
| EA 02 | BPMN Diagrams (with hands-on) |
| EA 03 | Requirements Diagrams (with hands-on) |
| EA 04 | Use Case Diagrams (with hands-on) |
| EA 05 | Requirements Traceability (with hands-on) |
| EA 06 | Activity Diagrams (with hands-on) |
| EA 07 | Domain Models (with hands-on) |
| EA 17 | Generating Documents (with hands-on) |

Prerequisite: Tassc UML for Business Analysts or similar level course

**EA for Systems Architects**
2 Days - £2,700 + VAT + expenses *

Ideal for systems architects and software engineers who already have UML experience and now wish to gain confidence in using Enterprise Architect. Includes substantial hands-on sessions to produce comprehensive UML models within the Enterprise Architect environment.

| EA 00 | Introduction |
| EA 01 | Navigation (with hands-on) |
| EA 04 | Use Case Diagrams (with hands-on) |
| EA 17 | Generating Documents (with hands-on) |
| EA 06 | Activity Diagrams (with hands-on) |
| EA 08 | Class Diagrams (with hands-on) |
| EA 09 | Code Generation (with hands-on) |
| EA 10 | System Architecture (with hands-on) |
| EA 11 | Sequence Diagrams (with hands-on) |
| EA 12 | Communication Diagrams (with hands-on) |
| EA 13 | State Machine Diagrams (with hands-on) |
| EA 14 | Design Patterns (with hands-on) |
| EA 15 | Relational Databases (with hands-on) |
| EA 16 | Team Working |

Prerequisite: Tassc UML for Systems Architects or similar level course

Authorised Training Partner

Web: www.tassc-solutions.com     Email: training@tassc-solutions.com     Telephone: +44 (0)1506 202164
EA for Systems Engineers

2 Days - £2,700 + VAT + expenses *

Designed for systems engineers who already have SysML experience and now wish to gain confidence in using Enterprise Architect. Includes substantial hands-on sessions to construct SysML models within the Enterprise Architect environment.

Requirements Modelling with Use Cases and EA

2 Days - £2,700 + VAT + expenses *

Ideal for requirements engineers and business analysts new to Use Case models and Enterprise Architect. Learn all about documenting requirements as use cases and how best to provide traceability. Combine this with practical knowledge of how to construct these models within Enterprise Architect.

Business Process Modelling with BPMN and EA

1 Day - £1,350 + VAT + expenses *


UML, BPMN and EA for Business Analysts

3 Days - £4,050 + VAT + expenses *

Designed for business and systems analysts tasked with defining system requirements. Gain a good overall exposure to the main concepts and notations of BPMN and UML. Learn how to express requirements clearly and document them within Enterprise Architect. Includes substantial hands-on sessions within the Enterprise Architect environment.

Prerequisite: Knowledge of SysML theory and notation
UML and EA
for Systems Architects
4 Days - £5,400 + VAT + expenses *

Designed for systems architects and software engineers who are new to UML and Enterprise Architect. Gain a good overall exposure to the main concepts and notation used in object-oriented analysis and design. Focus on the core diagram types and a practical everyday subset of the UML. Includes substantial hands-on sessions to produce UML models within the Enterprise Architect environment.

EA 00 Introduction
EA 01 Navigation (with hands-on)
UML 02 Use Case Diagrams (with exercises)
UML 03 Advanced Use Cases (with exercises)
EA 04 Use Case Diagrams (with hands-on)
EA 17 Generating Documents (with hands-on)
UML 04 Activity Diagrams (with exercises)
EA 06 Activity Diagrams (with hands-on)
UML 07 Class Diagrams (with exercises)
EA 08 Class Diagrams (with hands-on)
EA 09 Code Generation (with hands-on)
UML 10 Packages and Subsystems (with exercises)
EA 10 System Architecture (with hands-on)
UML 13 Sequence Diagrams (with exercises)
EA 11 Sequence Diagrams (with hands-on)
UML 14 Communication Diagrams (with exercises)
EA 12 Communication Diagrams (with hands-on)
UML 15 State Machine Diagrams (with exercises)
UML 16 Advanced State Machines (with exercises)
EA 13 State Machine Diagrams (with hands-on)
EA 16 Team Working

SysML and EA
for Systems Engineers
4 Days - £5,400 + VAT + expenses *

Designed for systems engineers who are new to SysML and Enterprise Architect. Gain a good overall exposure to the main concepts and notation used in SysML. Includes substantial hands-on sessions to produce SysML diagrams using Enterprise Architect.

EA 00 Introduction
SYS 01 SysML Overview
EA 01 Navigation (with hands-on)
ALM 02 Requirements Management (with exercises)
EA 03 Requirements Diagrams (with hands-on)
UML 02 Use Case Diagrams (with exercises)
UML 03 Advanced Use Cases (with exercises)
EA 04 Use Case Diagrams (with hands-on)
EA 05 Requirements Traceability (with hands-on)
UML 04 Activity Diagrams (with exercises)
EA 06 Activity Diagrams (with hands-on)
EA 19 Block Definition Diagrams (with hands-on)
EA 20 Internal Block Diagrams (with hands-on)
EA 21 Parametric Diagrams (with hands-on)
UML 13 Sequence Diagrams (with exercises)
EA 11 Sequence Diagrams (with hands-on)
UML 15 State Machine Diagrams (with exercises)
UML 16 Advanced State Machines (with exercises)
EA 13 State Machine Diagrams (with hands-on)
EA 16 Team Working
EA 17 Generating Documents (with hands-on)

* Prices quoted for on-site courses with 7 - 10 delegates
3 – 6 delegates: £ 200 per delegate per day
€ 235 per delegate per day
7 – 10 delegates: £ 1,350 per day
€ 1,600 per day

All prices plus VAT and trainer expenses. Prices valid until 31st December 2010.
The customer is required to provide suitable training facilities, including a projector, delegate access to EA and refreshments. Enterprise Architect is a trademark of Sparx Systems.
‘Mix and Match’ – Build your own Custom Course

3 – 6 delegates: £200 per delegate per day + VAT and trainer expenses
7 – 10 delegates: £1,350 per day + VAT and trainer expenses

How does it work? Simple…

• assess the needs of your team and organisation
• choose the modules to best suit your requirements, timescale and budget
• call us or email your selection, preferred dates, location and number of delegates

If you would like assistance please contact us and a qualified trainer will happily discuss your requirements and suggest a suitable course structure.

Training Modules

Enterprise Architect Modules

<table>
<thead>
<tr>
<th>Module</th>
<th>Duration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EA 00 Introduction</td>
<td>½ hour</td>
<td>delegate background and objectives, timetable and practical considerations</td>
</tr>
<tr>
<td>EA 01 Navigation</td>
<td>1 hour</td>
<td>what is Enterprise Architect? model management user interface menus and toolbars UML diagrams UML toolbox project browser properties and notes windows creating model elements deleting model elements model structure and views navigation</td>
</tr>
<tr>
<td>EA 02 BPMN Diagrams</td>
<td>1½ hour</td>
<td>creating BPMN diagrams activities and sequence flow sub-processes different types of events logic using gateways pools and lanes BPMN diagrams</td>
</tr>
<tr>
<td>EA 03 Requirements Diagrams</td>
<td>1 hour</td>
<td>organising requirements documenting requirements relating requirements prioritising requirements requirements diagrams</td>
</tr>
<tr>
<td>EA 04 Use Case Diagrams</td>
<td>1½ hours</td>
<td>creating use case diagrams creating and documenting actors defining use cases documenting scenarios adding use case relationships organising the use case model use case diagrams</td>
</tr>
<tr>
<td>EA 05 Requirements Traceability</td>
<td>½ hour</td>
<td>creating realise relationships using a diagram to demonstrate traceability using a matrix to cross-reference requirements requirements traceability</td>
</tr>
<tr>
<td>EA 06 Activity Diagrams</td>
<td>1 hour</td>
<td>creating activity diagrams adding actions and transitions modelling decisions and parallel actions adding send, accept and time signals using swim lanes or partitions activity diagrams</td>
</tr>
<tr>
<td>EA 07 Domain Models</td>
<td>1½ hours</td>
<td>creating domain models creating business classes defining attributes adding associations defining multiplicity modelling aggregation creating inheritance hierarchies domain models</td>
</tr>
<tr>
<td>EA 08 Class Diagrams</td>
<td>2 hours</td>
<td>creating class diagrams creating classes specifying class details defining attributes defining operations and parameters adding associations defining multiplicity and navigability modelling aggregation and composition creating inheritance hierarchies modelling abstract classes and operations adding management information using tagged values organising the class model class diagrams</td>
</tr>
<tr>
<td>EA 09 Code Generation</td>
<td>½ hour</td>
<td>code generation reverse engineering model synchronization code generation</td>
</tr>
<tr>
<td>EA 10 System Architecture</td>
<td>1 hour</td>
<td>modelling package dependencies creating subsystems defining interfaces creating components adding assemblies creating a deployment diagram adding components to nodes system architecture</td>
</tr>
</tbody>
</table>
EA 11 Sequence Diagrams
1½ hours
creating sequence diagrams
adding objects
object messages
using fragments for logic
defining a use case realization
diagram navigation with hyperlinks
sequence diagrams

EA 12 Communication Diagrams
½ hour
creating communication diagrams
adding objects
object messages
message sequence numbering
showing conditions and iteration
communication diagrams

EA 13 State Machine Diagrams
1 hour
creating state machine diagrams
defining events, conditions and actions
adding entry, exit and do actions to states
showing nested states and history
state machine diagrams

EA 14 Design Patterns
1 hour
document a design pattern using a UML model
export a design pattern
import a design pattern
apply a design pattern
design patterns

EA 15 Relational Databases
½ hour
creating database tables
adding columns
creating primary and foreign keys
creating indexes and triggers
relational databases

EA 16 Team Working
½ hour
packages and responsibility
using a shared network drive
creating replica projects
connecting to a DBMS repository
exporting files using XMI
defining controlled packages
baselines and differences

EA 17 Generating Documents
½ hour
producing RTF documents
customising RTF documents
producing HTML documents
customising HTML documents
generating documents

EA 18 Block Definition Diagrams
1½ hours
creating block definition diagrams
adding blocks
parts, references, values and behaviour
show flow ports and item flow
block definition diagrams

EA 19 Internal Block Diagrams
1 hour
creating internal block diagrams
adding part properties
connecting parts
show internal information flow
internal block diagrams

EA 20 Parametric Diagrams
1 hour
creating constraint blocks
creating parametric diagrams
adding constraint properties
adding parameters
connecting constraint properties
parametric diagrams

UML Modules

UML 02 Use Case Diagrams
(≈ with exercises)
2½ hours
comparison with traditional requirements
JAD sessions and GUI prototypes
modelling users as actors
external systems
actor definition and notation
actor generalisation
use case definition and notation
use cases and scenarios
use case models and reports

UML 03 Advanced Use Cases
(≈ with exercises)
2 hours
include relationship
extend relationship
use case inheritance
the role of use cases in development

UML 04 Activity Diagrams
(≈ with exercises)
1 hour
modelling business activities and workflow
sequential actions
subactivities
decision and merge (conditional logic)
fork and join (parallel actions)
object state
send, accept and time signals
connectors
swim lanes (responsibility)

UML 05 Domain Models
(≈ with exercises)
2 hours
domain classes and notation
attributes
association
multiplicity
whole-part relationships (aggregation)
generalisation-specialisation (inheritance)
UML 07 Class Diagrams
(~/with exercises)
2½ hours
class definition and notation
attributes and operations
visibility
associations
navigability
multiplicity
whole-part relationships (aggregation)
generalisation-specialisation (inheritance)

UML 10 Packages and Subsystems
(~/with exercises)
1 hour
packages
package dependency
interfaces
interface inheritance
subsystems
system architecture

UML 13 Sequence Diagrams
(~/with exercises)
2 hours
object notation
message passing and sequencing
creation and deletion of objects
asynchronous messages
the system boundary
interaction frames for loops and decisions
centralised control
distributed control

SysML Modules

SYS 01 SysML Overview
½ hour
why use graphical notation?
comparison with structured methods
history of UML and SysML
SysML and UML relationship
SysML and UML diagram types
document processes and requirements
system structure and dynamics
what the SysML does not cover

Application Lifecycle Management Modules

ALM 01 BPMN Diagrams
(~/with exercises)
2 hours
modelling business processes
activities and sequence flow
gateways for logic
types of activities and subprocesses
gateway types and parallel logic
pools and lanes for responsibility
message flows
intermediate events and event types
data objects
BPEL

ALM 02 Requirements Management
(~/with exercises)
1½ hours
why manage requirements?
definition of quality
identify stakeholder needs
problem definition
requirements management challenges
gathering requirements
use case models
1-10-100 rule
traceability
control scope creep
change control process

ALM 03 Requirements Elicitation
1 hour
interviews
workshops
observation
prototyping
scenario analysis
documentation analysis
questionnaires and surveys
special purpose records

Additional UML and ALM modules detailed in our UML and BPMN course catalogue