

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

**Revised
for EA V8**

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

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.

- EA 00 Introduction
- EA 01 Navigation (📄 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 18 Block Definition Diagrams (📄 with hands-on)
- EA 19 Internal Block Diagrams (📄 with hands-on)
- EA 20 Parametric Diagrams (📄 with hands-on)
- EA 11 Sequence Diagrams (📄 with hands-on)
- EA 13 State Machine Diagrams (📄 with hands-on)
- EA 16 Team Working
- EA 17 Generating Documents (📄 with hands-on)

Prerequisite: Knowledge of SysML theory and notation

New

EA RTF Document Template Workshop

1 Day - £1,350 + VAT + expenses *

2 Days - £2,700 + VAT + expenses *



A workshop which teaches delegates how to create RTF templates to allow them to generate company documentation straight from Enterprise Architect.

- EA 00 Introduction
- EA 21 RTF Templates (📄 with hands-on)
- EA 22 Advanced RTF Templates (📄 with hands-on)
- EA 23 RTF Virtual Documents (📄 with hands-on)

Day 2 (optional)

Trainer led workshop to create your own company specific RTF document templates

New

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.

- EA 00 Introduction
- EA 01 Navigation (📄 with hands-on)
- ALM 02 Requirements Management (🔗 with exercises)
- EA 03 Requirements Diagrams (📄 with hands-on)
- ALM 03 Requirements Elicitation
- 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)

Business Process Modelling with BPMN and EA

1 Day - £1,350 + VAT + expenses *



Designed for business analysts new to BPMN and Enterprise Architect. Learn BPMN syntax and semantics. Create hierarchical business process models within Enterprise Architect.

- EA 00 Introduction
- EA 01 Navigation (📄 with hands-on)
- ALM 01 BPMN Diagrams (🔗 with exercises)
- EA 02 BPMN Diagrams (📄 with hands-on)
- UML W1 🔗 BPMN Workshop

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.

- EA 00 Introduction
- EA 01 Navigation (📄 with hands-on)
- ALM 01 BPMN Diagrams (🔗 with exercises)
- EA 02 BPMN Diagrams (📄 with hands-on)
- ALM 02 Requirements Management (🔗 with exercises)
- EA 03 Requirements Diagrams (📄 with hands-on)
- ALM 03 Requirements Elicitation
- 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)
- UML 06 Domain Models (🔗 with exercises)
- EA 07 Domain Models (📄 with hands-on)
- EA 17 Generating Documents (📄 with hands-on)

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 18 Block Definition Diagrams (📄 with hands-on)
- EA 19 Internal Block Diagrams (📄 with hands-on)
- EA 20 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)

NEW

* 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

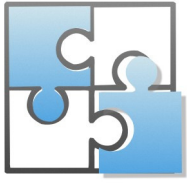
All prices plus VAT and trainer expenses. Prices valid until 31st December 2010.

The customer is required to provide suitable training facilities, including a projector, delegate access to EA running on laptops or PCs and refreshments.

Enterprise Architect is a trademark of Sparx Systems.



All trademarks acknowledged



mix & match

'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




EA 00 Introduction

½ hour

delegate background and objectives
timetable and practical considerations


EA 01 Navigation

1 hour

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


EA 02 BPMN Diagrams

1½ hour

creating BPMN diagrams
activities and sequence flow
sub-processes
different types of events
logic using gateways
pools and lanes
 BPMN diagrams


EA 03 Requirements Diagrams

1 hour

organising requirements
documenting requirements
relating requirements
prioritising requirements
 requirements diagrams


EA 04 Use Case Diagrams

1½ hours

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


EA 05 Requirements Traceability

½ hour

creating realize relationships
using a diagram to demonstrate traceability
using a matrix to cross-reference requirements
 requirements traceability


EA 06 Activity Diagrams

1 hour

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


EA 07 Domain Models

1½ hours

creating domain models
creating business classes
defining attributes
adding associations
defining multiplicity
modelling aggregation
creating inheritance hierarchies
 domain models


EA 08 Class Diagrams

2 hours

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


EA 09 Code Generation

½ hour

code generation
reverse engineering
model synchronization
 code generation


EA 10 System Architecture

1 hour

modelling package dependencies
creating subsystems
defining interfaces
creating components
adding assemblies
creating a deployment diagram
adding components to nodes
 system architecture


EA 11 Sequence Diagrams

1½ hours

creating sequence diagrams
adding objects
object messages
using fragments for logic
creating stereotypes
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
adding states and transitions
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 XML
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
flow ports and item flow
 block definition diagrams

New

EA 19 Internal Block Diagrams


1 hour

creating internal block diagrams
adding part properties
connecting parts
internal information flow
 internal block diagrams

New

EA 20 Parametric Diagrams

1 hour


creating constraint blocks
creating parametric diagrams
adding constraint properties
adding parameters
connecting constraint properties
 parametric diagrams

New

EA 21 RTF Templates

2½ hours


generating RTF documents
RTF document options
creating RTF templates
RTF editor
sections window
adding, removing or reordering sections
recursion of packages and elements
content window
editing and formatting text
inserting additional fields
headers and footers
table of contents
RTF settings

 RTF templates

New

EA 22 Advanced RTF Templates


2½ hours

importing company styles
producing tabular output
editing styles
numbering
extracting linked documents
extracting tagged values
applying document filters
using project constants
word substitution for foreign language reports
 advanced RTF templates

New

EA 23 RTF Virtual Documents

1½ hour

master and model documents
creating master documents
creating model documents
using tagged values to assign templates
adding content to model documents
 RTF virtual documents

New



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 06 Domain Models

(🔗 with exercises)

2 hours

domain classes and notation
attributes
associations
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

UML 14 Communication Diagrams

(🔗 with exercises)

1 hour

object notation
message passing and sequencing
asynchronous messages
alternative paths
iteration

UML 15 State Machine Diagrams

(🔗 with exercises)

2 hours

when to use dynamic models
object lifecycles
states
transitions
events
actions and activities
internal actions and self-transitions

UML 16 Advanced State Machines

(🔗 with exercises)

1 hour

guard conditions
automatic transitions
send clause
nested states
concurrent states

UML W1 🔄 BPMN Workshop

2 hours

role play to identify processes and activities
build a business process model

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
design system structure and dynamics
what the SysML does not cover

NEW



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

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